STAR WARS

Signal Interruption

WEB EXCLUSIVE!

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Signal Interruption takes place on Naboo during the events described in the first part of *The Phantom Menace*. When the Trade Federation decided to invade Naboo and take it by force of arms, its first step was to cut off Naboo's communications and sensor systems. Part of that plan involved some covert operations before the actual invasion against a few of Naboo's sensor arrays. This adventure details a raid by a group of free agents (the heroes) against a small sensor array near the city of Kwilaan. Since the Trade Federation has not yet decided to invade Naboo, it dares not use its own forces, thus maintaining the ability to deny any involvement in the raid, should something go wrong.

This short adventure is designed to introduce beginning players and GMs to some of the exciting concepts found in the new *Dark Side Sourcebook* by Bill Slavicsek and JD Wiker. You don't have to have the *Dark Side Sourcebook* to play, but the guidelines in that book will prove helpful in running this scenario. Because this adventure takes place on Naboo, the additional source material in the *Secrets of Naboo* campaign pack by

Steve Miller also might come in handy. Finally, *Signal Interruption* uses the rules, maps, and characters found in the *Star Wars Invasion of Theed Adventure Game,* so you'll need the adventure game to play.

Introduction

Signal Interruption details three encounters: a meeting with the Trade Federation agent, a brief fight with Naboo security forces, and the battle at the communications array. This scenario uses the rules, maps, and characters found in the *Star Wars Invasion of Theed Adventure Game*. Gather together the rulebook, dice, maps, and the punch-out tokens to represent the heroes and villains in this adventure. (You should set aside the Naboo Citizen, Palace Guard, Thug, and Merc tokens, as well as the Door, Wall, and hero tokens.) Next, download and print out this adventure's maps; you'll have to tile together Map 2 along the rule lines provided.

PLAYING WITH THE CORE RULEBOOK

If you're an experienced player or GM, you can use this adventure with *Star Wars Role-*

playing Game rules. Allow the players to create 1st-level heroes, and replace the GM characters as follows:

- Replace the Naboo security forces in Encounter 2 with an equal number of Thug 2 characters from page 277 of the core rulebook.
- Replace the soldiers guarding the communications array in Encounter 3 with an equal number of Thug 2 characters.
- Replace the technicians in Encounter 3 with Expert 4 characters from page 269 of the core rulebook.
- Replace the Expert's Knowledge (medicine) and Knowledge (physiology) with Repair and Knowledge (physics).

Before you begin play, choose who will be the Gamemaster — the person who presents the adventure to the players. The material in this adventure is for the Gamemaster only. It explains all the details about the opponents the heroes will face and the secrets they must discover. Then the other players all choose characters. You can use the heroes from the *Star Wars Invasion of Theed Adventure Game* with very few changes.

If a question comes up that isn't covered in the rules or the adventure text, just make your own decision about it and continue. The trick is to have fun; don't get bogged down in the rules. Keep the adventure moving, be fair, and enjoy yourselves.

Dark Side Characters

Chapter 2 of he *Dark Side Sourcebook* contains information helpful to Gamemasters portraying villains in heroic campaigns. It also provides advice for players who see their heroes as being on their way to the dark side — or already there. The following encounter descriptions assume a heroic group of characters whose sympathies lie with the Naboo. Notes following each section detail a few ideas for incorporating dark side characters.

Encounter 1: This Is Only A Test

As the adventure begins, the heroes have agreed to meet with Raymas Daal, a small-time Human criminal who recently has made it big. Word on the street is that he has a powerful new backer with lots of money to throw around. Although Raymas's motives aren't always pure, he pays well, he has a reputation for being reliable, and the heroes are short on funds. The meeting takes place at a small restaurant in the city of Kwilaan.

When the heroes get to the restaurant, they notice that Raymas has not yet arrived. Read or paraphrase the following text to the players to begin the encounter:

Just as you're beginning to give up on this meeting, Raymas walks into the restaurant. He takes a quick look out the door as it closes, then heads over to your table. "Let's make this quick," he says, "I think I was followed."

Raymas offers the heroes a simple deal: 8,000 credits split between them to temporarily deactivate a Naboo sensor array. Although he's working for the Trade Federation, Raymas never lets on that he's running more than a simple smuggling operation. In reality, the Trade Federation wants the array inoperable for a few hours to make sure that their jamming satellites get into place undetected, but Raymas claims that he just wants to get an important shipment of rare spices past the array. Less tax, Raymas says with a smile, equals more profit.

The heroes should have questions like where, when, and how the raid will take place. Raymas needs the raid to occur any time during the next night. He explains that he'll be able to detect when the heroes have deactivated the array, at which point he'll land his ship in the city. He also can describe the layout and security forces in Encounter 3.

If the heroes seem reluctant to take the assignment, Raymas can sweeten the deal, taking the final offer up to 10,000 credits, but he won't go higher than that. Once the heroes have finished negotiations, proceed to Encounter 2.

Dark Side Characters

Heroes tempted by the dark side will have little trouble deciding to accept the assignment — it shouldn't take long, and the pay is good.

Encounter 2: Do Not Attempt to Adjust Your Screen

Just when the heroes start running out of questions, the conversation comes to an abrupt halt. As he suspected, Raymas was followed to the meeting. The security operatives trailing him have no idea who the heroes are, but they suspect that Raymas is working for the Trade Federation and decide to take him in for questioning. The operatives are all plain-clothes members of the Naboo security forces, but in this encounter, their lack of a uniform probably will work against them. As the conversation with Raymas winds down, read or paraphrase the following text:

Three men come through the restaurant door and head straight for your table. The leader, a large Human with a blaster pistol at his side, looks right at Raymas and says, "Come with me, Daal, I've got a few questions." Raymas doesn't hesitate; he jumps out of his seat and

runs for the back exit. Before you realize exactly what happened, the three men start shooting at Raymas. As you react, one of them turns his gun on you.

Combat Set Up

Door pieces from the *Invasion of Theed* boxed set as shown on Map 1 on the next page. The heroes can start anywhere within the area labeled "Start Here." The three thug tokens represent the Naboo security forces, and the one merc figure represents Raymas. Raymas starts at the edge of the map and moves off it on his first action, effectively removing himself from the combat. Use the stat block below to represent each of the Naboo guards.

Naboo Security Forces (3)

Level 1; Initiative 10; Vitality Points: 0; Wound Points: 10; Speed: 5 spaces; Defense: 14; Attack: 1d20+3 (blaster); Damage: 3d6 (blaster); Saves: Fortitude 1d20+1, Reflex 1d20 +2, Will 1d20+0; General Skills: Computer Use (1d20+4); Intimidate (1d20+4), Search (1d20+4), Spot (1d20+4)
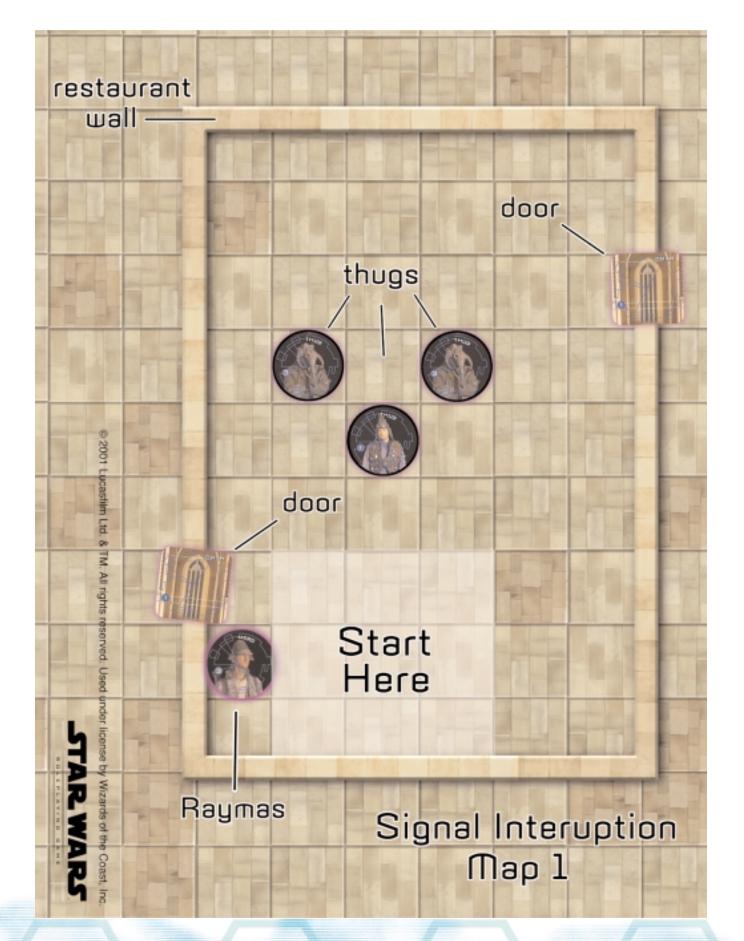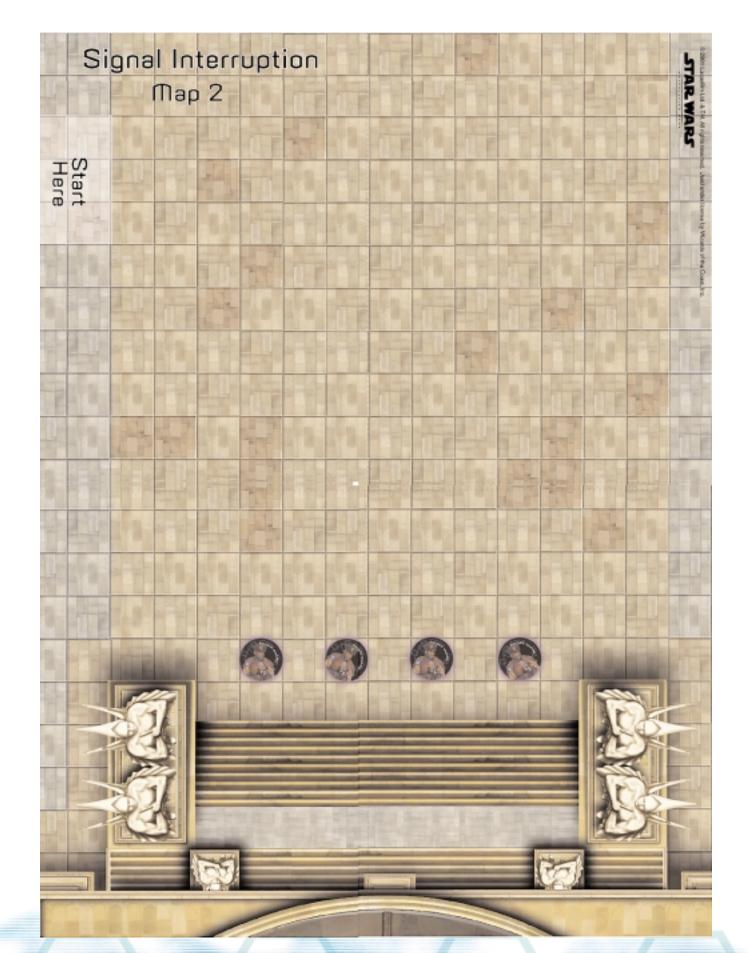
Dark Side Characters

Dark side characters should have less of a problem with this encounter than more heroic individuals. Giving in to the dark side — that is, attacking as soon as the security officers draw their weapons — is the swiftest way to deal with the encounter.

Encounter 3: Broadcast Signals

Using the information that Raymas provides, the characters can easily get within striking distance of the lightly guarded sensor array. Although the Naboo know that tensions between their government and the Trade Federation are mounting, they have no reason to suspect that the Trade Federation will attack the planet, much less this small sensor array. To begin the encounter, arrange the character tokens on Map 2 (see page 4) in the area labeled "Start Here," and place four Palace Guard tokens as shown. Then read or paraphrase the following text:

After a cautious approach, you're about as close to the sensor array as you can get. To draw any nearer, you'll have to be pretty sneaky. What do you do?

restaurant
wall

door

thugs

door

Start
Here

Raymas

Signal Interuption
Map 1

STAR WARS
ROLEPLAYING GAME

Signal Interruption
Map 2

Allow the players time to decide what to do. The heroes can either just start shooting, or they can try to sneak closer. If they just begin combat, skip down to the stat blocks and play out the fight. If they try to sneak closer, have the heroes make some skill checks.

Every hero that is trying to sneak closer must make an opposed Hide and Move Silently check. Make Spot and Listen checks for the guards and compare the results to each hero's Hide and Move Silently results to see whether they notice the characters. For characters without the Hide or Move Silently skills, or guards without the Spot and Listen skills, just make ability checks. See page 7 of the adventure game rulebook for more information on opposed skill checks and ability checks.

Once the guards notice the heroes — or once the heroes start shooting — play out combat using the following statistics for the guards:

Naboo Security Guards (4)

Level 1; Initiative 10; Vitality Points: 0; Wound Points: 10; Speed: 5 spaces; Defense: 14; Attack: 1d20+3 (blaster); Damage: 3d6

(blaster); Saves: Fortitude 1d20+1, Reflex 1d20 +2, Will 1d20+0; General Skills: Computer Use (1d20+4); Intimidate (1d20+4), Search (1d20+4), Spot (1d20+4)

Once the guards have been knocked out, deactivating the sensor array for the required time should be easy. Two technicians work inside the array, but they won't fight the characters unless they come under direct attack. Even if attacked the technicians first try to flee, unless their path away from their attackers is completely blocked. If the players force the technicians to fight, use the stats for the Naboo Citizen on page 28 of the adventure game rulebook.

Disabling the array requires a successful Computer Use check against DC 10. Once the array has been turned off, the heroes have completed their mission and need only track down Raymas again to collect their reward.

Back to Your Regularly Scheduled Programing

Since this adventure takes place right before the adventures in the *Invasion of Theed* box, groups wishing to continue their

adventures on Naboo could easily play through those adventures as the next step in a beginning campaign.

Alternatively, groups who feel up to tackling the full *Star Wars Roleplaying Game* and have an interest in playing some shady characters could take on Cory Herndon's *Operation Clodhopper*.

If the GM wants to create brand-new adventures, the group could investigate Raymas and his mysterious backer. Heroic groups could work to undo the trouble they've unknowingly caused for the Naboo government, and dark side groups could continue working for the Trade Federation — perhaps rising to the attention of the dark Jedi behind the current troubles on Naboo....

About the Author

Website managing editor Jesse Decker has previously held editorial positions with TopDeck® and Dragon® magazines. You can find more of his adventures — *The Candlemaker's Fire* and *Unearthing the Past* — online in the Dungeons & Dragons® Cliffhangers section of <www.wizards.com/dnd>.

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restaurant wall

door

thugs

door

Start Here

Raymas

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Signal Interuption
Map 1

Signal Interruption
Map 2

Start Here

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