

OPERATION: OVERWHELMING JUSTICE

A STAR WARS SAGA EDITION
ROLE PLAYING MODULE

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BRIEF

Operation: Overwhelming Justice is a one shot adventure for the Star Wars Role-playing Game Saga Edition by Wizards of the Coast. It uses materials only from the Saga Edition Core Rulebook however Gamemasters will find other sourcebooks useful. Operation: Overwhelming Justice is designed for four to six 8th-level characters, but can be adapted for characters of other levels. The adventure takes place a few years after Order 66 but can be adapted for other times frames. It assumes a group of Imperial characters.

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

Pink Shaded Boxes are to be read aloud by the GM.

Gold Shaded Boxes are informational sidebars



STARTING THE ADVENTURE

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 one-shot adventure, it can be used to start off a Dark Side game. Perhaps the players will eventually turn away 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 grasp is all but complete.

On the idyllic world of Chandrila a hidden presence lays 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.

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.

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 to a simple metal chair in the dark. There is a single 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 Defence of 22, Will Defence 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 Far-seeing
- 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 motorpool 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:

The seeming natural overgrowth actually could not occur based on the terrain and species of plant. It is clear 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. Treat it as a computer with a Will Defence 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 notice 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. A contrast of natural and artificial, the guerrilla hideout is clearly very lived in.



Two Honour 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!"

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.

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.



MOVE AND CLEAR

CHALLENGE LEVEL 9

The players enter from the northwest, first encountering two Honour Guards. Four Rebel Insurgents are in the sleeping quarters with the Padawan and another Rebel Insurgent by the table near the east wall. Two 3m deep pits are in the middle.

Honour Guards (2)

These Honour 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.

Two confident insurgents stand guard with vibrospears. Their expression is self assured and their weapons are at the ready. Olive combats are worn with great attention to detail.

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.

Honour Guard CL 6

Medium Human nonheroic 4/soldier 5

Init +9; **Senses** Perception +8

Languages Basic

Defenses Ref 20 (flat-footed 18), Fort 19, Will 16

hp 50; Threshold 19

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

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 Insurgent CL 3

Medium Human nonheroic 6/scoundrel 1

Init +7; **Senses** Perception +5

Languages Basic

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

Speed 6 squares

Ranged blaster pistol +6 (3d6)

Base Atk +4; **Grp** +6

Atk Options Point Blank Shot

Special Actions Dodge, Skirmisher

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 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 Defence, 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 Defence

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

Possessions Jedi robes, lightsaber



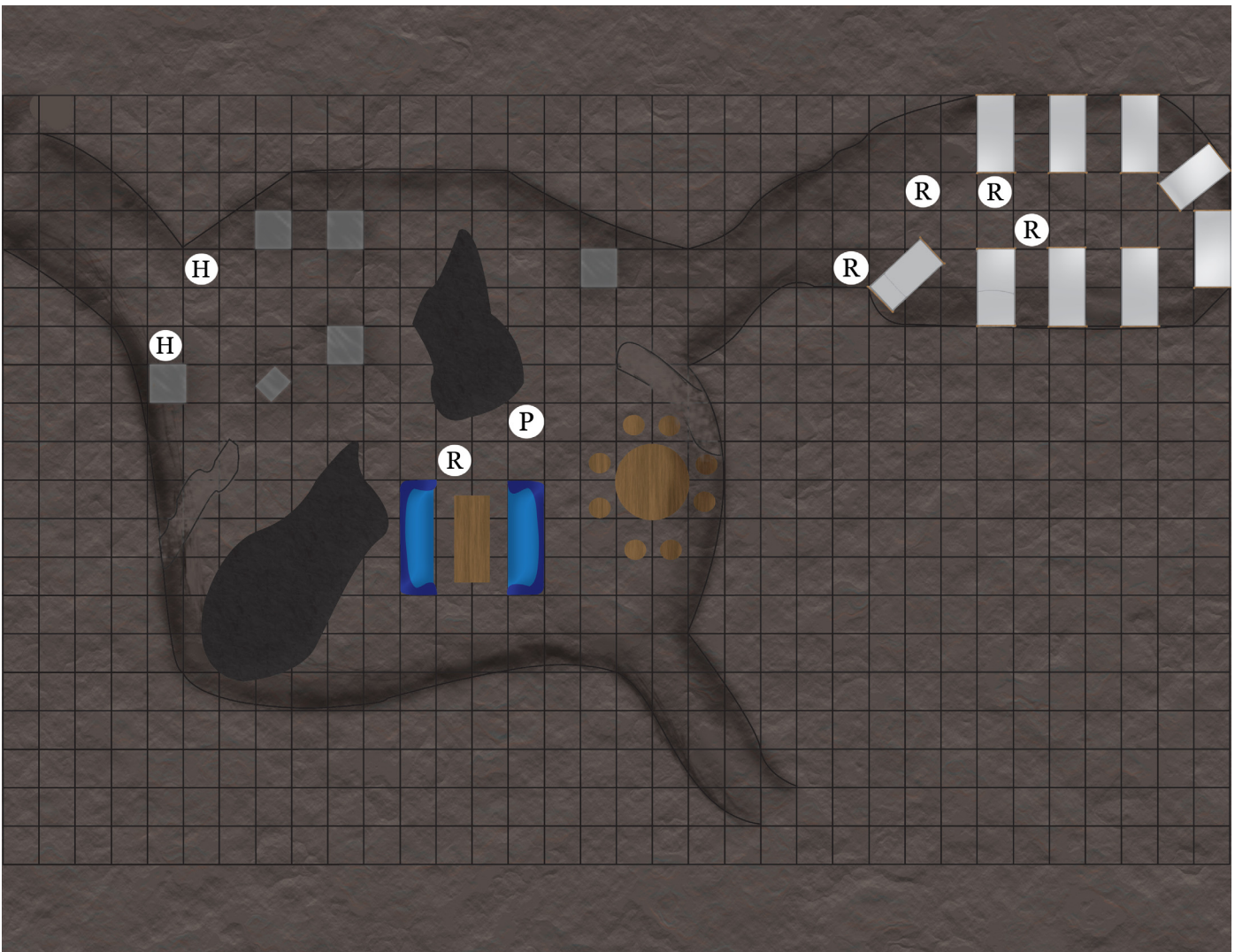
Execution

The Honour 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

Total XP: 6400 XP to be divided amongst the players.

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.



NO FIGHTING IN THE TEMPLE

CL II - OVERPOWERING ENCOUNTER

Warning, 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 Knight (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 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 CL 10

Medium Human Jedi 7/Jedi Knight 3

Force 2

Init +13; **Senses** Perception +12

Languages Basic

Defenses Ref 27 (flat-footed 24), Fort 25, Will 25

hp 110; 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 +17): Battlestrike, Move Object, Rebuke Force Techniques Improved Sense Surroundings

Abilities Str 18, Dex 16, Con 14, Int 12, Wis 14, Cha 12

Feats Force Sensitive, Weapon Proficiency (Lightsaber, Simple), Force Training, Martial Arts I, Weapon Focus (Lightsaber), Skill Focus (Use the Force), Improved Defences, Quickdraw, Improved Damage Threshold

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

Skills Initiative +13, Perception +12, Use the Force +17

Possessions Jedi robes, lightsaber (self built)



Jedi Knight CL 12

Medium Human Jedi 7/Jedi Knight 5

Force 4

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

Languages Basic

Defenses Ref 30 (flat-footed 25), Fort 27, Will 28

hp 120; 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 +19): Battlestrike (2), Move Object (2), Rebuke(2), Surge, Negate Energy

Force Techniques Improved Sense Surroundings, Force Point Recovery

Abilities Str 13, Dex 20, Con 14, Int 12, Wis 16, Cha 16

Feats Force Sensitive, Weapon Proficiency (Lightsaber, Simple), Force Training (2), Martial Arts I, Weapon Focus (Lightsaber), Skill Focus (Use the Force), Improved Defences, Skill Focus (Initiative), Quickdraw, Double Attack

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

Skills Initiative +21, Perception +14, Use the Force +19

Possessions Jedi robes, lightsaber (self built)

Conclusion

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



