

# STAR WARS

ROLEPLAYING GAME

## **OPERATION: OVERWHELMING JUSTICE** A RISE OF THE EMPIRE ERA MINI-ADVENTURE FOR 8<sup>TH</sup> LEVEL

CHRISTOPHER HUNT

Current status: Playtest in progress



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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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*Operation: Overwhelming Justice* is a standalone mini-adventure for the *Star Wars Saga Edition Roleplaying Game*. Although it only uses material from the Core Rulebook, Gamemasters will find other sourcebooks useful as well. This adventure is designed for four to six 8th-level characters, but can be adjusted for characters of other levels. The adventure takes place a few years after the execution of Order 66 but can be adapted to other time periods. It assumes a group of Imperial player characters.



## WHAT IS THE AW GUILD ?

The designation of an adventure as "AWGuild Certified" is an *unofficial* distinction created for the sole purpose of fostering creativity, collaboration and consistency within the *Star Wars Roleplaying Game* community. In the absence of support from an official governing body, the Adventure Writers Guild or AWG attempts to fill the gap by offering its collective expertise to writers of fan-generated modules. Therefore, an adventure displaying the "AWGuild Certified" seal (above) means that content was *voluntarily submitted* to be reviewed by various members of the AWG and that its contents were modified in order to meet certain criteria for substance, style, and playability. The goal being that the enhanced result is more readily shared, easier to run, and better able to provide a fun and challenging play experience for the entire *Star Wars Roleplaying Game* community. If you would like to learn more about becoming a member or are simply interested in submitting your current adventure through the Adventure Writers Guild certification process, visit them at: <http://community.wizards.com/swawguild>.

**Warning! If you are going to be playing this adventure, read no further!**

## ADVENTURE BACKGROUND

*Operation: Overwhelming Justice* takes place during the Dark Times after Imperialization. Jedi survivors persist to run, hide, and be hunted.

The adventure assumes the players are members of the Imperial military, the Imperial Inquisitors, or otherwise work for the Empire in bounty hunting or as Emperor's Hands. They have been grouped together to form a special tactical team assigned to the Imperial Star Destroyer Predator as Jedi hunters.

Although this is designed as a standalone mini-adventure, it can be used to start off a Dark Side game. Perhaps the players will eventually turn from their evil ways, or maybe they will embrace them and seek power the quick and easy way.

## ADVENTURE SUMMARY

*Operation: Overwhelming Justice* begins as the ISD Predator exits hyperspace above Chandrila. The players are gathered by their overseeing officer and briefed on their mission.

Assigned to search and destroy a suspected Jedi hideout, the players are informed an Antarian Ranger has been captured and is being held on a planet side garrison.

After interrogating the prisoner and finding the location of the hideout they proceed to clear out the area, engaging guerrillas and Jedi alike. The players neutralize the insurgency in their tunnel hideout and duel with three paragons of the Jedi in an ancient temple hall.

## OPENING CRAWL

If you wish to have an opening crawl before the adventure, consider using the boxed text below.

### **STAR WARS OPERATION: OVERWHELMING JUSTICE**

The Jedi Order is dead, its remnant survivors of Order 66 scattered across the galaxy. It is a dark time, the time of the Empire.

Stormtroopers patrol the streets and Star Destroyers fill the stars.  
Palpatine's iron grip is all but complete.

On the idyllic world of Chandrila a hidden presence lies in wait, a bastion of the old ways. But agents of the DARK SIDE approach, ready to eliminate all those who stand against the Emperor.



# ADMIRAL ZANDER'S BRIEFING

As a military themed adventure, the players start off in their ready room aboard the ISD Predator receiving orders from their commander, Admiral Zander. It is assumed the players have worked together on similar missions in the past and therefore know Admiral Zander.

Zander is Deputy Director of Special Operations and is known to be on a fast track career. While as old as most admirals he appears uncannily young and fit for his age. Zander is highly military and direct in his approach. As the group takes their seats within the ready room, read the following aloud:

The holoprojector whirrs and lurches to life. Static ripples through the blue image of a confident Imperial Naval officer. Fit and in an immaculate uniform, Admiral Zander does not look a day over forty.

“Good afternoon. Four hours ago at 0420 hrs local time Imperial forces on Chandrila apprehended an armed human male observing an outlying garrison via electrobinoculars. It quickly became apparent from his resistance to initial questioning and equipment that this individual had received training from the Antarian Rangers. The Rangers as you know are an outlaw paramilitary force that supported the Jedi terrorists.”

Zander pauses momentarily to collect his thoughts before continuing. “Your mission is to take over the investigation from the local command, interrogate the prisoner for further information, and seek and destroy any Jedi and their allies hiding in the area with extreme prejudice. As always, this mission is of great importance for the preservation of our New Order. Failure is not an option. Any questions?”

The players will likely ask for more details but Admiral Zander does not know much on the subject beyond the following:

## What resources will we have at our disposal?

*“The local garrison, under the command of Lieutenant Colonel Hadrian, will be able to provide you with*

*transport, equipment, and supplies. They will be unlikely to be able to provide personnel as they are reported as understaffed.”*

## How many enemies are there likely to be?

*“Unknown, you will have to find that out from the prisoner. Likely fewer than thirty, as we have not detected any large scale activity.”*

## What can you tell us about Chandrila?

*“Chandrila, a core world, is totally focused economically on agriculture. It is composed mostly of lush rolling planes. The relatively small population of about 1 billion humans however are as cultured as any core world, the capital Hanna City having both one of the greatest museum of antiquities and one of the finest military academies.”*

*“Senator Mothma is critical of the New Order... but has not taken any rash action. Further investigation will be needed, but at this point we do not believe she is involved in anything counter-Imperial.”*

When the players are ready, they will be taken to the garrison by Lambda shuttle. Their pilot, Major Daniels is official and quiet during the flight.

Touching down at the garrison, the players are greeted by Lieutenant Colonel Hadrian and Sergeant-Major Townes.

Lieutenant Colonel Hadrian is a middle aged Imperial Army officer. His boots are highly polished and his uniform well pressed. Setting the example, he wears his blaster pistol holstered when out of the office. There is an air of enthusiasm about him.

Sergeant-Major Townes is a gruff NCO close to retirement. His moustache is neatly trimmed and waxed. Townes' beer belly is contrasted by his muscular arms filling out his uniform jacket.

Hadrian extends his welcome to the players and offers them his support. He directs the players to the Military Police structure where the prisoner is being held.

The prisoner is being held in a medium sized non-descript interrogation room. He is bound in the dark to a simple metal chair. There is a single one-way mirrored window, behind which is a control room that can see in.

In the control room are switches and dials that control lighting, spot lighting, an intercom for addressing the prisoner or applying noise stress, lock controls for the door, and an emergency knockout gas release switch. The area is under constant guard by eight Stormtroopers (SECR pg 279).

If you have an Emperor's Hand or other special agent among the players, consider assigning him or her a special mission. In this module's play test an Emperor's Hand was assigned to recover a holocron the Jedi possessed in their hideout.

As a complication, he was ordered to ensure the Imperial Inquisitor in the party did not learn of the holocron, and to seize the holocron without the Inquisitor noticing.

## INTERROGATION

The human male prisoner is an Antarian Ranger, a paramilitary group that supported the Jedi Order. His name is Joshua Fenn. He has a Fortitude Defense of 22, Will Defense of 20, and a Perception Check of +10.

It is impossible to catalogue all possible angles of interrogation, but the players could potentially do any of the following and more:

- Use intimidation/fear
- Attempt to establish a rapport
- Deceive him in a number of ways, perhaps in suggesting he is an important terrorist and therefore making him tell the truth to avoid a lengthy torture
- Glean information via Mind Trick or Farseeing
- Old fashioned torture

The prisoner knows that the Jedi hideout is in a cave connected to an ancient temple, about 5 km away in sector Orange Alpha-12. There are just over ten people in the hideout, one is a Jedi Master, two are Jedi Knights, and one is a Padawan. It will not be easy to drag this information out of him, but he is only able to

resist within reason. It is up to the GM to determine the effectiveness of various techniques.

Extracting the information yields a Plot Bonus of 500 XP.

Once the players learn the location of the Jedi hideout they will likely attempt to acquire transportation to the location. 74-Z Speeder Bikes (SECR pg 176) are available in the motor pool from Staff Sergeant Alenko. Alenko is a lazy Imperial Army technician, and a bit incompetent, but is highly respectful to the players- especially if there is a Dark Jedi amongst them.

Various other mundane supplies and Imperial issue small arms are available from Supply under the Gamemaster's discretion.

## SEARCH AND DESTROY

Proceeding towards the Jedi hideout the terrain turns from rolling rural plains to rougher hills, eventually becoming fairly steep.

As you travel over land towards the objective the terrain turns from idyllic rolling plains to more hilly terrain. The ground gets rougher and rockier while the hills become steeper until you close in on the coordinates. A short ways away you see a small cave opening, partially covered by what appears to be some natural overgrowth.

A DC 15 Knowledge [Life Sciences] check or a DC 20 Survival check yields the following:

Something is wrong about the overgrowth, the plants do not match the surrounding area, the trees are too close together, and the leaves are too weathered. It is clear that it is an attempt to make the area seem unused.

Prompt a Perception check. A DC 20 Perception check will reveal a hidden camera.

An unnatural glint catches your eye. Concealed by rock and foliage a small, wireless camera surveys the area. It clearly has a view of the approach to the cave, but has not spotted you yet.



The camera has a Perception of +8 and can be disabled in a number of ways including blasting it (Reflex 15, 1 HP) or more subtly nudging or moving the camera out of its current arc.

Players may wish to interface with the camera. The camera itself has a data access port and set of controls to the rear of the camera casing. Treat it as a computer with a Will Defense of 16 and a starting attitude of Unfriendly. Players will need to Improve Access to at least Friendly to issue a command to turn off the video feed or upload a false one.

If the players successfully bypass the camera without being noticed the next encounter will surprise the rebel insurgents. Grant an XP award as if the players had defeated a CL 5 opponent.

If the players fail to bypass the camera without being noticed the insurgents will be alert and ready to fight.

Read the following text as the players enter the cave:

The entrance leads to a large cave, the grey stone contrasted by fusion lamps, tables, and chairs, couches, and sleeping quarters. The cave's cool atmosphere and the mix of un-matched, yet comfortable looking furniture, make the cavern a surprisingly pleasant and habitable living space.

Two Honor Guards, five Rebel Insurgents, and a Jedi Padawan wait in the living area of the cave. See "Move and Clear" for information on how to run the encounter.

Once the enemies have been dealt with the players will find there is only one approach to the lower level where three trained Jedi await them.

You proceed down the dark tunnel, going deeper and deeper in. Moving through the shadows the darkness is eventually pierced by a blue light. The yellowed cut stone walls of an ancient temple, lit by glowing blue crystal come into view.

From inside you hear the characteristic hum of ignited lightsabers. A confident female voice calls

out to you, "Come out, dark ones. You cannot hide from us."

"Why do you come for us now? Do you risk yourselves in hunting us for glory, for medals? Is it for your new Emperor? We mean you no harm; did we not defend the Republic on the front lines only years ago?"

At this point, the Jedi try to reason with the party. Should there be a Dark Side Force user amongst them, one of the Knights attempts to redeem him. Use your knowledge of the player's character appropriately.

Two Jedi Knights and a Jedi Master await the players. It will be a hard fight, but once defeated the mission is complete. See "No Fighting in the Temple" for information on how to run this encounter. The players will bask in victory and advance, remaining in the Emperor's good graces... for now.

There are several ways to continue this adventure into a campaign. This could serve as the start of a dark campaign. The players could continue to serve the Empire, but perhaps eventually they will see the evil of their ways and start along the path of redemption.

Perhaps the Jedi Master had a datacard on her person, containing only coordinates on the surface of Ord Mantell labeled as 'Rangers'. This could lead to a meeting or hideout for the Antarian Rangers.

Alternatively, for a more episodic campaign, the players could return to their ship and await their next assignment.

# MOVE AND CLEAR

## CHALLENGE LEVEL 9

### SETUP

2 Honor Guard (H)  
5 Rebel Insurgent (R)  
1 Jedi Padawan (P)

The players enter from the northwest, first encountering two Honor Guards. Four Rebel Insurgents are in the sleeping quarters with the Padawan and another Rebel Insurgent by the table near the east wall.

### READ-ALLOUD TEXT

When the encounter begins, read or paraphrase the following aloud:

Two confident insurgents stand guard with vibrospears. Their expression is self assured and their weapons are at the ready. Their immaculate olive drab uniforms show their military past.

### HONOR GUARDS (2)

These Honor Guards are former members of the Senate Guard, who refused to protect the tyrannical Emperor Palpatine. They now turn their skills towards protecting fugitive Jedi, using their reach spears to hold the line.

**Honor Guard (H)** **CL 6**  
**Medium** Human nonheroic 4/soldier 5  
**Init** +9; **Senses** Perception +8  
**Languages** Basic

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**Defenses** Ref 20 (flat-footed 18), Fort 19, Will 16  
**hp** 50; **Threshold** 19

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**Speed** 6 squares  
**Melee** unarmed +11 (1d6+9)  
**Melee** vibrospear +12 (2d8+11)  
**Melee** vibrospear +12 (3d8+11) with Mighty Swing  
**Base Atk** +8; **Grp** +11  
**Atk Options** Mighty Swing, Bantha Rush  
**Special Actions** Dodge

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**Abilities** Str 16, Dex 14, Con 12, Int 10, Wis 12, Cha 10

**Feats** Weapon Proficiency (Simple, Advanced Melee), Skill Training (Initiative), Improved Defenses, Weapon Focus (Advanced Melee), Mighty Swing, Dodge, Bantha Rush, Martial Arts I

**Talents** Devastating Attack (Advanced Melee), Weapon Specialization (Advanced Melee), Melee Smash

**Skills** Endurance +8, Initiative +9, Perception +8

**Possessions** vibrospear\*, olive uniform

\*Reach 2 weapon

### REBEL INSURGENTS (5)

Half trained, but full of spirit, this ragtag band is ready to rip the ears off a gundark. They move from cover to cover using Skirmisher and attempt man on man defense with Dodge.

An assorted handful of unassuming looking sentients armed with blaster pistols. While they appear green, they more than make up for it with enthusiasm to take on the Empire.

**Rebel Insurgent (R)** **CL 3**  
**Medium** Human nonheroic 6/scoundrel 1  
**Init** +7; **Senses** Perception +5  
**Languages** Basic

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**Defenses** Ref 18 (flat-footed 16), Fort 13, Will 13  
**hp** 35; **Threshold** 13

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**Speed** 6 squares  
**Ranged** blaster pistol +6 (3d6)  
**Base Atk** +4; **Grp** +6  
**Atk Options** Point Blank Shot  
**Special Actions** Dodge, Skirmisher

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**Abilities** Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 10  
**Feats** Armour Proficiency (Light), Weapon Proficiency (Pistols, Simple), Skill Training (Initiative), Improved Defenses, Point Blank Shot, Dodge  
**Talents** Skirmisher  
**Skills** Deception +6, Initiative +7, Perception +5  
**Possessions** blast vest, blaster pistol

## JEDI PADAWAN

This Padawan survivor of Order 66 is ready to defend his newfound friends. He closes with Surge and engages with his lightsaber.

This teenage boy wears a Padawan's braid and wields a lightsaber at his side. Under the surface there is clearly an inner rage against the Empire.

### Jedi Padawan (P)

CL 5

**Medium** Human Jedi 5

**Force 1 Dark Side 1**

**Init** +9; **Senses** Perception +9

**Languages** Basic

**Defenses** Ref 19 (flat-footed 17), Fort 18, Will 18

**hp** 60; **Threshold** 18

**Speed** 6 squares

**Melee** Lightsaber +8 (2d8+6)

**Melee** Lightsaber +6 (3d8+6) with Rapid Strike

**Base Atk** +5; **Grp** +7

**Atk Options** Rapid Strike

**Special Actions** Dodge, Lightsaber Defense, Block, Deflect

**Force Powers Known** (Use the Force +8): Battlestrike, Move Object, Surge

**Abilities** Str 14, Dex 14, Con 12, Int 12, Wis 14, Cha 12

**Feats** Force Sensitive, Weapon Proficiency (Lightsaber, Simple), Force Training, Martial Arts I, Weapon Focus (Lightsaber), Dodge, Rapid Strike

**Talents** Block, Deflect, Lightsaber Defense

**Skills** Acrobatics +9, Initiative +9, Perception +9, Use the Force +8

**Possessions** Jedi robes, lightsaber

## TACTICS

The Honor Guard will hold the line using their long vibrospears while the Padawan will close in using Surge as required to assist. Meanwhile the Rebel Insurgents will use their Skirmisher talent to shoot and scoot while moving into cover, knocking over furniture as required.

## CONCLUSION

Once the area is clear the players will have a chance to catch their breath, perhaps apply first aid, and otherwise ready themselves for the big fight ahead.

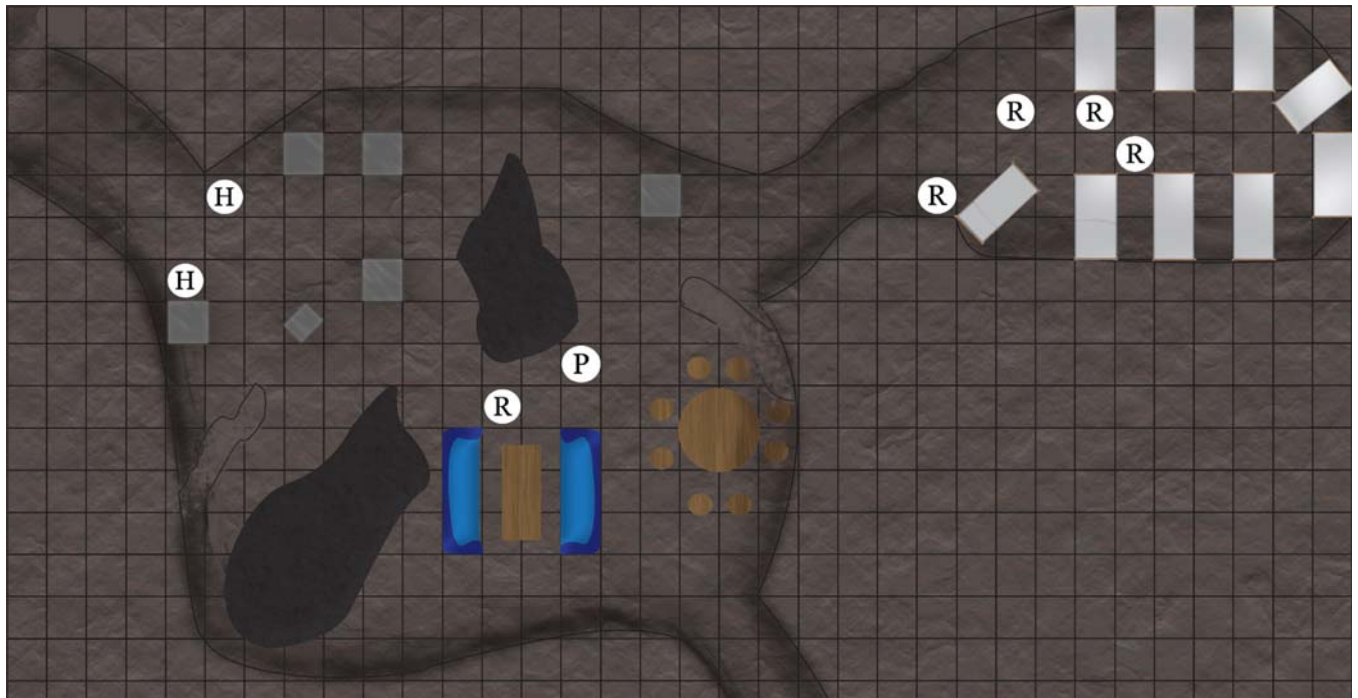
### FEATURES OF THE AREA

The features of the area are as follows:

**Furnishings:** tables, chairs, and couches are neatly arranged around the center of the cave.

**Pits:** Two 3m deep pits are in the middle.

## ENCOUNTER MAP





# NO FIGHTING IN THE TEMPLE

## CHALLENGE LEVEL 1 1

### SETUP

2 Jedi Knight (JK)

1 Jedi Master (JM)

This encounter is designed to be overpowering. It will greatly tax the players and will require superior tactics and/or inventive thinking to overcome, death is a considerable possibility. Players enter from the northwest with the Jedi waiting, lightsabers ready, near the altar.

### JEDI KNIGHTS (2)

These battle-hardened Jedi Knights are ready to do battle with the Emperor's sinister agents.

Two stoic Jedi Knights stand ready, lightsabers drawn. Battle hardened by the Clone Wars and survivors of Order 66 they are a force to be reckoned with. Standing in an expert fighting stance, there is no doubt each is a master of combat.

#### Jedi Knight (JK)

CL 10

Medium Human Jedi 7/Jedi Knight 3

**Force** 2

**Init** +11; **Senses** Perception +12

**Languages** Basic

**Defenses** Ref 26 (flat-footed 24), Fort 24, Will 25

**hp** 100; **Threshold** 30

**Speed** 6 squares

**Melee** Lightsaber +16 (2d8+17)

**Melee** Lightsaber +16 (3d8+17) with Mighty Swing

**Base Atk** +10; **Grp** +14

**Atk Options** Mighty Swing, Lightsaber Throw, Redirect Shot

**Special Actions** Block, Deflect, Force Fortification

**Force Powers Known** (Use the Force +12): Battlestrike, Move Object, Rebuke

**Force Techniques** Improved Sense Surroundings

**Abilities** Str 18, Dex 14, Con 12, Int 12, Wis 14, Cha 12

**Feats** Force Sensitive, Weapon Proficiency (Lightsaber, Simple), Force Training, Martial Arts I, Weapon Focus

(Lightsaber), Strong with the Force, Improved Defenses, Quickdraw, Improved Damage Threshold

**Talents** Block, Deflect, Lightsaber Throw, Redirect Shot, Shii Cho, Force Fortification

**Skills** Initiative +11, Perception +12, Use the Force +12

**Possessions** Jedi robes, lightsaber (self built)

### JEDI MASTER

The leader of this hideout, this Jedi is a master of lightsaber combat. Her Jedi weapon is an extension of her self.

Although dressed in the plain robes of a Jedi, there is nothing unremarkable about this woman. Graceful, fit, and powerful. But beyond that, there is an inner glow that can almost just be seen by the naked eye.

#### Jedi Knight (JM)

CL 12

Medium Human Jedi 7/Jedi Knight 5

**Force** 4

**Init** +21; **Senses** Perception +14

**Languages** Basic

**Defenses** Ref 30 (flat-footed 25), Fort 26, Will 28

**hp** 105; **Threshold** 27

**Speed** 6 squares

**Melee** Lightsaber +20 (2d8+20)

**Melee** Lightsaber +18 (3d8+20) with Rapid Strike

**Melee** Lightsaber +15 (3d8+20/3d8+20) with Double Attack

**Base Atk** +12; **Grp** +17

**Atk Options** Rapid Strike, Double Attack

**Special Actions** Block, Deflect, Equilibrium

**Force Powers Known** (Use the Force +14): Battlestrike (2), Move Object (2), Rebuke(2), Surge, Negate Energy

**Force Techniques** Improved Sense Surroundings, Force Point Recovery

**Abilities** Str 13, Dex 20, Con 12, Int 12, Wis 16, Cha 16

**Feats** Force Sensitive, Weapon Proficiency (Lightsaber, Simple), Force Training (2), Martial Arts I, Weapon Focus (Lightsaber), Strong in the Force, Improved Defenses, Skill Focus (Initiative), Quickdraw, Double Atk

**Talents** Block, Deflect, Weapon Specialization (Lightsaber), Equilibrium, Ataru, Greater Weapon Focus (Lightsaber), Greater Weapon Specialization

**Skills** Initiative +21, Perception +14, Use the Force +14

**Possessions** Jedi robes, lightsaber (self built)

## TACTICS

The Jedi move forward to engage the party; with Jedi Knights using Lightsaber Throw against ranged combatants if the opportunity arises. They try to focus on the biggest threat, with one Jedi Knight using the Aid an Attack Roll action until the threat is softened.

If there is a Force User in the party, periodically the same Jedi Knight as mentioned before will try to convert them.

The encounter can be increased in difficulty by using the Jedi Master's Move Object force powers. Difficulty can be decreased by imposing a penalty and/or fudging the Deflect and Block rolls the Jedi are entitled to.

## FEATURES OF THE AREA

The features of the area are as follows:

**Pits:** There is a 4.5 m pit where the temple floor has collapsed, a DC 20 climb check to get out. Beyond the platform where the Jedi Master stands is what can be considered a bottomless pit, or can be as deep as the plot requires.

**Rough Terrain:** Rubble counting as difficult terrain is strewn throughout the area

**Pillars:** Large stone pillars support the roof

**Chandeliers:** Luminescent crystals are held by durasteel chandeliers in the ceiling that could potentially be shot down, they have a Reflex Defense of 17 and deal 6d6 damage if landing on a character due to its hardness

## CONCLUSION

Total XP: 6400 XP divided amongst the players and 500 Plot XP to each. Consider adhoc XP for overcoming an overpowering encounter

## ENCOUNTER MAP

