

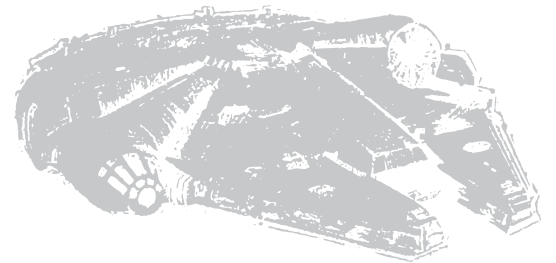
STAR WARS®

ROLEPLAYING GAME

BREAK OUT!

A CLASSIC ADVENTURE
FOR LEVELS 1-3

BY
MADDOLE



CAD_A1

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Side and Classic Adventures are a great way to get your players hooked into your campaign setting or getting you started with your own adventures for the *Star Wars Roleplaying Game* Saga Edition. Use them with your own campaign or play them all by themselves. Side adventures are typically geared to be short quick sessions, while classic adventures are longer. Either way we hope you enjoy running your players through these adventures that are sure to get them excited about playing more sessions!

Warning! If you will be playing in this adventure or in a campaign utilizing its adventures, read no further.



This module is best used during these eras.

Some rules mechanics are based on the *Star Wars Roleplaying Game* Saga Edition by Christopher Perkins, Owen K.C. Stephens, and Rodney Thompson; the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson; and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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BREAK OUT!

OPENING CRAWL

STAR WARS: CLASSIC ADVENTURE

BREAK OUT!

A trusted contact has gone missing, making it difficult to purchase weapons and gear needed to help the fight against the Evil Empire.

But will the cost of helping a contact out be more than the heroes have bargained for?
Only a shady info broker can tell...

ADVENTURE SUMMARY

The adventure starts with the players get news that the empire has captured a trusted contact that the players use as a resource to buy or sell goods that are not easily obtained through other channels. A short investigation turns up a shady Duros info broker who is able to obtain the whereabouts of the captured contact, for a task at another time, or for a large sum of credits.

After obtaining the location from the shady info broker the players make their way through crowded streets to the imperial detention facility where the contact might be held. Unknown to the players, the info broker is also playing both sides and alerts the imperials that there will be an attempt to break out the contact, which will prompt the facility to go on high alert just as the players arrive. But, as luck would have it, underworld forces were also planning a prison break that same day to help release a notorious and ruthless trandoshan gangster at the same time as the player characters.

Using the confusion and chaos of ensuing fire fight between the underworld thugs and imperial forces, the

players manage to sneak into the facility and make their way to the central holding area where they must defeat imperial guards left to defend the holding cells.

After defeating the prison guards the players must release the force fields that are holding a great deal of other rough looking prisoners, accidentally helping free the notorious trandoshan gangster in the process.

As the prisoners rush to escape, smoke from fires begins to fill up the facility and it becomes hard to see. The players need to make their way to the vehicle hanger bay where they are greeted by reinforcements just landing, almost an entire squad of stormtroopers and some command personal fan out and get to cover to halt the wave of prisoners trying to escape.

After defeating the imperial forces the players take off, blasting their way thru the ongoing battle outside and to the safety of their ship, or to a well hidden hideout that the contact allows them to stay at for saving his life. If successful, the players will have been paid well for their escape attempt by the contact, and defeated the empires cronies.

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ADVENTURE SUMMARY

ADVENTURE SETUP

While maps have been provided for you (see the end of this adventure) you will need the following miniatures to really set the stage for this adventure into a memorable experience for every one.

- 8 Stormtroopers (Any type)
- 4 Imperial officers (Alliance and Empire #30)
- 2 Imperial Security Officers (Legacy of the Force #23)
- 8 Rebel troopers (Any type)
- 1 Duros (Imperial Entanglements #30)
- 1 Trandoshan (Legacy of the Force #52)
- 8 Various Alien thugs (Any type)
- 1 Human Scoundrel (Legacy of the Force #47)

ADVENTURE SUMMARY (EMPIRE PLAYERS)

A well known and corrupt duros info broker informs command that there will be an attempt to break into a local detention facility with the goal at freeing prisoners that are against the empire. Command sends its best field agents (the players) to try to contain and stop the prison break.

When the imperial players land they are besieged with freed prisoners as they rush into the detention facilities hanger bay. The players are to try to contain and recapture as many as possible. However they will be given orders to eliminate the prisoners if it looks like they will be overrun.

After the players have stunned, captured, or killed the last of the escaped prisoners, they make their way to the central holding area, and reactivate the bases force fields allow them to begin to sweep the base for hiding prisoners, and to restore order. However as they make their way thru the base they are ambushed by a large gang of thugs that have been locked in the base, along with their leader, a tough looking trandoshan gangster.

CLASSIC BONUS FEATURE

PLAYING THE EMPIRE

While its fun to play the hero, sometimes there is another side to the story. This classic adventure features the consequences of a prison break out and allows the players to play the bad guys, and allows them to see that there are far reaching effects from rebel activities.

Starting an imperial character is very straight forward, as the choice of species is limited to human only, as alien races are very rarely allowed to serve in the empire, so if you want to start as a different race, ask your Game Master first.

Starting imperial players can purchase military grade items, but are limited to blaster pistols as you will be playing the part of imperial officers sent to quell and stop a prison break out.

SPECIAL RULES

As a imperial officer, you will have a standard retinue of stormtroopers to aid you in helping stop the break out. As a standard action, on your turn you can take control of one friendly NPC stormtrooper and use their actions if they have not acted during this turn. Otherwise, the Game Master uses the stormtroopers actions on their turn.

ADVENTURE STARTUP

This adventure starts on the imperial controlled world of Ghorman. Life here is a constant struggle against the empires forces and the shady under belly of the black market that thrives under the oppressive heel of the empire. Life is cheap on and various rebel and loyalist factions make their home here to be a constant thorn in the side of the empire.

PART 1: MISSED SHIPMENT

It had been a slow day as you and several of your companions waited at the designated warehouse to buy and sell goods to Deck Stromstopp, a well known and reliable fence and contact that could get his hands on hard to find military weapons, or black market merchandise for a decent price.

But there was something wrong, as already the contact was late by over an hour, something very unusual for him. You try contacting him again with your communicator, but get no answer. That's never a good sign, and means your going to have to find out where Deck could be...

LOCATING THE SOURCE

Finding Deck means having to ask around, or find some one who knows where he has gone.

Primary Challenge: Finding Deck's location is fairly an easy process as some one as well known as Deck doesn't just simply disappear unless he wants to not be found.

Gather Information: (DC 15, 1 hour 50 credits): The heroes can ask around, finding taxi drivers or underworld thugs that have seen Deck around in the area. Some state that a sleazy info broker has been spreading a rumor that he saw Deck being arrested.

Use Computer: (DC 15, 1 hour): A search of computer networks can uncover that on a forum that there is a local rumor by a shady info broker saying he saw Deck being arrested by imperial forces.

Persuasion: (DC 15, 1d6 hours, 50 credits): A underworld thug says that he did see Deck arrested, but didn't follow them to find out where he was taken too. He says that a scummy Duros by the name of Durt' Kolan followed the imperials and probably can tell the heroes the location where Deck is being held at.

Auxiliary Challenge: Finding the duros who knows about Decks arrest is easy, but during the players investigation they might get a insight into why he was arrested in the first place, and some important

details about Durt' that might help the heroes anticipate the underground forces that will be attempting their own break out and allow the players to plan accordingly. There are three different ways to learn this information.

Greed (1d6 hours, 100 credits) Appealing to the least common denominator, can influence some one to remembering a important detail. A successful DC 15 Persuasion check during the gather information check will alert the players that the duros might be giving some information to the empire and to be careful with their words when dealing with the info broker.

Word on the Street (1d6 hours) Simply listening to gossip can help in figuring out an important detail. A successful DC 15 Perception while using Persuasion in the primary challenge check will pick up a pair of underworld thugs talking about a prison break to free their leader later on.

Hacking the system (1d6 hours) Sometimes important information can be found by surfing the computer networks, and finding a back door into imperial communications. A successful DC 20 Computer use check will reveal that a warrant was issued for the arrest of Deck on suspicion of aiding the rebellion, and that imperial officers will be on planet to pick him up for interrogations later that day.

If any skill check fails by more than 5, imperial agents will be aware that some one is paying too much attention and take steps to finding the heroes. (See page x for details)

Development: Once the heroes have exhausted all leads, run out of time, or given up, move on to the next part of the adventure. Learning details about the contact gives the heroes a +2 bonus to all Deception, Persuasion, and Perception checks involving the duros in Part 2: Shady dealer.

Ad Hoc XP Award: If the players find out all the extra information, grant them 50 Experience points.

PART 2: SHADY DEALER

MEETING DURT'

Eventually, all roads to the whereabouts of the trusted contact seem to point to a notorious and down right rotten local info broker who seems to know the most about the imperial movements and actions on this planet. He's located in the worst area of town deep into the and has more than his fair share of body guards to protect him. Durt' seems to thrive in this environment and seems to relish the areas bad reputation as a buffer between him and the civilized masses.

Durt' Kolan

Medium Duros

CL 5

Scoundrel 3/ Nobel 2

Force: 3 **Dark Side:** 3

Init: +4; **Senses:** Perception +2

Languages: Basic, Durese, High Galactic, Huttese, 2 unassigned

Defenses: Ref 17 (flat-footed 15), Fort 15, Will 17
hp 32; Threshold 15

Condition -1 -2 -5 -10

Second Wind (+10hp)

Speed: 6 squares (walking)

Melee unarmed +3 (1d3)

Ranged hold-out blaster +3 (3d4+2)

Base Atk: +3; **Grp:** +2

Abilities Str 8, Dex 15, Con 10, Int 17, Wis 15, Cha 10

Talents: Dastardly strike, Disruptive | Connections

Feats: Point Blank Shot | Linguist | Dodge | Skill Focus (Deception) | Precise shot | Weapon Proficiency (pistols, simple weapons)

Skills: Deception +15, Gather Information +7, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Knowledge (social sciences) +10, Persuasion +7, Stealth +9

Possessions: hold-out blaster, Credit Stick (40 credits), comlink, datapad



As you enter the dark and gloomy domain of Durt's hideout, a pungent and foul smell assaults your senses.

Thick clouds of smoke clear to reveal a tall and lanky Duros surrounded by a cadre of rough looking and well armed thugs. The Duro smiles and takes another long toke from his pipe before speaking in a thick, gravelly voice.

"So who is this who comes to the great information broker Durt' Kolan? Need to find information on a missing smuggler perhaps?" The Duros smiles knowing the answer. "Come sit, lets talk." He says before taking another long draw from his pipe.

Durt' is a very thin and tall Duro who enjoys his pipe, as well as other vices. The room which the heros find the information broker in is smoke filled, dusty and quite in need of a heavy cleaning. Many of the rooms windows are barred shut leaving little light to enter, letting Durt's body guard thugs to hide in the shadows if anyone gets to friendly with the Duro. In the middle of the room a large smoking device sits bubbling away, with several extra pipes attached to it if the heros decide to partake with the information broker.

When the heros start talking with Durt', he comes across as slimy as ever, hinting at his knowledge of the missing black market contact the heros are searching for all the while telling great lies about his underworld contacts (some of the lies are the truth). He tries to convince the heros that they should instead buy black market items from him (at a greater markup of course) He is very reluctant at all to give the heros any clues at the whereabouts of the contact as it would hurt his bottom line, but with the right talk of credits that he would be persuaded to give them his location.

SHADY DEALER

MAKING THE DEAL

After a lengthy conversation, Durt' is finally tires of the heros presence. "Well while this talk was very informative, I have other business to attend to. So I need a answer as to what you would like to do."

Critical Challenge: Attempt to get Durt' to reveal the location of the missing contact

Persuasion: (DC 16, 1000 credits): The heroes could offer to pay the Duro a large sum of credits for the information, at which the Duro is set at a specific price, and cannot be haggled with or persuaded to go lower.

Sign a Contract: As a special offer, Durt' offers the heroes to sign a contract, in which they will act as his agents. The Duro won't tell the heroes what they will have to do during this time, and only specifies that he will contact them when he will need the heros services. At that time the contract will be fulfilled and he won't have to send bounty hunters after them if they decide later they don't want to do the task the Duro sets out for them.

Information: if signing a contract is too large of a risk for the heroes, the Duro will offer instead as payment, that the heroes offer routine information to the Duro. He will give them an encrypted comlink that can wire the information to him through several other channels, ensuring that his hands are never dirty.

Blast em!: If all else fails, and the heroes have decided that the duros demands are too much, and decide to use force to get the Duros to talk, proceed directly to combat. Hiding in the shadows are several tough thugs and all are well armed and ready for action. Allow the heros a DC 14 Perception check to spot the hidden, but menacing thugs that are at the corners of the room, waiting to strike as a incentive not to go this route. In the end, if the heros manage to survive, have the contacts whereabouts located on the Duro's data pad. If the players do not survive have them locked up at the prison and skip directly to the breakout encounter.

Other: Smart players may attempt to use the force or other means to get the information they are looking for. If they do this, after they leave have the Duro's inform the imperials that the heroes are extremely dangerous. This doubles the number of guards at the detention block.

Durt's Thugs (7)

Medium Human

Dark Side: 3

Init: +6; **Senses:** Perception +5

Languages: Basic

CL 1

Nonheroic 2

Defenses: Ref 10 (flat-footed 10), Fort 11, Will 9
hp 9; Threshold 11; Toughness

Condition -1 -2 -5 -10 (Thug 1)

Condition -1 -2 -5 -10 (Thug 2)

Condition -1 -2 -5 -10 (Thug 3)

Condition -1 -2 -5 -10 (Thug 4)

Condition -1 -2 -5 -10 (Thug 5)

Condition -1 -2 -5 -10 (Thug 6)

Condition -1 -2 -5 -10 (Thug 7)

Speed: 6 squares (walking)

Melee vibro-ax +2 (2D10+2)

Ranged blaster pistol +1 (3d6)

Base Atk: +1; **Grp:** +2

Atk Options: Power Attack

Abilities Str 13, Dex 11, Con 12, Int 8, Wis 9, Cha 10

Feats: Power Attack, Toughness, Weapon Proficiency (advanced melee)

Skills: Initiative +6, Perception +5

Possessions: blaster pistol, vibro-ax

Thug Tactics

The thugs have no real strategy to their actions; they are straight-up fighters who care little for complex tactics and come out of the shadows blasting.

Increased Difficulty

If your players are all at a higher level, proceed to change the thugs difficulty by making their levels heroic (solider class) instead. Increasing their hp to 38 and adding the talent devastating attack (advanced melee) as well as raising all their defenses by 2.

Conclusion

Regardless if the players fight or not, award 200 xp for this encounter (800xp if you used increased difficulty).

PART 2: SHADY DEALER

PAY OFF

After concluding business with the players, the Slimy information broker reluctantly hands over his datapad containing the information where the missing contact has gone too, including the cell number and access codes needed to lower the force field in that particular cell block. If pressed on how the Information broker is able to get such detailed information about the imperial detention facility he simply states that a former business associate who was also a maintenance worker at the facility was able to get the codes for him as a payment to his debt that he owed the infamous information broker. He warns players that have made the deal to do a favor for him that if they double cross him that he would be quite able to locate and track them down if needed.

Regardless how the deal was made, as soon as the players leave, the information broker goes back to work and informs the imperials of an attempted break out to happen soon. He is using the heroes as bait for the bigger objective, helping release a particularly notorious trandoshan gangster who owes the information broker quite a long list of favors. Durt' Plans on using the gangster in his further schemes down the road and figures that breaking out one low level black market contact is the least of his worries, and to sweeten the deal, makes it look like local rebel agents or factions on the planet inadvertently released the gangster while breaking out one of their own, leaving the slimy duro's hands clean. However, depending on how the heroes dealt with Durt' will determine later encounters.

If the heroes paid for the information: The Duro uses his connections talent and upgrades his and his goons weapons, paying a local tech specialist for the upgrades. All his goons weapons get a +2 to attack increase.

If the heroes agreed to the contract: The Duro informs the goons that they will have a forward team attempt to break in. During the shoot out encounter, the goons attempt to help the heros gain entrance to the detention facility.

If the heroes agreed to supply information: The Duro also gives the heros a data spike to use on the imperial facility. He claims that it overrides the security cameras but in reality it sends him important information stored at the facility giving the slimy broker a edge.

If the heroes acted hostile: Not only does the Duro go out of his way to inform the imperials of the threat, he also informs the gang that is going to break out their leader that enemy gang is attempting to kill their leader as well. The goons attacking the imperial detention facility go out of their way to shoot at or stop the heroes from entering the facility.

AFTER THE MEETING

Allow the heroes some time to come up with a plan. It's not every day that you go storming an imperial detention facility, but if they are ever to free their contact, and not have to deal with that slimy broker they will simply have to roll the dice. Besides hurting the imperials for all their evil deeds is a perfect excuse for the players.

To help the players along, have one of the heroes roll a DC 15 Computer use check to figure out floor plans from the data pad they were given. The floor plans on it are pretty accurate and show several means to gaining entrance to the facility, as well as possible escape routes. This frees up the following possibilities if the players are having a hard time coming up with ideas.

Air Vent: Several air vents litter the top of the roof of the complex, allowing stealthy characters easy access through the maze of air ducts and deep into the facility. The only problem lies that there is only one access to the roof, which is at the main lobby of the complex.

Change of the guard: At various times of day there is a change of the guards both at the front and back entrance of the facility. During this time there is an opening allowing a surgical strike to take place allowing the heroes to gain entrance to the complex by only dealing with a small number of guards.

Sewer entrance: When the imperials built this facility they did so over a former waste treatment plant main sewer complex. Unfortunately this left a hidden sewer route entrance that leads to the facilities kitchen that the imperials are currently unaware of.

PART 3: SHOOT OUT

IMPERIAL TROUBLES

After the heroes have decided on a course of action, the real fun begins. The detention facility is a huge complex that takes up nearly a city block, deep in heavily controlled imperial area. Taxi's, hover bikes and other means of transportation to the area are tightly monitored and are forbidden to get very near to the complex or risk being shot out of the sky or blow up by the facilities defenses. The only real way to gain access is by foot or through the sewers.

From a long distance away you can make out the grey, fabricated fortress that the imperials call Detention Complex 12. It is a hive of imperial activity, with scores of storm troopers and security bots patrolling the perimeter. There are two main entrances to the complex, both emerging from an underground ramp where imperial craft can be seen landing. From various parts of the complex you can make out various point defenses and turrets which scan the horizon for trouble.

While the outside may look intimidating, it is very obvious after a few moments of really paying attention that the imperials have gone out of their way to cut costs, skimping on personnel and equipment as well using sub-standard building material which upon closer inspection is already showing cracks and tears into the ferocrete surface of the detention facility. Allow the players a few more moments to plan their approach, before all heck breaks loose and the goons that Durt' sent to the facility attack, always hitting the facility right before the heroes get near. Read the following just as the players are approaching.

Just as you begin your approach to the complex, off in the distance you hear the familiar howl of speeders as a dozen or so approach your position at break neck speed. The imperial defences open up on the attacking mob of thugs as they wiz past by, crashing into the entrance you were just about to approach. Gouts of flame and smoke fill the area and suddenly the entire complex is on high alert. Sounds of blaster fire and imperial troops can be heard off in the distance.

The attack mob creates just the right of amount of diversion for the heroes to enter the complex, but not before they are fired upon attempting to enter the complex. Proceed to encounter "Shoot out" reading the following as the smoke clears.

Just your luck. As the smoke begins to clear you hear the familiar sound of storm troopers as they approach your position. As you turn back you notice that there are several more troops coming from various angles at your position. If you didn't know any better you could swear that the imperials were waiting for just this kind of break out by the thugs that make this area their turf, and now your caught in the cross fire. Now what?

AREA FEATURES

Smoke is quickly filling up the area, allowing the heroes some sort of cover from the barrage of blaster fire that is seemingly coming from every angle. However, no thanks to the goons that crashed the gate the entire entrance is now covered in speeder and ferocrete wreckage making the gate area difficult terrain to pass thru.

What if they went through the sewer? If the heros went through the sewer then skip ahead to the break out encounter.

