

# KYPPERON CAPTURE

An Adventure for the Star Wars: Age of  
Rebellion RPG by Fantasy Flight Games

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#### Star Wars

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CAN'T  
DO IT  
*ALONE*

 **ENLIST TODAY** 



# MODULE NOTES

This is the first adventure in the 501st Legion Storm Commando Series. Each adventure in the series is meant to be episodic and stand alone. It is easy to bring in new players or to replace characters that die.

## FORMATTING AND STYLE NOTES:

In the 501st Legion Storm Commando Series information is highlighted in various ways:

Skill Checks will be highlighted and include the dice required.

Ex: **Average** [♦♦] **Athletics Check.**

Galaxy Master (GM) notes, general rules and side bars are shown in grey text boxes.

Text to be read aloud is presented as such:

**Read this text to the players.**

Important maps are included and are hand drawn by the author. Feel free to substitute whatever maps you feel appropriate.

The sizes of minion groups are left to the discretion of the GM. For this adventure, groups of 2-3 are recommended.

## ADVENTURE SUMMARY

### INTRO:

PCs arrive to the *Executor* and are welcomed to the 501st. They are introduced to their squad commander, Sgt. Colt Hunter and are given a tour of the ship.

### EPISODE I:

Capt Razor and SSgt Cross detail the Squad's first mission. Imperial Intelligence Agent T-38437D has asked for assistance in capturing a team of Rebel scientists working in a Secret facility on Kypperon.

The party meets with Agent "Horace" at the Darling Miss Suzy Cantina. He gives them the details of an abandoned estate 500 miles away where the Secret Research Facility is hidden.

### EPISODE II:

The Squad must infiltrate the Estate and work their way down to the Secret Research Facility. In a shocking turn of events a monstrous science experiment breaks loose from its cage and attacks.

This sets off an automated self-destruct sequence that gives the party one hour to escape the facility.

### EPISODE III:

Agent "Horace" defects to the Rebels and steals the party's shuttle, stranding them on the planet, 500 miles from civilization. With rescue 6-7 days out the party must use it's survival training to keep the scientists and themselves alive.

### MEDIC!

The pre-gen characters include a medic who can handle some of the healing.

All players begin with 1 free stimpack. Though this adventure is not overly combat heavy it should be recommended that they purchase additional stims on the *Executor*.

In this adventure the party will be dropped to a remote planet with limited civilization. In the early parts of the session a few stimpacks may be available from local vendors.

### THE IMPERIAL MILITARY

The Imperial Military is a vast and expansive entity covering troops, vehicles, ships, garrisons and much more. On the *Executor* alone there are nearly 300,000 soldiers from the Navy, Army, and Stormtrooper Corps.

It should be well explained to players that they are stormtroopers in the Imperial Army. Military hierarchy is very important in the Empire and players are expected to strictly follow the orders of their superiors. Disobeying can have severe consequences.

The players' Squad is made up of 8 diverse soldiers (privates and corporals) and 1 sargent. Those in the squad not played by the PCs are minions and the Sargent is a rival.

In battle, the Sargent will always form a squad (per AOR GM Kit) with any available minions.

The Squad leader is technically the Sargent. The GM may delegate control of the sargent and his minions to the group or an experienced player, if the group concurs.

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# DUTY REFERENCE SHEET

At the start of each session roll potential Duty effects on the table below:

Duty Value	Duty Type	Character
1-5	Internal Security	TK-282
6-10	Personnel	TK-431
11-15	Counter-Intel	TK-513
16-20	Combat Victory	TK-618
21-25	Intelligence	TK-766
26-30	Tech Procurement	TK-957

As the group is new and has a low duty score it is unlikely a Duty will be triggered. However, several duties are mentioned in the adventure and can be easily adapted if a player's duty is activated.

While the duty sidequests are not required they may provide an interesting break from the action or a unique challenge. Players should be encouraged to try them even if their duty is not active.

For our pre-gen characters:

## INTERNAL SECURITY

(TK-282, Sharpshooter)

In Razor's briefing he mentions that a shipment of supplies was recently stolen from a convoy near Kypperon and the Squad should be on the look out for it. Later, when "Horace" tells them Koobis' shipment is stolen they should recover it.

## PERSONNEL

(TK-431, Medic)

Razor could mention that a TIE Interceptor pilot was shot down in a nearby sector and possibly brought to this facility. The Squad should search the planet, rescue him and keep everyone alive.

## COUNTER-INTELLIGENCE

(TK-513, Scout)

The local sheriff, Koobis Tetsu, takes information and data about the party to pass on to the Rebels. The Squad should limit the information they give him and try to recover anything he gives to the Rebels.

## COMBAT VICTORY

(TK-618, Commando)

Agent "Horace" could mention in his meeting that he believes the scientists are working on engineering the perfect fighting monster. When the Squad reaches "Bad Science" they should fight and defeat it.

## INTELLIGENCE

(TK-766, Slicer)

Players should be interested in getting as much information as they can from "Horace". He mentions that the Estate has a new construction atop it, possibly a communications satellite. Players should get into the array and acquiring whatever codes and intel they can.

## TECH PROCUREMENT

(TK-957, Saboteur)

At their briefing Razor can mention that any data the researchers have could prove invaluable. Players should search the Secret Facility for any data they can.

## CONTRIBUTION POINTS

Since the Imperial Military is a massive machine with hundreds of thousands of soldiers competing for promotions, PCs do not move through the ranks as quickly as is suggested in the AoR CRB table 9-3 (p.325). Instead, they follow the below schedule:

CP	Rank
0 CP	Private
1 CP	Private First Class
2 CP	Lance Corporal
3 CP	Corporal
5 CP	Sergeant
6 CP	Staff Sergeant
8 CP	First Sergeant / Gunnery Sergeant
10 CP	Battlefield Commission to Lieutenant





A long time ago in a galaxy far,  
far away....

# STAR WARS

*Episode I:*

*Kypperon Capture*

*A new group of recruits  
have just graduated from  
STORM COMMANDO  
academy on CARDIA and  
are about to be deployed  
to their new unit.*

*Fresh out of school, the  
STORM COMMANDOS  
are ready to prove their  
mettle.*

*An Imperial Intel Agent  
has just made contact  
and provides details of  
his deep cover  
operation...*



**Join!**

**It's Your  
Duty!**



## INTRO: THE LIFE OF A STORMTROOPER

### CHARACTER CREATION

PCs are all Humans and given the recruit specialization. They may choose a clone template (pre-gen) or can build their own characters with 100 XP. Choose from the following careers: Soldier (all), Spy (all), Engineer (Saboteur), Commander (Tactician), and Ace (Driver, Gunner). Take Duty from "The New Order Duty".

Once completed, they are given 25 xp to spend (as per normal spending rules - ie no stats). This represents their commando training. Each PC is then issued a TK number (100-999).



In normal creation characters are able to pick a resource. For this campaign their resource is a "base", *Executor*. They do not receive the \$1,000 to spend on gear but instead receive standard issue Stormtrooper gear (valued at \$4,000).

After characters are done read the red box:

*Barely eighteen months ago you walked into the recruiter station on your home world and joined the Stormtrooper Corps. You suffered through one year of grueling training and just when you were about to be deployed, the worst happened: Rebel terrorists destroyed the Death Star.*

*That was that day you decided to become a Storm Commando, knowing deep down that you would make the Rebels pay.*

*You put yourself through six months of commando school at the Academy on Cardia. Proving more than capable you graduated near the top of your class.*

*Shortly after graduation you receive your orders: The 501st Legion - best of the best. You'll be working under the command of Darth Vader, in the newly formed Death Squadron.*

*You board the shuttle and leave for Coruscant as quickly as you can pack.*

### GOOD, BAD - I'M THE ONE WITH THE GUN

Even though PCs play for the Imperials, this does not mean that they need to be evil. However, their superiors will likely make some evil decisions.

For continuity with the FFG system it is recommended to keep Destiny Point rules the same - players use light side and the GM uses dark side.



# WELCOME TO THE 501ST LEGION!

The 501st were stationed on the Death Star when it was destroyed. As a result, nearly 2/3 of the Legion was killed (that's about 6,200 Stormtroopers). It took nearly 6 months for the 501st to recover and they are finally ready to deploy.

Players are Storm Commandos in the 501st Legion, also known as Vader's Fist. The 501st is made up of 4 Regiments, each with 4 Battalions. Companies in each Battalion are given letters A-P. In the 501st, Storm Commandos are attached to the 1st Regiment.

Specifically, the PCs are attached to 1st Regiment, 2nd Battalion, "H" Company, 2nd Platoon, 1st Squad. There are additional Storm Commando units in the other Companies within 2nd Battalion.

As the PCs are new recruits, they will not likely meet or speak to many higher ups; Maj. Phillips (Company C0) is about as high up as they'll talk to. They may glimpse Darth Vader from time to time, but he will never directly interact with any PC.

## "H" COMPANY STORM COMMANDOS

"H" Company includes 4 Platoons with 38 Stormtroopers (ST) in each, 164 ST in total.

1st, 2nd, and 4th Platoons are Storm Commandos. 3rd platoon is Shock Troops (heavy weapons), in trade from 4th Battalion. The Company also has a squad of Scouts (9) attached.

Company HQ is CO Maj Nate Phillips, 1st Sgt Mike Stanley, and Gunnery Sgt Al "Whitehot" Williams. The Platoons have an Officer (Lt or Capt) and a SSgt as their HQ.

Each Squad consists of 7 Pvts, 1 Cpl, and 1 Sgt. Use "501st Storm Commando" minion for Pvts and Cpls. The Cpl carries a long range radio, but is otherwise the same as the Pvt. Use "501st Storm Commando Sergeant" for the Sgt. The Sgt always forms a squad in battle with his minions (see AoR GM Kit, p28).

For brevity, this section will only cover 2nd Platoon (see "501st Organizational Chart" for more information).

## LEGION ORGANIZATION

ST legions do not include support personnel; it is provided by the Army.

**Legion:** 9812 STs, inc. officers  
**Regiment:** 2489 STs; 4 (R) each (L)  
**Battalion:** 620 STs; 4 (B) each (R)  
**Company:** 155 STs; 4 (C) each (B)  
**Platoon:** 38 STs; 4 (P) each (C)  
**Squad:** 9 STs; 4 (S) each (P)



**Second platoon Leader:** Capt Richy

"Razor" Jackson (TK-235). He is new to the 501st, same as the PCs. He hails from Corellia and was trained in officer school as a Storm Commando. He has served 4 years as an officer and has seen some action in the field.

"Razor" earned his name for his sharp, no nonsense demeanor. At heart he is a loyal patriot. He expects the best from his troops and is angered when they don't follow his orders. When it comes down to it he always does what is necessary.

He fights with the ferocity known to Storm Commandos. He is decisive in battle and shows his foes no mercy, nor does he expect any. He is competent with ranged and melee weapons and is a fearsome combatant.

**Platoon XO:** SSgt John Cross (TK-928). SSgt Cross leads the Sgts and provides guidance to Capt Razor.

His many years of service have made him a firm, unwavering and highly disciplined Trooper. He follows orders to the letter, rarely questioning decisions of the Capt.

**1st Squad Sergeant:** Colt Hunter (TK-157). Sgt Hunter is part of a dwindling number of clones within the Corps. He leads an all-purpose squad (where the PCs are assigned).

He is a 6 year veteran of the Corps and has proven himself competent many times, earning a few medals. His years as a Stormtrooper have made him a bit jaded but he is excited to be in the 501st.

**2nd Squad Sergeant:** Ben Apple (TK-283). His squad is also an all-purpose squad and often acts as alongside 1st Squad.

He was born in the Outer Rim and joined the Corps first day he could. People think of him as a bit slow and an Outer Rim hick, but in battle there are few who equal him.





# CAPTAIN RICHY "RAZOR" JACKSON



## Adversary 1

WOUNDS

20

Current Threshold














SOAK VALUE

6






## SOCIAL





Cool (INT)  , Coercion (WILL)   , Charm (PR)   ,  
Discipline (WILL) (2)   , Vigilance (WILL) (2)   ,  
Leadership (PR) (3)   , Negotiation (PR)     
Deception (CUN)  





## OTHER

Athletics (BR) (2)     , Survival (CUN) (2)   ,  
Resilience (BR) (2)     


## ATTACKS




Long Range (*Heavy Blaster Rifle*):       
Dam: 10, Crit: 3, Special: Auto-Fire, Cumbersome 3






Engaged Range (*Vibroknife*):      
Dam: 5, Crit: 2, Special: Pierce 1, Vicious 1

Short Range (*Frag Grenades (2)*):      
Dam: 8, Crit: 4, Special: Blast 6, Limited Ammo 1

## SPECIAL ABILITIES

 Improved Point Blank: Storm Command Minions at short range or closer add an additional 1 damage to attacks when using point blank

 Field Commander: May make an Average [   ] Leadership Check; 4 allies may immediately suffer 1 strain to perform a free maneuver.

 Command 2: Add   to leadership checks; affected targets add   to discipline checks for the next 24 hours.

## OTHER EQUIPMENT/COST

Extra Reloads, Utility Belt, Food and Water Packs, Grappling Hook and 50' Wire.  
Storm Commando Armor (1 Ranged Def, 2 Soak)

BR

4

BRAWN

CUN

2

CUNNING

AG

4

AGILITY

WILL

3

WILLPOWER

INT

2

INTELLECT

PR

3

PRESENCE

STRAIN

16

Current Threshold

DEFENSES

1

-

Ranged Melee



## 501st STORM COMMANDO (4)

MINION  
RIVAL  
NEMESIS

### Minion Group

WOUNDS  
7  
Current Threshold

SOAK VALUE  
5

### SOCIAL

Cool (INT) ♦♦, Coercion (WILL) ♦♦♦♦, Charm (PR) ♦♦  
Discipline (WILL) ♦♦♦♦, Vigilance (WILL) ♦♦♦♦  
Leadership (PR) ♦♦♦♦, Negotiation (PR) ♦♦♦♦  
Deception (CUN) ♦♦♦♦

### OTHER

Athletics (BR) ♦♦♦♦, Survival (CUN) ♦♦♦♦  
Resilience (BR) ♦♦♦♦

BR 3 CUN 2  
BRAWN CUNNING

AG 3 WILL 3  
AGILITY WILLPOWER

INT 2 PR 1  
INTELLECT PRESENCE

STRAIN  
- -  
Current Threshold

DEFENSES  
1 -  
Ranged Melee

### ATTACKS

Long Range (*Heavy Blaster Rifle*): ♦♦♦♦♦♦  
Dam: 10, Crit: 3, Special: Auto-Fire, Cumbersome 3

Engage Range (*Vibroknife*): ♦♦♦♦  
Dam: 4+, Crit: 2, Special: Pierce 1, Vicious 1

Short Range (*Frag Grenades(2)*): ♦♦♦♦  
Dam: 8, Crit: 4, Special: Blast 6, Limited Ammo 1

### SPECIAL ABILITIES

Point Blank: Add 1 damage to an attack using Ranged Light or Heavy skill at short range or closer.

### OTHER EQUIPMENT/COST

Extra Reloads, Utility Belt, Food and Water Packs, Grappling Hook and 50' Wire.  
Storm Commando Armor (1 Ranged Def, 2 Soak)

## 501st STORM COMMANDO SARGENT

MINION  
RIVAL  
NEMESIS

### Adversary 1

WOUNDS  
17  
Current Threshold

SOAK VALUE  
5

### SOCIAL

Cool (INT) ♦♦♦♦, Coercion (WILL) ♦♦♦♦, Charm (PR) ♦♦♦♦  
Discipline (WILL) (2) ♦♦♦♦, Vigilance (WILL) (2) ♦♦♦♦  
Leadership (PR) (3) ♦♦♦♦, Negotiation (PR) ♦♦♦♦  
Deception (CUN) ♦♦♦♦

### OTHER

Athletics (BR) (2) ♦♦♦♦, Survival (CUN) (2) ♦♦♦♦  
Resilience (BR) (2) ♦♦♦♦

BR 3 CUN 2  
BRAWN CUNNING

AG 3 WILL 3  
AGILITY WILLPOWER

INT 2 PR 1  
INTELLECT PRESENCE

STRAIN  
- -  
Current Threshold

DEFENSES  
1 -  
Ranged Melee

### ATTACKS

Long Range (*Heavy Blaster Rifle*): ♦♦♦♦  
Dam: 10, Crit: 3, Special: Auto-Fire, Cumbersome 3

Engage Range (*Vibroknife*): ♦♦♦♦  
Dam: 4+, Crit: 2, Special: Pierce 1, Vicious 1

Short Range (*Frag Grenades(2)*): ♦♦♦♦  
Dam: 8, Crit: 4, Special: Blast 6, Limited Ammo 1

### SPECIAL ABILITIES

- Point Blank: Add 1 damage to an attack using the Ranged Light or Ranged Heavy skill at short range or closer.
- Adversary 1: Upgrade difficulty of all combat checks against this target once
- Tactical Direction: May perform a maneuver to direct one stormtrooper minion group within medium range; the group may perform an immediate free maneuver or add 1 to its next check

### OTHER EQUIPMENT/COST

Extra Reloads, Utility Belt, Food and Water Packs, Grappling Hook and 50' Wire.  
Storm Commando Armor (1 Ranged Def, 2 Soak)



**3rd Squad Sergeant:** Steve Hart (TK-122). 3rd Squad specializes in demolitions and slicing.

People have said Sgt Hart was born a Stormtrooper. His mother and father were both in the Navy and fought in the Clone Wars. He is dedicated and a consummate soldier.

**4th Squad Sergeant:** Tamara West (TK-117). Her Squad deals with mechanical systems, technology, and limited slicing.

Sgt West, recently promoted, is one of the roughly 3000 who lived. Shortly before the Death Star incident her Company was sent to Cardia for routine training exercises.

She deeply regrets not dying on the Death Star with her comrades. Some say she has a death wish, but she always puts the lives of her Squad first.

## EXECUTOR'S RESOURCES

*Executor* is 19 km long; a Trooper could spend an entire month wandering the halls and still never see everything. See "Death Squadron Notes" for information on the Fleet's assets.

Though PCs are small part of the fleet they are the focus of our story.

## FACILITIES

ST and Army Infantry quarters are located towards back of the ship. The barracks are cramped and uncomfortable though generally clean thanks to the many droids.

There is a large mess hall and many rec rooms with games, etc. Facilities include a firing range, an obstacle course and an oversized gym. All are open 24 hrs.

Should a PC end up in the medical wing, they'll find the best available in medical care. Numerous state-of-the-art bacta tanks, surgery wards, etc. are on board, as well as some of the best physicians in the military.

## QUARTERMASTER

Sgt. Jido Kinall (non-ST) acts as 2nd Battalion's Quartermaster (QM). All requisitions for armor, weapons, vehicles, or other equipment go through him. He is friendly but overworked and a bit impatient.

See "Quartermaster Supplies" for what items players can buy. Disregard all gear and costs listed in the CRBs. All items are priced in Stormtrooper Bucks (SB), *Executor's* currency. Players may not purchase items with credits but may exchange them at a rate of 1:1 (but not SB to credits).

If PCs wish an item not on his list Sgt Kinall can put in a requisition but cannot guarantee anything (GM's choice).

A piece of gear bought from the QM is considered the PCs permanently (unless lost in the field). Items can be stored in a locker when not in use.

## TRANSPORTATION

The Imperial Army provides dropships for Stormtroopers and Army troops. Three types of shuttles are available for use: Lambda-class, Sentinel-class, and Delta-class.

74-Z Speeder Bikes and AT-PTs are also available, but must be purchased.

Usually the Squad will be assigned a shuttle based on mission requirements.

### LUXURY AT ITS BEST



### LAMBDA-CLASS IMPERIAL SHUTTLES

Image by Steve Thomas





# SUPPLIES AVAILABLE FROM QUARTERMASTER SGT KINALL

All Prices in Stormtrooper Bucks (SB)	
Stormtrooper Standard Issue	Cost
Storm Commando Laminate Armor (White)	FREE
Pick One: Blaster Carbine, Blaster Rifle or Blaster Pistol	FREE
Vibroknife	FREE
1 Frag Grenade	FREE
Utility Belt	FREE
50' High Tensile Wire and Grappling Hook	FREE
1 Stimpack	FREE
3 Day's Rations, 2 Day's Water	FREE
Helmet Mounted Military Commlink (short range)	FREE

Ranged Weapons	Cost
Light Blaster Pistol	300
Blaster Pistol	400
Heavy Blaster Rifle	2000
Light Repeating Blaster	2500
Heavy Repeating Blaster	7500
Flame Projector	1500
Frag Grenade	200
AP Grenade	200
Stun Grenade	150
AP Mine	1000

Melee Weapons	Cost
Vibrosword	500
Shock Gloves	250
Vibro-ax	1000

Armor	Cost
Scout Trooper	3500
Snow Trooper	2500
Sand Trooper	2500
Heavy Trooper	7000

Gear and Equipment	Cost
Electrobinoculars	200
General Purpose Scanner	400
Hand Scanner	100
Macrobinoculars	50
Surveillance Tagger	250

Emergency Medpac	100
Medpack	350
Stimpack (additional)	20

Binders	20
Com Jammer	650
Slicer Gear	500

Ration Packs (per add'l day)	5
Extra Reloads	60
Fusion Lantern	150
Glow Rod	15
Military Field Manual	10
Tent (2-man)	100
Tool Kit	300
Backpack	50

Weapon Modifications	Cost
Balanced Hilt	1500
Bipod Mount	100
Forearm Grip	250
Front Filled Sight (pistols only)	50
Marksman Barrel	2500
Multi-Optic Sight (transmitted to HUD)	2000
Night Vision Scope	500
Spread Barrel	1900
Superior Weapon Customization	5000
Telescopic Optic Sight	200
Tripod Mount	200
Under-Barrel Grenade Launcher	2000
Weapon Sling	100

Armor Modifications	Cost
Enhanced Optics Suite	2000
Heating System	1000
Thermal Shielding	1000
Strength Enhancing System	6000
Biofeedback System	3000
In-Helmet Scanner	500
Armor Repair - Black or White**	100
Camo Pattern (adds <input type="checkbox"/> to stealth checks, removes <input type="checkbox"/> penalty)	600

Vehicles	Cost
74-Z Speeder Bike	2500
AT-PT	27000

\*\* - **White Paint:** Suffer ☐ to **Stealth Checks** and add ☐ to all **Coercion Checks**  
 - **Black Paint:** No penalties or bonuses

Armor	Def	Soak	Modifications
Commando	0	2	Vacuum Sealed
Scout	0	2	Enhanced Optics Suite, Vacuum Sealed
Snow	0	2	Heating Systems, Vacuum Sealed
Sand	0	2	Thermal Shielding, Vacuum Sealed
Heavy	0	2	Strength Enhancing, Vacuum Sealed





# EPISODE I: OFF TO WORK

Give the players some time to look around and interact with the NPCs. When they're ready, Capt Razor will call the Squad into his ready room.

## MISSION BRIEFING: CAPTURE SCIENTISTS

(Make the PCs aware that they should never discuss their mission with non-Imperial personnel).

Deep-cover intel agent Agent T-38437D, codename: "Horace", has given the fleet a signal that it is time to strike on an operation he has been planning. He's discovered a group of Rebel scientists and Agent T-38437D believes they can now enact his plan to capture them.

The agent has requested a squad of commandos be sent to his location and when they meet he'll give the exact details of their mission. The Squad is to meet Horace at (Razor raises an eyebrow) "The Darling Miss Suzy Cantina" in Kypper's Corner at 23:00 hrs, the day of their arrival.

First Squad will deploy to planet Kypperon immediately via Lambda-class shuttle.

### ADDITIONAL INFORMATION

SSgt Cross will provide the following background information:

- Kypperon is a mining colony. It has a low population (75,000) and only one city, Kypper's Corner.
- Terrain is rocky and the environment is hot, but not overly so. It is similar to badlands terrain. The atmosphere is a bit thin, expect to be out of breath.
- The SSgt tells the Squad to avoid local disturbances; the last thing the Company needs is The Brass telling them they turned a system to Rebellion.
- If gone for more than 7 Galactic days the Squad will be declared missing; someone will come to find them. If they are not found within 24 hrs the search party will declare them MIA and leave.
- The fleet will remain in orbit of Coruscant until Lord Vader has a mission for the *Death Squadron*.

501st "H" Company

Mission: Kypperon Capture

### Mission Objectives:

**Primary:** Capture Rebel Scientists and return them to the fleet.

**Primary:** Avoid local disturbances.

**Secondary:** Mission requirements given by Agent T-38437D.

**Good Luck and Happy Fragging!!**

When they are done with the briefing the Squad gears up and heads to a Lambda waiting in docking bay 782. Read the red text aloud:

*You board the Lambda with the rest of the Squad and depart on your first mission. Everyone seems on edge, being sent out into to the middle of nowhere without any support. Looking out the window you see the assembled Star Destroyers and the gigantic Executor. You hope it's not the last time. Then the shuttles goes hyperspace.*

After reading the text, give the players the "Kypperon Datapad Handout".

### WEARING ARMOR

Players should be given the understanding that members of the Stormtrooper Corps are expected to wear their armor any time they are on duty or on a mission. Removing helmets is alright, occasionally.

This may seem inconvenient for players but it is the price of having the Imperial Military at your back.



## 501ST "H" COMPANY

**Mission:** Kypperon Capture

**Summary:** *Agent-T38437D has signaled that it is time to act on his plan to capture a team of Rebel scientists at a Secret Research Facility. Meet him at the "Darling Miss Suzy" Cantina.*

### Mission Objectives:

**Primary:** Capture the Rebel Scientists.

**Primary:** Avoid any local disturbances.

**Secondary:** Mission requirements provided by Agent T-38437D.

### Kypperon Facts:

**Astrogation:** Onos Sector, Kypper System, Expansion Region, Map: P-13

**Orbital Period:** 20 hrs / 245 days

**Capital:** Kypper's Corner

**Population:** 75,000

**Avg High:** 95 F    **Avg Low:** 70 F

**Current Temp:** 88 F

**Good Luck and Happy Fragging**



# KYPPERON

**Astrogation Data:** Onos Sector,  
Kypper System, Expansion  
Region, Map P-13

**Orbital Metrics:** 245 days  
per year / 20 hrs per day

**Government:** Onos Sector  
Affiliated: Empire

**Population:** 75,000 (80% Human,  
15% Rodian, 5% Other)

**Languages:** Basic

**Terrain:** Rocky hills, canyons,  
caves, scrublands and plains; similar  
to badlands.

**Cities:** Kypper's Corner (the only active  
city), numerous ghost towns.

**Major Exports:** Iron, Gold, precious metals.

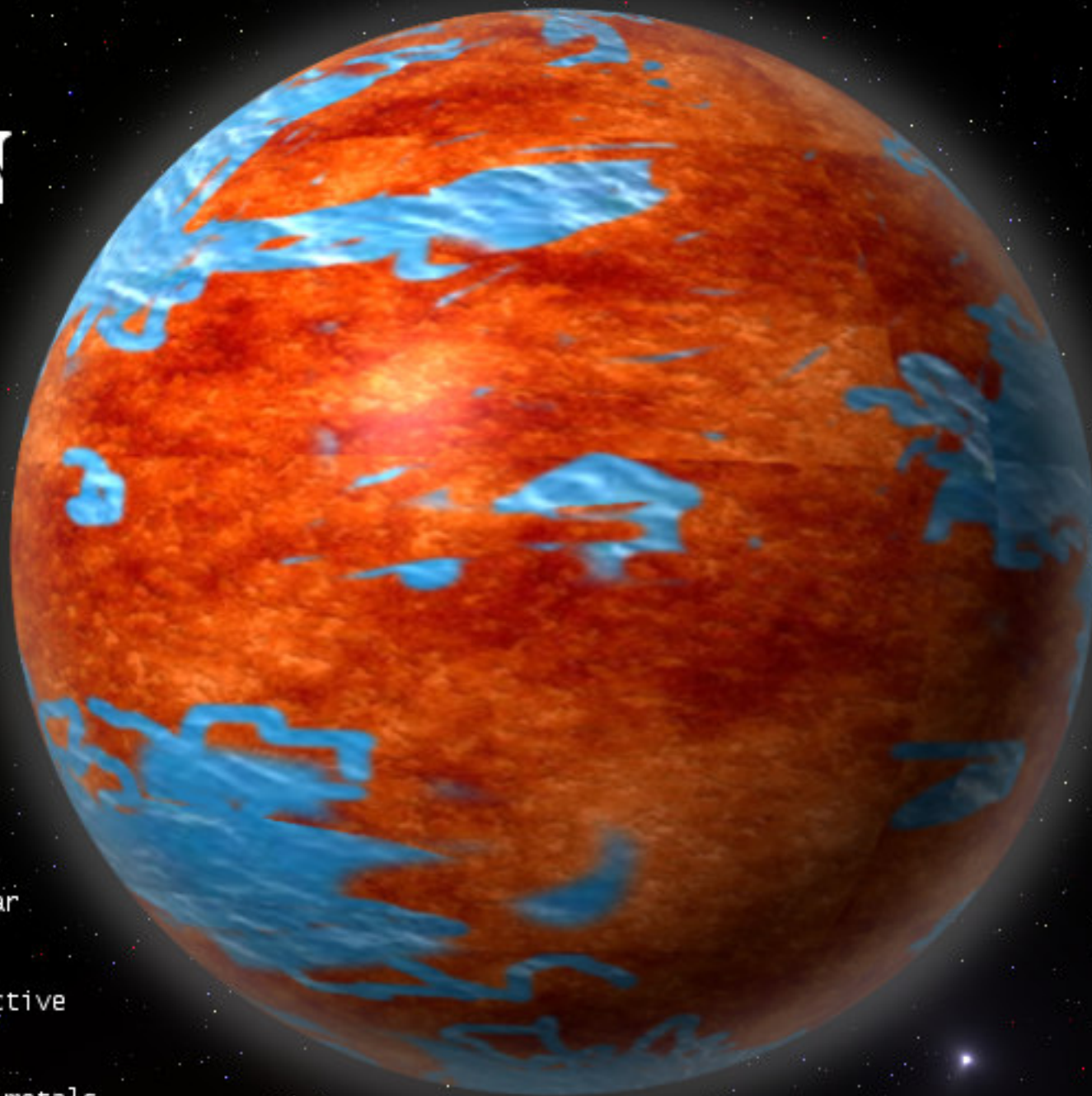
**Major Imports:** Food, medicine

**Special Conditions:** Thin atmosphere. After  
each combat encounter make an **Average [◆◆]**  
**Resilience Check** or suffer strain 1 and  
additional strain equal to ☉; cannot recover  
strain as normal at the end of a combat  
encounter unless 10 mins are spent resting.

**Background:** Kypperon is situated in the  
Expansion Rim, another mining planet  
forgotten in the billions of worlds in the  
Galaxy. It is hot and arid, rocky and hilly;  
very similar to badlands. During mid day  
temperatures can reach over 100 F. At times  
the weather can go from perfectly clear to a  
thunderous downpour in moments.

Kypperon has a breathable oxygen-nitrogen  
atmosphere but is thinner than most. Off-  
worlders constantly find themselves out of  
breath. Even the most fit find the simplest  
task will have them breathing heavily.

Once a prosperous and booming mining  
colony many centuries ago, Kypperon has  
fallen far from its glory days. As the  
centuries went on and the Expansion Region  
became more and more neglected, the colony  
fell to disinterest and disrepair. Once home  
to nearly a billion it now has only one  
small city.



small town of 75,000. Scattered throughout  
the planet are hundreds of ghost towns,  
abandoned mines and abandoned ranches.

The populace is very sheltered and  
isolated. It is rare for visitors to come  
from other worlds unless they're with the  
Sentralum Mining Corporation. Few people  
want to leave the planet and even fewer ever  
do. Kypper's Corner is a very rural comm-  
unity built on trust, family and hard work.

## LAND OF THE FORGOTTEN

In the old Republic days Kypperon  
was an important mining colony. It  
exported millions of tons of gold  
and other precious metals yearly.

Most miners have moved on and  
Kypperon has since fallen on hard  
times. The system has been  
neglected by the Empire for over a  
decade. The only active mining  
company on the planet is Sentralum.



## FRIENDLY NEIGHBORHOOD POLICE

Waiting for The Squad when they step off the shuttle is none other than the local sheriff, Koobis Tetsu (a Rodian), and his 5 deputies. He tells the group that they need to come with him to the sheriff's office and register immediately to avoid any "problems". If they resist his retinue will follow them wherever they go and Horace won't meet them until they lose the tail.

### KOOBIS TETSU [RIVAL]



Cool: ♦♦ Coerce: ♦♦♦ Charm: ♦♦  
 Discipline: ♦♦♦ Vigilance: ♦♦♦  
 Negotiation: ♦♦ Leadership: ♦♦  
 Deception: ♦♦  
 Other: Streetwise 2, Survival 2  
 Talents: Adversary 1  
 Short Range(*Blaster Scattergun*): ♦♦  
 Dam: 9, Crit: 3, Spec: Blast 6, Stun setting  
 Engaged Range(*Brawl*): ♦♦  
 Dam: 3, Crit: 5, Spec: Knockdown, Disorient 1

### KYPPER'S CORNER DEPUTIES [MINION]



Skills: Ranged(Light), Brawl, Survival  
 Medium Range(*Blaster Pistol*):  
 Dam: 6, Crit: 3, Special: Stun Setting  
 Engaged(*Brawl*):  
 Dam 3: Crit 5, Spec: Knockdown, Disorient 1  
 Equipment: Manacles, Heavy Clothing

If the PCs decide to go with him the Squad goes back to the station. Sheriff Koobis registers them in the local system. He takes fingerprints and DNA samples from the entire squad as well as asking full names and TK designations. Koobis then asks them some pointed questions:

- What's their unit? What do they do?
- Who else is coming or are they working alone? Why is the Squad all alone?
- What's their purpose on Kypperon?
- Are they meeting anyone? Who and when?

The PCs can refuse any of the above (including fingerprints and DNA). Anyone lying or not answering a question should make an opposed [♦♦♦] **Deception Check**. If failure, Koobis sends 1 deputy to follow the group, discreetly.

When done answering his questions Koobis tells them that Kypper's Corner is a peaceful place and he doesn't want any problems. He tells them that he's the law in this town and if they see any trouble to call him first.

Finally he reveals he's in need of some security. Read the red text box aloud: (best done with a Mississippi accent)

*Well shoot, I can't believe my luck. This afternoon we have a load of precious cargo coming in. It's one of the most important shipments we get here on a regular basis.*

*I'm in need of a good security team. We can't afford to have anything go wrong. If you Imperials wouldn't mind lending a hand, I could sure use the help.*

The party can **Negotiate** for payment (starting offer \$500 credits/max \$1000) or do it out of the kindness of their hearts. They can say no but Sheriff Tetsu will beg. If they agree, he tells them to meet him at dock bay 9 at 15:00 hrs.


After they leave he passes on any information gathered to the Rebels.





## ON THE FENCE

Koobis is trying to help the populace. He receives medicine and other aid for the town in trade for leaving the Rebels alone, sending them workers, and giving them any important intel. He only works with Rebels because the Empire has abandoned Kypperon and he doesn't see any better option.

As the Squad is the first Imperial contact in many years they may have a chance to get him back. Helping him with his cargo detail is a step in the right direction but it is just the beginning (add  to **Social Checks** with Koobis, if completed). It is possible, with the right persuasion, to bring Koobis back to the Empire. This should be interesting to any player with the **Recruiting Duty**.

## SECURITY DETAIL (OPTIONAL)

At 15:00 players meet up with Koobis and his 5 deputies at docking bay 9. 10 large crates marked "Medicines and Bacta" are being unloaded to cargo skiffs.

The team boards an empty skiff with a Heavy Repeating Blaster mounted on it and heads towards the warehouse. On the way they are ambushed by a gang on swoop bikes. A chase ensues.

Assuming the cargo arrives safely it is unloaded at the warehouse. Koobis thanks the Squad and leaves his deputies behind to guard the medicine and bacta until they can be distributed.

## DARLING MISS SUZY CANTINA

*As you walk in the door of the dimly lit cantina your eyes wander to all the deep red velvet covering nearly every piece of furniture. Various frilly throw pillows lay strewn about the couches and chairs. Part of you wonders if this is a brothel...*

*Given the dirty, grimy hard wood floors and sticky tables you're unsure about sitting down, even in your armor. Towards the sides you notice small, cozy booths and in one corner a few busy gaming tables.*

*Business is good tonight and the cantina is full but not uncomfortably so. As you walk in many of the clients turn to look at you but quickly look down into their drinks.*

## DID YOU SAY BROTHEL?

Players should be reminded that the Star Wars movies are PG and the game should remain the same.

The Darling Miss Suzy is the local watering hole in Kypper's corner. It is quite popular in the town. Still, it has a shadier side.

Players are not recommended to actually partake in the prostitutes.

I FIND YOUR  
LACK OF SAUCE  
DISTURBING



*Image Artist Unknown*







The PCs will have time to look around and may play any of the mini-games if they wish. Horace is not at the cantina yet.

It is also possible for the PCs to find their way to the Secret Rebel Facility without meeting with Horace should they decide so (see "Other Ways In").

## CANTINA MINI-GAMES

### DART THROWING

The local darts group is looking for some new meat and would love nothing more than to show up a squad of Stormtroopers. They will offer \$300 a bet to the winner.

Each team makes **Average** [ ] **Ranged (Light) Checks**. Add up total team \*. The team with highest combined total wins. On a successful check spend  or    to hit the bullseye for an additional \*.

Each team consists of 4 players. The darts team uses [  ] for its players.





## SAIBBAC

Players make an **Average [♦♦] Cool Check**. Then each player rolls 1d6 to illustrate the shifting nature of the cards' signs. For each ●, one ☆ and ☹ are converted into ▼ and ☹ respectively. Conversely for each ○, 1▼ and ☹ are converted into ☆ and ☹.

For each uncanceled ☆ a player wins a share. For example, 3☆ wins 3 times the bet.

## DRINKING CONTEST

"Big Stick" Barulla Crood is at the bar drinking hard. The bartender mentions that he could out drink anyone.

The PCs can challenge him to a drinking contest. Players can win up to \$250 on side bets if they put down \$250.

Make a **Simple Resilience [♦] Check**:  
"Big Stick" makes checks using [♦♦♦♦].

- ☆ - You don't pass out
- ▼ - Spilled the drink (try again noob!)  
OR Pass out and lose the contest
- ☹☹ - You don't seem drunk at all (add 1 to next drinking check)
- ☹☹ - Become incoherent OR Opponent is watering his drink and not drinking as much as you (add 1 to next check)
- ☹ - Outdrank the entire bar OR No hangover
- ☹ - Vomit OR Fall down on floor

Increase the difficulty by one die for each round of drinks.

## HORACE ALBERVILLE, IMPERIAL SPY

Most people in the bar have never heard of Horace. If the PCs ask the Bartender or the Madam where he is they say he's upstairs. When they try to go up, one of the ladies stops them and gives them the note as in the red text box.

If they don't ask anyone a couple hrs pass with no sign of the contact. Then, a group of the cantina's ladies come to their table to chat with the Squad and one hands the PCs a note:

*Meet me upstairs. Pretend you are going with a group of ladies. - Horace*

## HORACE ALBERVILLE [NEEMESIS]

Born to wealthy parents on Coruscant, Horace had everything that people dream of growing up. He went to the Imperial Military Academy and fulfilled his desire to become an Intelligence Agent.

When he discovered a Grand Moff taking exorbitant bribes from a Hutt, his world came crashing down.



## DOUBTING HORACE

If a PC feels that Horace is lying the player(s) may make an opposed [♦♦♦♦] **Vigilance Check**.

- ☆ - Reveals he's holding back details but not outright lying to them.
- ☹☹ - They feel something is not right, information is missing.
- ☹ - The player the thinks that Horace is behind some larger game and is using the Squad in his plot.
- ☹ - The player has a bad feeling about the Estate.
- ☹ - The player believes that perhaps there is no Secret Research Facility at all.

Suddenly all Horace's family assets were seized and he was given an assignment beyond the rim. He served his penance faithfully, all the while plotting. Recently he was posted to a special command searching for hidden Rebel assets. He took this opportunity to meet with a cell on Kypperon and has since been a Rebel double agent.

BR 3	AG 3	INT 3	CUN 4	WILL 3	PR 3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
WOUNDS 14 12		SOAK VALUE 3		DEFENSES 2 0	
				Ranged Melee	

Cool: ♦♦♦ Coercion: ♦♦♦ Charm: ♦♦♦  
Discipline: ♦♦♦ Vigilance: ♦♦♦  
Leadership: ♦♦♦ Negotiation: ♦♦♦  
Deception: ♦♦♦  
Other: Streetwise 2, Stealth 2 ♦♦♦  
Talents: Adversary 1  
Medium Range(Light Blaster Pistol): ♦♦♦  
Dam: 5, Crit: 4, Special: Stun Setting  
Personal Deflector Shield (ranged defense 2)

## THE JOB DETAILS

Horace has come in contact with a Rebel cell on Kypperon and found a Secret Research Facility where a team of 6 scientists are working.

500 miles southwest of Kypper's Corner is the Estate of Old Bobby Haversham. Most of the town thinks he still lives there but in fact he died more than 2 years ago.

Rebels have moved in and set up a Secret Research Facility underground. Someone has been impersonating Old Bobby and shows his face around town a few times a year.

Simply put, the Squad must infiltrate the Estate, find the Secret Research Facility and capture the scientists.





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The basic E-11 is 438 mm long when folded and weighs only 2.6 kilograms! The power cell housing opens on the left side of the

action housing, above the trigger, giving the E-11 a very low profile (useful when shooting prone or from a barricade). The E-11's plasma gas cartridges allows for over 500 shots, while the power cells lasts for an average of 100 shots\*!

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Contact your local BlasTech retailer and make sure no Imperial Trooper is left empty handed!

**ORDER NOW!**

**BLASTTECH**  
INDUSTRIES

\*Depending on the setting.



## AMBUSHING THE WORK PARTY

If PCs attempt to ambush the scientists the next day when the town's workers arrive the scientists are not there. Instead, 4 trooper minions and a rival dressed as scientists put the townies to work, give tools, etc.

The Troopers should lead them to the Estate one way or another.

Horace provides the team with a key card to the Facility. He believes it should get the Squad through most locked doors.

He can also tell the party:

- Old Bobby Haversham's Estate covers over 1,000 acres. It is used primarily for mining and livestock.
- There are Rebels living on the Estate. Many of them are soldiers but do not have much training or experience.
- He has not been inside the base himself and has only seen it from a distance. Based on what his drunken Rebel contact told him, he's certain about the information.
- He noticed a strange looking dome on top of the main house.
- He is not much of a fighter and will not be accompanying the Squad - it's why he called them after all.

### KOOBIS' REBEL AID

Horace also mentions a problem with the local sheriff. He says that Koobis is an honest man but has been accepting donated goods from the Rebellion. The most recent shipment of medicine and bacta he received was stolen from an Imperial Hospital by Rebels.

He requests the Squad recover the illicit goods. Players with the **Internal Security Duty** will find these details very interesting and should want to recover the stolen cargo.

If they decide to assault the warehouse the only security there is Koobis' 5 deputies. They will need a skiff or other means to carry the goods to their shuttle as the crates are encumbrance 10 each and there are 10 crates in total.

Note that if the Squad confiscates these goods it is **Impossible** to recruit Koobis.



## OTHER WAYS IN

The PCs may not trust Horace and walk out or perhaps decide not to meet him at all. Here are a few alternate ways for players to find the Secret Research Facility. All roads lead to Old Bobby Haversham's Estate.

**Pay Someone for Information:** If the party asks around about scientists the Bartender or the Madam offers to help them out for a bit of money. He/She asks for \$500 and can be **Social Checked** down to \$300. If the party pays, they're told that a team of scientists is doing some work out by Old Bobby Haversham's Estate.

**Drinking Contest:** If they win one of the "colorful" ladies helps "Big Stick" up and mentions that he's going to have a tough time tomorrow helping those scientists out by Old Bobby Haversham's Estate.

If they lose, the drinker is so drunk and rowdy a bar fight may happen (see Bar Fight, below).

**Bar Fight:** A bar fight should be the last resort of the GM, if nothing else the party does seems to get them any closer to finding the Secret Research Facility.

A group of drunken rednecks come in. Somehow a fight with the Squad starts.

### DRUNKEN REDNECK [MINION]

BR 3	AG 2	INT 2	CUN 2	WIL 1	PR 1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLOWPOWER	PRESENCE
WOUNDS 5		SOAK VALUE 4		DEFENSES 0 0	
				Ranged	Melee

Skills: Brawl, Skullduggery

Talents and Abilities: None

Engaged(Brawl):

Dam: 3, Crit 5, Spec: Knockdown, Disorient 1

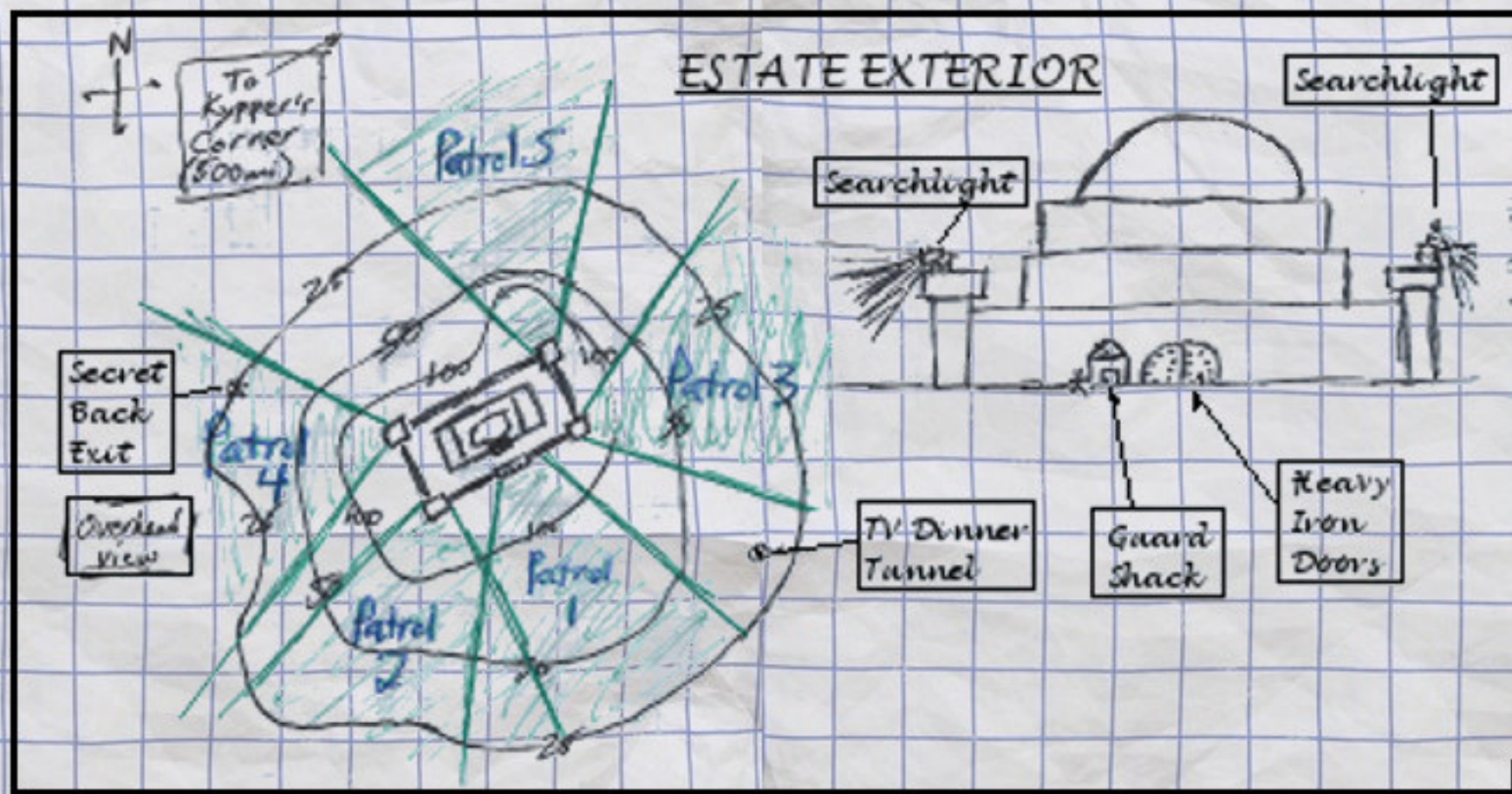
The Sheriff and friends will break the fight up, throw everyone in jail to cool down and release them in the morning. *[This breaks the avoid local disturbances mission priority]*. While in jail, they overhear a prisoner talking.

The gist of it is that he saw a team of mining company scientists doing some work over by Old Bobby Haversham's Estate, with some very strange instruments.

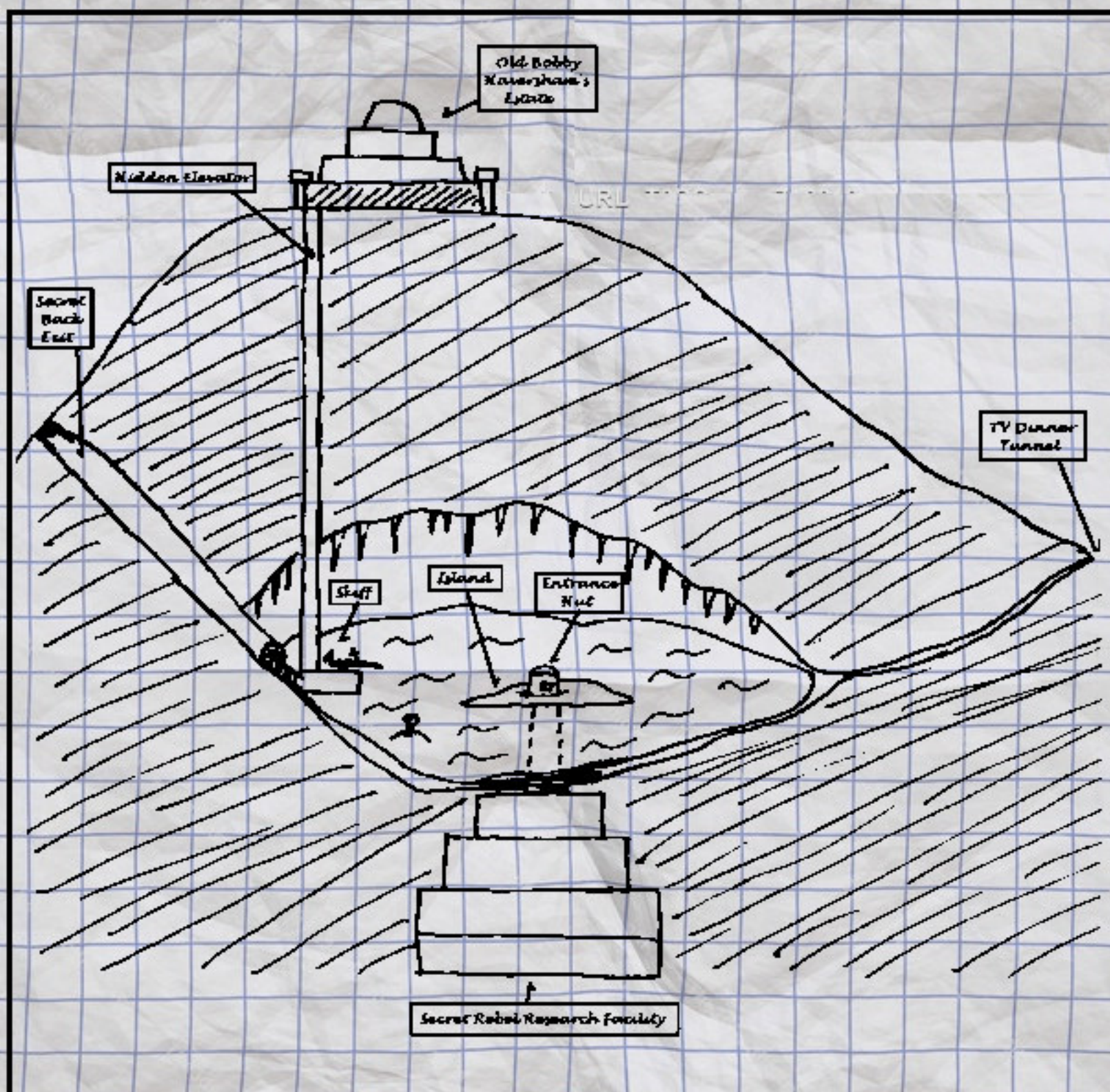
**Location:** If the PCs ask about the location literally anyone in the town can tell the party that Old Bobby Haversham's Estate is located 500 miles to the southwest.







## EPISODE II: BREAKING AND ENTERING





Old Bobby Haversham's Estate covers 1,000 acres of barren, rocky scrubland. Skinny livestock graze on what little food is available. Years ago many mines were active on the property but they have all been shutdown. The area has a few canyons and some small hills around it.

## PLAN OF ATTACK

Players are free to approach the Estate how they see fit. Each area has challenges, as listed below.

### LANDING ZONE

In a perfect world, the party would land well away from the Estate. 20 miles is optimum and avoids any chance of detection by Rebel forces. This requires no check and the Lambda lands unseen.

The closer they get the more likely it is Rebels will spot the Squad. For every 5 miles closer reduce the difficulty by one. At 19-15 miles it is a **Formidable** [◆◆◆◆◆◆] **Perception Check**. At 1 mile or less it is a **Simple** [◆◆◆] **Check**.

To make themselves harder to spot the party can direct the Lambda to fly in canyons. That adds ■■ to the Rebel Perception Check but the shuttle takes one critical hit (due to a minor collision). If they tell the pilot to land behind a hill this adds ■ to the check. Don't forget that at night darkness adds ■■ to the Perception Check.

If the Rebels succeed on a perception check the Lambda is spotted. The Rebels prepare their defenses. Troopers mount two heavy repeating blasters on the Estate: 1 at the guard shack and 1 with patrol 4.

### APPROACHING AND GETTING OVER THE WALLS

Remember to call for **Thin Atmosphere Checks** at the end of combat encounters.

### THE FRONT DOOR

The main gate is a double set of heavy iron doors that are closed and locked with an **Impossible** lock. There is a gate house next to the doors with a Rival inside it. He has the keys. The only way to get past it without the keys is with some serious explosives.

## GUARD PATROLS

There are 5 guard patrols: 1 at each tower and 1 outside the gate house by the front door. The patrols consist of 4 minions. Each patrol has a fixed Line of Sight (LoS) as shown on the "Estate Exterior" map. Guards on the towers have a searchlight that remove ■■ due to darkness at up to medium range.

### REBEL ESTATE GUARD [MINION]

BR 2	AG 2	INT 2	CUN 2	WILL 2	PR 2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
WOUNDS 5		SOAK VALUE 3		DEFENSES 0 0	
				Ranged	Melee

Skills: Ranged (Heavy), Ranged (Light), Melee, Vigilance  
 Long Range(*Blaster Rifle*):  
 Dam: 9, Crit: 3, Special: Stun Setting  
 Engaged(*Combat Knife*):  
 Dam: 3, Crit: 3  
 Blast Vest (+1 soak)

### SARGENT OF THE GUARD [RIVAL]

BR 3	AG 3	INT 2	CUN 2	WILL 2	PR 2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
WOUNDS 13		SOAK VALUE 3		DEFENSES 0 0	
				Ranged	Melee

Cool:◆◆ Coercion:◆◆ Charm:◆◆  
 Discipline:◆◆ Vigilance:◆◆  
 Leadership:◆◆ Negotiation:◆◆  
 Deception:◆◆  
 Long Range(*Blaster Rifle*):◆◆◆  
 Dam: 9, Crit: 3, Special: Stun Setting  
 Engaged(*Combat Knife*):◆◆◆  
 Dam: 4, Crit: 3  
 Blast Vest (+1 soak)

The PCs should clearly show the GM their route. Depending on how the party climbs the hill up to the walls they may walk into a patrol's LoS.

If they do cross a patrol's LoS have the PCs make an opposed [◆◆] **Stealth Check** (dont forget the guards have searchlights).

Failure means the Squad has been detected and the guards in that patrol begin to shoot at the Squad (notice that there is an area that has 2 patrols with overlapping LoS).









The walls can be scaled with an **Average [♦♦] Athletics Check**. A grappling hook and wire adds   to the check.

After they climb over the exterior walls they are past the LoS of the guards and can only be detected if they do something loud or use a lot of light. Use the nearest patrol(s) to attack them.

If the PCs want to study the guards make an **Average [♦♦] Kno(Warfare)** or a **Hard [♦♦♦] Perception Check**. Macrobinoculars or the equivalent adds   to the check. (Don't forget night adds ■■ due to darkness).

- ☆ - The guards are in a textbook formation and there should be gaps in their watch pattern.
- 0000 - There might be a LoS gap on the back wall, if timed properly.
- ⊕ - There are definite line of sight gaps on each wall and the PC knows where they are (GM may show them the GM's map).
- ⊗⊗ - Take strain equal to ⊗ from focusing too hard.
- ▼ - The guards appear to be sleeping on the job and the party should be able to get in undetected.

There are many windows on both levels that the Squad can use to get into the house. These are locked from the inside and create a lot of noise when broken (see above).

The second level has a door on both outdoor decks. These are unlocked. The front door is locked and requires an **Average [♦♦] Skulduggery** or **Athletics Check** (athletics makes a lot of noise).

## ...AND STORMTROOPERS KICK IN THE DOOR

Players may search the house as they please. Use the "Estate Interior" Map. Most of the house is fairly mundane. There are three things of interest aside from the 3rd level satellite comm room and the hidden elevator.

1. 1st level, Kitchen: A 6 digit code is written on the refrigerator. It is the code to the door in B1.
2. 2nd level, Master Bedroom: Written on a datapad is "Identify: For Science".
3. B1 Level, Armory (left side, locked door). In the stash are 3 Armor Piercing grenades among basic blaster rifles, pistols and ammo. If a player has run out of blaster ammo they can reload here.



Unless stated in it's description a locked door always requires either a keycard or an **Average [♦♦] Computers, Skulduggery** or **Athletics Check**.

If the GM needs to spice it up throw in a patrol of Trooper minions or perhaps a (Rebel) nerf herder group wandering the house.

Rebel Forces are 20 Troopers, 2 Rivals, 3 Comm Techs, 5 Nerf Herders, and 6 Scientists. Only the scientists live and work in the Secret Research Facility.

## SATELLITE COMM ROOM

The doors to the satellite comm room are locked.

Under the dome is concealed a large satellite array and processing terminals. Communications for the whole base are handled here. If a PC slices the encryption with a **Hard [♦♦♦] Computers Check** (alternate idea: if a PC has at least ♦♦♦ in the Computers Skill allow them to "take 20") read the red text box:

*You break the computer's encryption and come across the last transmission:*

*These scientists are mad I tell you. Their research has gone beyond the point of any sane being.*

*The other day I asked Oraf how the project was going and he just cackled maniacally at me. Last night we heard an unnatural howling and a soul piercing scream coming from the facility. Today they asked me if they could perform human trials!*

*I recommend we abandon this project and dump these scientists off on some unheard of planet, to never be found again.*

*Image by Ryan Barger*









The computer also contains the floor plan of the house including the location of the hidden elevator. It has no information about the Secret Research Facility.

Also, from here they can disable any automated defenses such as the security droid and any turrets in and around the house (but not in the Research Facility).

The satellite can also be used to contact SSgt Cross (on *Executor*) once sliced.

## HIDDEN ELEVATOR

There is a locked door that leads down to B1 with a keypad access. If the Squad uses the keycard to open it nothing happens. If they use other means the sentry turrets (2) activate and attack. To the right is the Armory, also with a locked door.

The door to the elevator room requires a 6 digit numeric code and a keycard. It can be sliced with a **Hard** [◆◆◆] **Computers** or the mechanism can be released with a **Daunting** [◆◆◆◆] **Skulduggery Check**.

Alternatively, players can find the code in the comms computer upstairs or written on the refrigerator in the kitchen.

It's possible to **Social Check** an NPC into doing it; only Rivals have keycards and the access code.

Have the PCs spend a destiny point if they need a wandering Rival. He is dressed as Old Bobby Haversham on his way to town (and hilarity ensues).

### BOBBY HAVERSHAM IMPERSONATOR [RIVAL]

The Rebel dressed as Old Bobby Haversham is clearly wearing a fat suit. He appears to be a rotund elderly man with a full beard and balding head. He wears the finest of white suits and a large wide brimmed hat.

If the PCs know he is not Old Bobby or accuse him of not being Old Bobby add [ ] to any **Social Checks** the PCs make.



Cool: ◆◆◆ Coercion: ◆◆ Charm: ◆◆◆  
 Discipline: ◆◆ Vigilance: ◆◆  
 Leadership: ◆◆◆ Negotiation: ◆◆◆  
 Deception: ◆◆◆  
 Medium Range(Light Blaster Pistol): ◆◆◆  
 Dam: 5, Crit: 4, Special: Stun Setting  
 Engaged Range(Combat Knife): ◆◆◆  
 Dam: 3, Crit: 3



Once past the elevator room door a security droid asks: "Identify?". To avoid a fight:

1. A PC can **Social Check** either NPC Rival into giving the pass-phrase,
2. Disarm the defenses from the comms room beforehand,
3. Get the pass-phrase off the datapad on the 2nd level master bedroom (For Science).

Otherwise suddenly the lights go dark (■■ due to darkness) and the droid and sentry turrets (2) attack at medium range.

### SECURITY DROID [RIVAL]



Medium Range(Blaster Carbine): ◆◆◆  
 Dam 9, Crit 3, Special: Stun Setting  
 Talents and Abilities: Droid

### SENTRY TURRET [RIVAL]



Medium Range(Sentry Blaster): ◆◆◆  
 Dam: 6, Crit 4, Spec: Auto-Fire, Stun Setting  
 Talents and Abilities: Droid

To open the elevator the PCs can either use a keycard or make a **Daunting** [◆◆◆◆] **Computers/Skulduggery Check**, or **Hard** [◆◆◆] **Athletics Check**.

## SECRET REBEL RESEARCH FACILITY

Read the red text box aloud:

*You board the rickety elevator that looks like it belongs in an ancient mine. With a screeching jolt it begins to lower.*

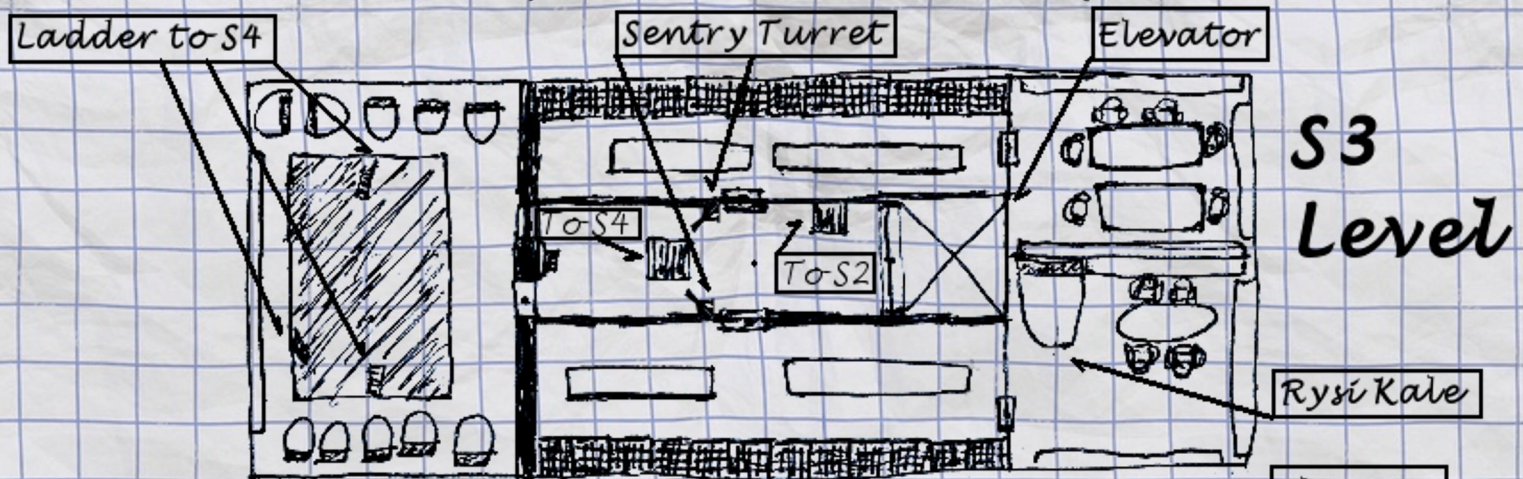
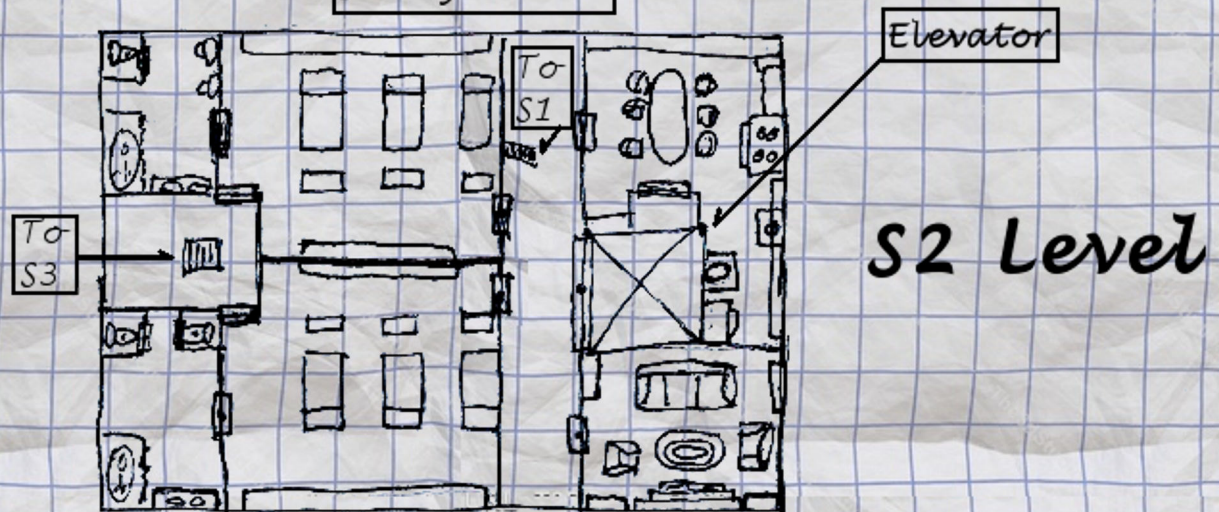
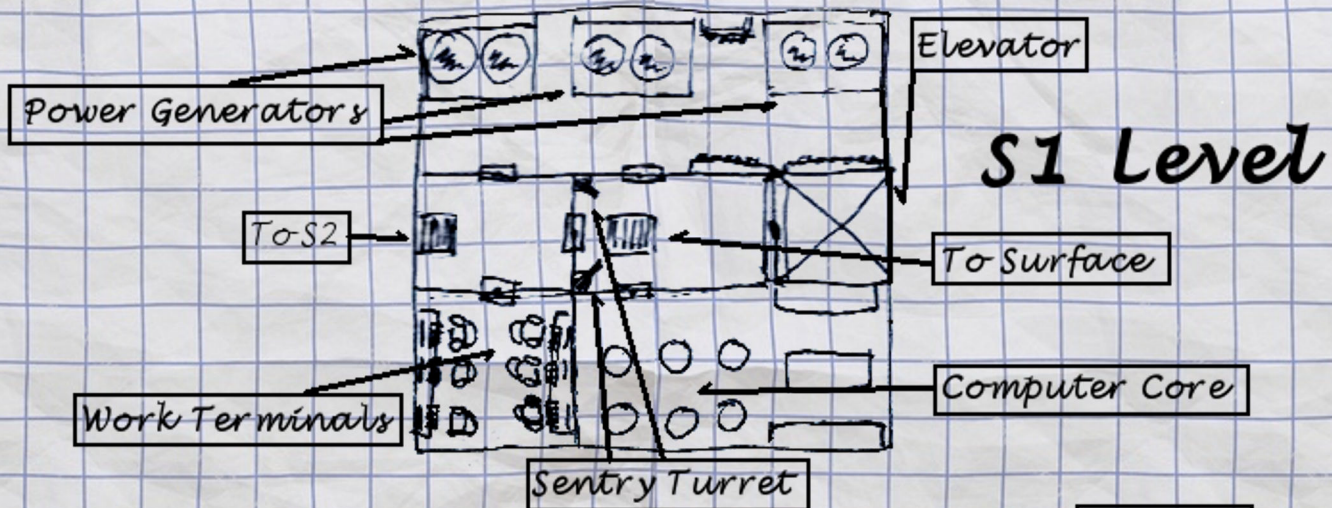
*A minute or so passes and then the shaft opens into a large cavern. It is very dark but you can hear water flowing. As you descend you notice a lighted platform below with a skiff parked on it. From the platform rises a ladder to a dark tunnel, about as wide as a small shuttle.*

*In the center of what appears to be an underground lake you see a lit hut - this must be the entry to the base. Save for the two oasis of light the cavern is completely dark and very moist.*





# Secret Research Facility





The Squad should ride the skiff across to the island and enter the hut. From there they can open the door with a keycard or per a standard locked door. Once through the door they climb down a ladder to S1 (Use map "Secret Research Facility").

The party could swim across the lake if they wish but a hungry Dianoga is in the water and will attack.

The facility is four levels. An elevator runs to all levels and there are ladders between each floor. When the Squad enters the building all doors are open and the elevator runs to all floors. The only Rebels in the facility are the 6 scientists.

The scientists are working on genetic mutation at this facility. There are all manner of strange and deformed creatures, including a big nasty monster in the lab on S4 that is about to break free.

S1 is primarily the power generators and computer core. It also has work terminals for the scientists. Players with the **Tech Acquisition Duty** should be interested to know that all research files are kept on the work terminals. It takes 10 mins (or 2 ticks of the timer) to download everything.

S2 is bunks, kitchen and rec room. Nothing interesting here.

S3 is the upper laboratory level. There are many animal cages with all manner of creatures. If players want to free the animals it takes 20 mins or 3 ticks.

To one side there is the top half of the large, contained lab. The upper part (S3) of the lab is open at the bottom, allowing viewing down to below (S4) from a safe distance. There is a covered metal railing surrounding the opening.

In one of the labs behind the elevator is a glass tube with some strange fluid and holds Rysi Kale, TIE Pilot. He's clearly been the subject of experimentation. Any PC with the **Personnel Duty** should save this man! Doing so takes 5 mins or 1 tick.

S4 is similar in layout to S3, but instead of animals it holds lab supplies and books. Also here are files on each PCs with profiles, DNA and fingerprints (whatever they gave to Koobis). Players with the **Counter-Intel Duty** should want to recover those files. Searching the room to find all of the files requires 15 mins or 2 ticks.

The bottom half of the large lab is on this level. In the center of the lab is a cage with a nasty monster about to break free.



## RYSI KALE [RIVAL]

Lt. Kale is a typical TIE pilot. He was captured by Rebels and brought here for experimentation. He is in poor shape, at 2 wounds and suffers ■ to all checks. Rysi takes cover and hides if any fights happen.

BR 2	AG 3	INT 2	CLW 2	WILL 2	PR 2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
WOUNDS 2 (8)		SOAK VALUE 2		DEFENSES 0 0	
				Ranged	Melee

Cool:◆◆ Coercion:◆◆ Charm:◆◆  
 Discipline:◆◆ Vigilance:◆◆  
 Leadership:◆◆ Negotiation:◆◆  
 Deception:◆◆ Piloting(Space):◆◆  
 Other: Gunnery 1, Ranged(Lt or Hvy) 0◆◆◆

## WHEN SCIENCE GOES WRONG

When the party enters either level of the lab read the red text box aloud:

*You enter a large, open laboratory that covers two full floors of the facility. Each level is about 15' high, for a total of 30'. The walls are pure white and sterile-looking and various science implements lay scattered around the lab. Animal-sized tubes filled with a thick transparent fluid contain varying levels of failed experiments.*

*In the center of the lower level is a large metal cage with a tall, deformed and most hideous looking creature. On the lower level two medical droids are administering injections to the beast. All six scientists are monitoring the experiment from above.*

*To your horror the beast wrenches and tears at the cage with incredible primal ferocity and lets out a soul piercing howl.*

*The monster succeeds at breaking the bars and suddenly it's free and rampaging about the lab! Screams of terror come from all the scientists at the same time and they begin to panic, cowering behind whatever is nearby.*

*The doors immediately lock and a loud alarm sounds. Over the loudspeaker is heard: {Your best Evil Computer voice, GM}*

*Warning! Emergency self-destruct activated. You have 1 hour to evacuate the building.*

The alarm adds ■ to all checks.

Before the combat encounter begins, PCs make an **Average [◆◆■] Fear Check** due to the horrific nature of the beast and the doors suddenly locking.





Don't forget **Thin Atmosphere Checks** at the end of combat encounters.

## YOU SHOULD NEVER TRUST A MAD SCIENTIST

The scientists have created a monster and it just broke loose!

This is a difficult combat encounter and many PC groups will be best served by getting the doors open and fleeing.

### "BAD SCIENCE" [NEMESIS]

Enraged at the scientists and finally free, the monster is about to get revenge.

"Bad Science" looks like something out of a nightmare. Standing nearly 9' tall its form is disgustingly skinny with a horribly disfigured, yet somehow human, face. Unnaturally long spindly arms flail about its sides, coming to a razor sharp point without any fingers.

Its body seems to be shifting and flowing as if constantly re-ordering itself.

BR 5	AG 5	INT 1	CUN 2	WILL 2	PR 1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
WOUNDS 35 20		SOAK VALUE 8		DEFENSES 0 0	
				Ranged	Melee

Short and Engaged Range: (Claw +2)x2   
Dam: 7, Crit 4, Special: Pierce 2, Sunder, Disorient 1, Knockdown; may brawl targets at short range.

Abilities: **Shifting Form** - May spend opponent's or its own to instantly heal 5 wounds or 5 strain; spend to heal 10 wounds or 10 strain or 1 critical injury.

**Unnatural Speed**: May take 2 actions & 1 maneuver without taking strain; max of 3 maneuvers per round. **Unbelievable Leap** - May jump up or down 1 level part of a maneuver.

Talents: Adversary 1, Side Step

A player with the **Combat Victory Duty** will be pleased to take down "Bad Science". Alternatively, if the PCs throw the scientists at the beast and run it will not pursue the party. Instead, it devours the scientists with loud, squishy sounds.

### TRIUMPHANT DESPAIR

- A lucky attack hits explosives for 10 damage and collapses shelves on "Bad Science", requiring 2 maneuvers to get free.

- Chemicals spill on the monster for Dam 5, Burn 2, and Breach 1.

- A large fire breaks out cutting off a part of the lab and adding to all checks due to smoke.

## OPENING THE DOORS

The doors immediately lock the Squad and the scientists in the room as soon as the beast escapes. The doors are large, heavy, and very thick. They are locked from the outside and the (mad) scientists do not know how to open them.

Bashing the doors with Athletics is **Impossible** and shooting it does nothing. Here are some tools for the players to get the door open:

- There are explosives on the shelves of S4. With an **Average [◆◆■] Mechanics Check** a PC can set the explosives and blow the doors open. However, the beast can follow them.

- Similarly, grenades and/or mines can be used to blast the door open. It takes 4 grenades or 2 mines. Make an **Average [◆◆■] Kno(Warfare)** to determine how many are needed (or just keep chucking them).

- The door can be wirelessly sliced with a **Hard [◆◆◆■] Computers Check** if the PC has slicer's tools. This way they can close and lock the door (with the beast charging at them) once outside.

- Any number of the chemicals lying around the lab can melt a hole in the door big enough to destroy the lock. Make an **Average [◆◆■] Kno(Education) Check** to find the right chemical. The group can close the door once through but will need to bar it shut with something to keep "Bad Science" in.

- If anyone happened to bring a fusion cutter (spend a destiny point?), it can cut a hole in the door but requires 3 rounds to do the job (faster with successes, slower with threat). The group can close the door once through but will need to bar it shut with something to keep "Bad Science" in.



CONCEPT IDEAS  
DRAW YOUR OWN





## SELF-DESTRUCT SEQUENCE

The self-destruct sequence is armed as soon as "Bad Science" breaks out. The elevator is locked down and the shaft has a laser fence that cuts across the shaft horizontally at regular intervals (ie no climbing up the shaft, Richard). All sentry turrets are activated and shoot anything that moves.

The computer {Evil Computer Voice} will announce 30 mins remaining, 15 mins remaining, and 5 mins remaining. (If the GM would like to have some fun, the closer the timer gets to zero the more the (mad) scientists will giggle and cackle).

The building's generators will overload and blow up the facility in 1 hr. To make bookkeeping easy use a 10 countdown. This means each "tick" is approximately 6 minutes. When the countdown reaches 0, the facility goes boom.

Each combat encounter ticks the countdown 1 (including "Bad Science"). Going up or down a level ticks 1 as well. Certain items of interest also note if they tick down the timer.

The GM may decide certain actions cause a tick and may decide that others do not (even those listed here). For example, if the encounter with "Bad Science" takes many rounds the GM can decide to tick down twice to 8.

The self-destruct sequence can be disarmed from the computer core on S1. Make a Hard [◆◆◆■] Computers Check to deactivate it. This action takes 1 tick (can be re-tried if failed; 1 tick each attempt). If it is the last tick it goes boom before the player can stop it, unless 0000 or 0 is rolled.

Assuming the PCs make it out before the timer hits 0 the generators explode and the lake fills in, effectively wiping out the facility.

### IT DIDN'T STOP AT 1 ???

If the party does not make it out in time perhaps they survive the blast if they spend a destiny point. All PCs have 1 wound each and must get out before the lake above fills in and drowns everyone.

The (mad) scientists and any other party members do not survive the blast. The Dianoga should not attack.

## BIG BAAAADDA BOOM

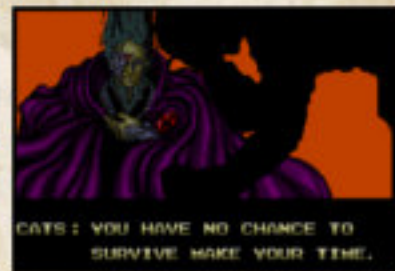
When the hour is up (assuming they leave the facility) read the red text box:

*A violent shockwave hits you and the ground shudders tremendously. You brace yourself to keep from falling into the water. The elevator up to the house is sheared from its already weak frame and collapses into the water.*

*Following, a giant geyser of water comes up from below and soaks everyone. You see the lake begin to drain into the Facility. Thank the Force you made it out in time.*

While the countdown is going the remaining Rebels gather up the supplies in the house (food, water, weapons, etc), destroy the elevator, load their (stolen) Delta-class shuttle and high tail it off the planet.

The skiff will be right where they left it but the elevator to the house is broken. The party must take one of the two tunnels out.



## EPISODE III: STRANDED

### HORACE ALBERVILLE, REBEL SPY

Horace calls; read the red text box:

*"Gents, glad I got a hold of you. You were out of comm range so long and I would have hated to leave without giving my regards."*

*"It seems there's been an accident with your shuttle crew. I'm a murderer - arrest me."*

*"I'll be leaving now. The Rebel Alliance thanks you kindly for donating this luxurious Lambda-class. You've made some starting group very happy."*

*"Don't bother going back to town. It's 500 miles away and the entire town believes you're no good lying, cheating, thieving, whoring, drunkards. Good day!"*

*As the call ends you see your shuttle take off and fly away into the atmosphere.*





## SURVIVING ON KYPPERON

A search party will arrive 8 Kypperon days after the party landed. The party needs to survive until then.

### FOOD AND WATER

Standard Stormtrooper rations include 3 days food and 3 days water. It's also possible players purchased additional days rations.

Every day a party member does not eat or drink they must make an **Average [♦♦] Resilience Check** or take 1 strain, 3 if no water. Each consecutive day without food/water increases the difficulty by one. When at formidable start upgrading dice. Because of the heat add ■ to not drinking checks. Strain damage taken this way cannot be healed until the PC eats food and/or drinks water.

Players can forage for food with a **Hard [♦♦♦] Survival Check**. This provides food for the party for 1 day. There are livestock roaming the area that can be killed and eaten. 1 animal will feed the party for 2 days.

There is water at the underground lake below the Facility. Beaverdam lake is 2 miles or so from the house and has plenty of water. Neither of these water sources is clean, so players must purify it or become sick.

If a character drinks unclean water (must be boiled) or uncooked meat they must make a **Hard [♦♦♦] Resilience Check** or suffer 5 strain. Make this check for each incident. Strain damage taken this way cannot be healed until purified water and/or cooked meat are eaten.

### AVAILABLE ASSETS

**Shuttle Landing Site:** Here the party will find 5 dead crew members shot by a blaster weapon. The only salvageable gear is their uniforms.

### NPCS AND FOOD/WATER

To make things easy for the GM the NPCs can survive no longer than 3 days without water and 3 weeks without food. They die if they go beyond those periods.

NPCs will only drink potable water and only eat cooked meat.

## SEVEN BORING DAYS

The daily checks may wear on the PCs and make the game rather dull. Once players find a source of water and figure out how to make it potable there's no real need for further checks. Simply fast forward to the rescue party scene.

To make it interesting the GM may want to bring "Bad Science" back. Maybe even hinting at its return will get the players moving (howling, soul piercing shrieks in the middle of the night, etc.).

**Estate House:** The furniture, dishes, pots, etc are still here but there is no food or potable water. The water faucets spit out brownish-red water. The satellite/comms on the 3rd level has been destroyed beyond repair and the armory is empty.

The generators in the base also powered the house so if the base was destroyed the house has no electricity.

There is plenty of wood at the Estate for making a fire.

**Research Lab:** If the PCs stopped the self-destruct the Facility has enough food and water for everyone for 2 weeks. However, there is a monster lurking (that's right, Bad Science can't be killed!) and going into the facility could be like a horror movie.

## BETTER THAN WAITING

PCs have a few options available if they don't want to sit and wait for rescue.

If players decide to walk back to town it will take over 3 weeks. An average pace is 20 mi/day and they will need to constantly forage for food and water (see "Food and Water"). The skiff can get them part of the way but runs out of fuel after 100 miles.

### RIDING THE RIVER



A large river flows from Beaverdam lake back to Kypper's Corner. Spend 000 or 1 on a foraging check and a party member notices a large river that flows in the direction of town. Finding the river is also possible with simple exploration of their surroundings.

The group can opt to build a raft. 1 PC is the lead builder and 1 other can assist, adding ■. Make a **Hard [♦♦♦] Survival Check**. It takes 6 hrs to complete.











## ONE MAN'S JUNK...

A nearby abandoned mine holds a derelict shuttle. While foraging for food  or  can be spent to find the old mine. The PCs may also find the mine just exploring the area around the Estate.

Unfortunately for the party a group of Narglatches (5 total, 1 of them the pack leader) has taken residence in the mine. The shuttle is right in the middle of the lair.

### NARGLATCH [RIVAL]

BR 3	AG 4	INT 1	CUN 3	WILL 1	PR 2
BRAWN	AGILITY	INTELLECT	CUNNING	WISDOM	PRESENCE
WOUNDS 10		SBAR VALUE 3		DEFENSES 0 0	
				Ranged	Melee



Skills: Perception 2, Stealth 2  
Engaged Range(Claws/Teeth):     
Dam: 6, Crit 3, Special: Pierce 2  
Engaged Range(Tail Sweep):     
Dam: 4, Crit 3, Special: Knockdown

Like much of Kypperon the Narglatches have seen better days. They are a bit skinny and weakend.


The Narglatches defend their lair but will not attack otherwise. The pack leader will retreat deeper into the cave with her young if the other 5 are defeated.




The cave is long range.

Possibly the PCs find a way to lure the beasts out. The pack leader remains with the young in the cave, but only attacks in self defense.

Once the party kills or otherwise pushes the Narglatches out of their lair they can fix the shuttle. An **Average**   **Mechanics Check** gets the ship up and running. Repairs take 2 days to complete. The shuttle has no hyperdrive or orbital capacity but can be used to fly back to the town in less than a day.

## KYPPERTOWN REVISITED

Back in town the Squad's reputation has been soured by Horace. Add  to all **Social Checks**. Most townspeople completely refuse to help the party at all.

To convince someone to let them call SSgt Cross (on the *Executor*) for rescue they must either pay a bribe of \$750 or provide goods in trade (\$500 with a successful **Negotiation**    **Check**). They may trade any non-Imperial goods (ie those taken from the Rebels) at costs provided in the CRB, up to the price of the bribe.

If Koobis was recruited earlier - and the party didn't confiscate his crates - he'll help the Squad call the *Death Squadron*.

## RESCUE PARTY

After 8 Kypperon days (7 Galactic Days) a Lambda will appear in the skies (it comes from a nearby system, not the *Death Squadron*). Read the red text aloud:

*Another day passes and in the early morning you hear the sound of an engine overhead. Suddenly your heart is racing! Looking up to the sky you see a glorious sight you had thought you may never see again: an Imperial Lambda-class shuttle.*

PCs will have to signal to the ship (if not in town). Most anything gets their attention: smoke signals, firing blasters in the air, spelling out HELP on the ground, etc.

Everyone is picked up, gear loaded, and off to the *Executor* they go, scientists cackling all the way.

## END ADVENTURE



## XP AND REWARDS

### XP:

- 5 XP for Returning home alive
- 5 XP for Capturing at least 1 scientist
- 5 XP for No local disturbances
- 5 XP for Defeating "Bad Science"
- 5 XP for Playing Duty and Motivation

### Duty:

- 3 Duty for Completing the mission
- 2 Duty for Recruiting Koobis
- 1 Duty for Rescuing Rysi Kale

### Money:

- 500 SB for Capturing at least 1 scientist
- 1000 SB for Capturing all 6 scientists
- 500 SB for Confiscating Koobis' goods
- 250 SB for Downloading the research data

