25 to Rescue

A Star Wars Roleplaying Game Encounter

By Sterling Hershey

In the midst of the Clone Wars, Separatist invaders lay siege to the planet Christophsis, pounding Republic defenders throughout the planet's crystalline cities. During the fighting, clone forces learn that the enemy has captured 25 technicians and other civilians. In a hastily arranged rescue mission, nearby heroes must rush to save as many prisoners as possible before a starship arrives to transport them offworld. With the majority of clone troops and Jedi engaged elsewhere, it's up to the heroes to carry the day on their own.

Using This Encounter

This is a single Saga Edition CL 6 encounter that Gamemasters may drop into a recreation of the Battle of Christophsis or a different battle or adventure of their own choosing. The invasion of Christophsis occurs during the events of the animated movie *Star Wars: The Clone Wars*. However, this encounter takes place in the midst of the fighting, far from the activities of the Anakin, Obi-Wan, and other major characters.

In this encounter, the heroes must rescue captured technicians and civilians from battle droids intent on shipping them to a processing and work facility offworld. The heroes are assumed to be members of, or at least associated with, the Republic armed forces. This encounter uses the Christophsis map from the ***Star WarsMiniatures***Clone Wars Starter Set*. A similar map may also be found in the *Clone Wars Scenario Pack*.

Although this encounter is specifically designed for use in the Clone Wars battle of the planet Christophsis, it can be readily adapted to other battles, eras, and locations. The GM may replace the unit and character stats in this encounter or simply rename the ones provided, if they are similar enough. Suggestions for different eras include:

Old Republic: Replace the Separatists with Sith or Mandalorian military units, and replace the clones with Republic troops or Jedi. The encounter could be on Taris or an Outer Rim world invaded by the Mandalorians.

Dark Times or Rebellion Era: Replace the Separatists with Imperial stormtroopers, slavers, or bounty hunters, and replace the clones with Rebel troops or operatives. Outer Rim worlds under Imperial martial law or the control of an outlaw/warlord are suitable locations.

New Jedi Order: Replace the Separatists with Yuuzhan Vong and Peace Brigade characters, and replace the clones with New Republic, CorSec, Jedi, or similar groups. Any planet invaded by the Yuuzhan Vong is an appropriate location.

Legacy Era: Replace the Separatists with Imperial troops and Sith from Darth Krayt's Empire, and replace the clones with Jedi, Imperial Knights, or Galactic Alliance personnel. Dac (Mon Calamari) or any other world suffering Krayt's oppression is an appropriate location.

Followers and Squads

This encounter uses rules and GM characters from *The Clone Wars Campaign Guide* (*CWCG*), including a variation on squads and followers. During this encounter, each of the heroes gains the use of a temporary follower (without the normally required talents). One hero commands a squad of Clone Troopers (see below), which he or she controls as a follower, using the Follower Actions on page 35 of *CWCG*.

During the course of the encounter, the other heroes will gain the opportunity to direct groups of prisoners as they rescue captives from the droids. Each of these groups also acts as a follower, once under the hero's control. A hero may direct only one squad at a time, though the hero may exchange or hand off a group to another character at the start of their own turn.

Setup

The heroes are already on or near the battlefield when they observe or receive reports of droids escorting prisoners to an embarkation area. If the heroes are members of the Republic armed forces or are Jedi, they are ordered to attempt a rescue immediately. If the heroes are operating on their own, they receive a request from Republic forces for aid in rescuing prisoners. The heroes are provided directions, if necessary. By the time they see the prisoners, they are just outside the embarkation area. See the encounter map for hero and GM character setup locations.

The droids cannot begin embarking the prisoners until the starship arrives at the start of the third round of combat. The ship docks at the top of the tall building; the embarkation zone is at the base of the structure. Once prisoners are moved into the loading zone, they are immediately transported up to the ship via a rapid repulsorlift system and out of the heroes' influence. The loading zone may be put out of commission by overriding the control computer from any station with a DC 25 Use Computer check (the computer's attitude is hostile), or by dealing 50 points of damage to the zone.

One of the heroes is in command of a squad of clone troopers.

Read-Aloud Text

When the heroes reach the exterior of the embarkation area, read the following aloud.

> Turning the corner, you catch sight of two large groups of prisoners moving toward the massive doors of the embarkation facility. They are escorted by a number of battle droids. The doors lie across a bridge that spans a depression filled with massive green crystals. Smoke billows up from below, often obscuring the bridges and ramps.
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> The prisoners do not seem injured, though they are dirty and tired and show the signs of having marched through the battle-damaged streets. Debris is scattered throughout the area, with crystal shards ranging from boulder-sized to building-sized blocking portions of the streets.

Have the heroes make a Perception check. If they make DC 15, they determined that not all 25 prisoners are within view. If they make DC 20, they realize that there is a mix of B1 battle droid types escorting the prisoners, including standard B1 droids, security B1 droids, and rocket-equipped B1 droids.

Clone Trooper Squad

This squad of standard clone troopers is ready to fight for the Republic and destroy the clanker menace.

Clone Trooper Squad   **CL 4**

Large Human nonheroic 6
Init +9 (acts on same initiative number as controller); **Senses** Perception +9

Languages Basic

Defenses Ref 16 (flat-footed 15), Fort 13, Will 9
hp 42; **Threshold** 23

Speed 6 squares
Melee by weapon +9
Ranged blaster rifle +9 (3d8, 1-square splash) or
Ranged blaster rifle +10 (3d8, 1-square splash) with Careful Shot
Fighting Space 2x2; **Reach** 1 square
Base Atk +4; **Grp** +10
Atk Options Careful Shot
Special Actions Point Blank Shot

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Special Qualities squad traits
Feats Armor Proficiency (light), Careful Shot, Coordinated Attack, Point Blank Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +9, Perception +9
Possessions clone trooper armor (+6 armor, +2 equipment), blaster rifle, comlink

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Squad Traits -- The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

Clone Trooper Squad Tactics

This squad is under the control of one of the heroes and acts on the hero's turn using a Follower Action (see page 35 of *CWCG*). Control of the squad may be transferred to another hero as long as the hero appears worthy of the squad's obedience or is in the chain of command, but the squad does not gain additional actions if transferred during a combat round.

B1-Series Battle Droid (5)

Three B1 battle droids are escorting one set of prisoners (see map). The other two are on duty within the embarkation facility. For stats, see page 199 of the Saga Edition core rulebook.

B1-Series Battle Droid Tactics

The three escorts continue to direct the prisoners toward the embarkation zone and attempt to stun any who try to escape. The battle droids also defend themselves but will not fire through the prisoners, since they are under strict orders to avoid injuring the prisoners. The two on duty within the facility take up defensive positions and coordinate their attacks with other droids once combat reaches the embarkation facility.

B1-Series Battle Droid, Rocket Pack Equipped (3)

These standard B1 battle droids come equipped with their own rocket pack and head-mounted spotlight (range 6 squares, similar to glowrod). For stats, see page 199 of the Saga Edition core rulebook, and add the following to each droid:
Speed fly 6
Systems B1 rocket pack (per jet pack; see page 138 of the core rulebook)

B1-Series Battle Droid, Rocket Pack Equipped Tactics

The rocket-equipped droids are escorting one set of prisoners (see map). Once combat begins, one of the droids aids the security droid in corralling the prisoners and directing them toward the embarkation zone. The other two rocket droids use their rocket packs to attack the heroes from high above the street or otherwise move to more advantageous positions.

OOM-Series Battle Droid (4)

Four red-striped OOM-Series security battle droids oversee prisoner operations. One droid leads each of the two groups of prisoners toward the embarkation area. The other two guard the prisoners already within the embarkation zone. For stats, see the security model on page 196 of *CWCG*.

OOM-Series Battle Droid Tactics

The two security battle droids escorting prisoners do everything they can to direct the prisoners to the embarkation area. They do not engage the heroes unless confronted directly or they have an opportunity that is too good to pass up. The two security battle droids within the embarkation zone attack any heroes entering the area. If any prisoners escape, the droids attempt to stun them.

B2-Series Heavy Super Battle Droid Squad

Heavy super battle droids are upgraded B2 super battle droids, with improved defenses and the inclusion of a dedicated missile launcher as its left arm. The launcher carries a payload of four missiles.

The combined firepower of four heavy super battle droids is impressive. They swivel to target you with arm-mounted twin lasers and a hulking missile launcher.

B2-Series Heavy Super Battle Droid Squad   CL 5

Large droid (4th-degree) squad nonheroic 6/soldier 1
Init +4; **Senses** Perception +8
Languages Basic, Binary

Defenses Ref 13 (flat-footed 12), Fort 15, Will 11
hp 84; **Threshold** 25
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +11 (1d3+2)
Ranged wrist blasters +10 (3d8, 1-square splash) or
Ranged wrist blasters +8 (4d8, 1-square splash) with Rapid Shot or
Ranged missile launcher +10 (6d6, 1-square splash)
Fighting Space 2x2; **Reach** 1 square
Base Atk +5; **Grp** +12
Atk Options autofire (wrist blasters), Charging Fire, Rapid Shot
Special Actions Keep Them at Bay*

Abilities Str 14, Dex 12, Con —, Int 11, Wis 11, Cha 7
Special Qualities droid traits, squad traits
Talents Keep Them at Bay*
Feats Armor Proficiency (light), Charging Fire, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Perception +8
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, integrated comlink, plasteel shell (+2 armor)
Possessions wrist blasters (as blaster rifle), missile launcher arm (as missile launcher) with 4 missiles

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Squad Traits -- The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.
* See *The Clone Wars Campaign Guide*.

B2-Series Heavy Super Battle Droid Squad Tactics

The squad immediately advances to engage the heroes, targeting the most obviously threatening characters first. The droids avoid making attacks that would damage any of the prisoners. If their initial attacks are ineffective, the squad uses Keep Them at Bay as often as possible.

B2-Series Super Battle Droid Commander

The Super Battle Droid commander is a further upgraded Heavy Super Battle Droid. It is enabled with built-in command functions and limited operational autonomy in case it becomes disconnected from the droid control system.

A droid very similar to the heavy super battle droids is clearly in charge here. Although it is issuing orders to subordinate droids, is also clearly not afraid to participate in the battle. The droid swings its guns toward you.

B2-Series Super Battle Droid Commander   **CL 4**

Medium droid (4th-degree) nonheroic 6/soldier 1/droid commander 1
Init +5; **Senses** Perception +9
Languages Basic, Binary

Defenses Ref 15 (flat-footed 14), Fort 16, Will 14
hp 50; **Threshold** 16
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +8 (1d3+3)
Ranged wrist blasters +7 (3d8+1) or
Ranged wrist blasters +5 (4d8+1) with Rapid Shot or
Ranged missile launcher +7 (6d6+1)
Base Atk +6; **Grp** +8
Atk Options autofire (wrist blasters), Charging Fire, Rapid Shot
Special Actions Droid Defense, Keep Them at Bay*

Abilities Str 14, Dex 12, Con —, Int 14, Wis 11, Cha 7
Talents Droid Defense, Keep Them at Bay*
Feats Armor Proficiency (light), Charging Fire, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Knowledge (tactics) +11, Perception +9, Use Computer +11
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, integrated comlink, plasteel shell (+2 armor)
Possessions wrist blasters (as blaster rifle), missile launcher arm (as missile launcher), 2 unguided missiles, 2 guided missiles
Availability Military; **Cost** 6,000 credits
* See *The Clone Wars Campaign Guide.*

B2-Series Super Battle Droid Commander Tactics

The commander positions itself so that it can see as many droids as possible, thereby maximizing the use of Droid Defense. It uses its missiles as much as possible, but it avoids making attacks that would damage the prisoners.

Prisoners

The prisoners are a diverse group of nonheroic technicians, civilians, and other personnel that the Separatists find useful as labor or sources of information. Although the droids are under orders to avoid injuring the prisoners, they will not hesitate to stun or incapacitate the captives to prevent them from escaping. Prisoner squads typically have four prisoners each but may be adjusted by the GM as circumstances warrant, such as if some prisoners are already lost to the transport ship.

Prisoner Squad   **CL 3**

Large non-Human nonheroic 3
Init +1; **Senses Perception** +2
Languages Basic, native language

Defenses Ref 9 (flat-footed 9), Fort 10, Will 11
hp 6; **Threshold** 20

Speed 6 squares
Melee unarmed +2 (1d4)
Ranged by weapon +2
Base Atk +2; **Grp** +7

Abilities Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 13
Special Qualities squad traits
Feats Skill Focus (Mechanics, Use Computer), Skill Training (Knowledge [technology], Use Computer), Weapon Proficiency (simple weapons)
Skills Gather Information +7, Knowledge (technology) +7, Mechanics +12, Use Computer +12

Possessions none

Squad Traits -- The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

Prisoner Tactics

The prisoners move on the initiative of the battle droids or the hero they are currently following, but they may not take more than one turn in a round simply by switching between heroes. The prisoners follow all instructions from the droids until their escorts are destroyed, or until one of the heroes moves adjacent to a squad of prisoners and no droids are adjacent. Squads that are adjacent to both droids and heroes will not move. Squads adjacent only to a hero will follow that hero's instructions and become that hero's follower until escorted out of danger (typically the map edge). The prisoners move on the hero's turn, using Follower Actions (see page 35 of *CWCG*).

Conclusion

The encounter concludes once all of the prisoners have been moved either into the loading zone and off the map (by the Separatists) or off the map edge and out of danger (by the heroes). If the heroes have access to starships, the GM may wish to give them the opportunity to chase down the transport to free the remaining prisoners.

Features of the Area

Streets: The debris-strewn streets provide cover and difficult terrain as indicated on the map.

Light Smoke: At the start of each round, roll 1d20. On a result of 1 to 10, continue play normally. On a result of 11 to 20, smoke billows up from below, granting concealment to characters on the map areas marked bridge, ramp, and walkway for the duration of the round. Characters exposed to the light smoke are attacked (1d20+5) against their Fortitude Defense. If an attack succeeds, the character takes 1d3 points of damage and moves –1 step on the condition track.

About the Author

Sterling Hershey is an architect and freelance game designer. He regularly creates *Star Wars* **Miniatures** and *Starship Battles* scenarios and previews for the Wizards of the Coast Web site. His past products include the Scenario Book for the *Attack on Endor Scenario Pack*. Sterling is also one of the authors of the *Scavenger's Guide to Droids*, the *Rebellion Era Campaign Guide*, and other products for the **Star Wars** **Roleplaying Game** Saga Edition. You can read more about gaming in a galaxy far, far away in his starwars.com blog, Delusions of Grandeur, and at his own website. Sterling lives in the Midwest with his wife, Mary.