

Shroud Over Makem Te

A Star Wars Saga Edition RPG Adventure

by Tony Pi

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STAR WARS: SAGA

Adventure IV SHROUD OVER MAKEM TE

The Separatist Droid Army wages open war against the Grand Army of the Republic, while in the shadows they plot a clone army of their own.

Though the Morgukai Shadow Army on Saleucami was destroyed, the Republic leaders fear that it was not the last of Dooku's cloning projects.

On Makem Te in the Outer Rim, there is a new lead on a Polis Massan cloning expert who went missing two years ago. The Jedi dispatch an investigation team to the Separatist-aligned planet....

This 32-page original adventure for the *Star Wars Saga Edition* Roleplaying Game is designed for four 4th-level characters, but may be modified for more or fewer players. The challenges may also be scaled up or down for parties of lower levels. You may use any of the six pre-generated characters provided in the Appendix, or use your own characters.

STOP! The information in this document is for the Gamemaster's eyes only!

Note: This adventure is labeled Adventure IV to reflect that it is designed for 4th-level characters. Any future adventures would be similarly designated according to their intended level.

GM's Introduction

Overview

When a long-lost Polis Massan mysteriously resurfaces on Makem Te, the heroes are sent to investigate. They will uncover a secret Separatist cloning experiment that is forcing a Polis Massan cloning expert to create an elite team of clone assassins based on General Grievous's DNA. They must defeat the Separatists, rescue the Polis Massan prisoners and obtain information on the whereabouts of the clone assassins.

Behind the Scenes

Two years ago, a secret project to clone General Grievous was established on Makem Te under the supervision of the Gossam scientist, **Goa Tei**. However, Grievous's DNA proved unstable. Undaunted, Goa Tei arranged the kidnapping of the top Polis Massan cloning expert **Sonet Huun** and his assistant **Iisa Gli**. The Polis Massan miners also captured were forced to assist in excavation efforts. While the revitalized project was unable to mass produce clone armies, a small number of 'Shroud' clones were trained as assassins.

However, the miners secretly cobbled together a mining droid to dig an escape route. One miner, **Toc Malo**, escaped into a series of natural caverns, but was injured reaching the surface. Likewise, the mining droid was disabled. The miner left the droid to seek help. Dazed, he almost died of his injuries in the great graveyard of the Swokes Swokes before he was found and taken to the hospital.

The tunnel was discovered and collapsed. To ensure the base remained secret, Goa Tei sent Shroud assassins after the miner, and chameleon droids to locate and destroy the mining droid. He isn't ready to abandon the project yet, or to call for assistance in evacuating the base. But when the time comes, all loose ends must be exterminated...

Eras of Play

The adventure as written is set during the latter half of the Clone Wars. The war between the Republic and Count Dooku's Separatists has raged for years. The Jedi are spread thin across the galaxy, with Knights acting as Generals and Padawans serving as Jedi Commanders in their fight to restore peace.

The module is well suited as an introduction to a Dark Times campaign. An optional scene at the end of the adventure gives you suggestions on how to activate Order 66.

Suggestions for adapting the adventure to the Dark Times Era or Rebellion Era are provided in Appendix C, but the GM should be prepared to make extensive modifications on his own.

This adventure is not recommended for any other eras, but GM ingenuity often finds ways to adapt...

How to Run the Adventure

This module is set up as a series of Scenes that flow in a given order, although player actions may influence how the adventure progresses. The Gamemaster is encouraged to alter, add, or delete scenes that help the players reach a resolution of the main conflict. The GM is advised to read the entire module before running the adventure.

The overall timeframe is flexible. You may wish to give players some downtime if they require healing. However, if players waste too much time, remind them that some events will happen with or without them.

Feel free to adjust the level of challenge according to your group's strength. The simplest way is to increase or decrease the number of enemies, or to structure them as waves (either to give players time to regroup, or to maintain pressure if they are having too easy a time).

Miniature suggestions have been provided with each NPC stat block. However, the GM is encouraged to use Star Wars sources to find images of the actual creatures. Additional information on Makem Te are also available from the WOTC site and the *Geonosis and the Outer Rim Worlds* sourcebook.



Summary of the Adventure

While the summary below outlines the chain of likely events, player action is never predictable. Be flexible.

Scene 1 - Thousand Thousand (Roleplaying)

The heroes learn about a Polis Massan discovered on the Swokes Swokes planet, Makem Te. They make contact with Shogra, a Caliph who is a friend of the Republic, and are briefed on the situation.

Scene 2 - Surgery on Six (Combat)

The heroes go talk to the Polis Massan at the surgical center, but interrupt an attempt by Shroud clone assassins to silence the patient.

Scene 3 - A Trillion Graves (Roleplaying & Combat)

The heroes must find the mining droid that helped the Polis Massan escape somewhere in the vast Swokes Swokes graveyard called the Tract. They must explore a cave with *shinga ikkow*, or venomous serpents, to recover the droid.

Scene 4 - The Ones Unseen (Combat)

However, the Separatists are looking for the droid as well. Chameleon droids stalk the heroes in a deadly ambush.

Interlude - Forty Winks (Roleplaying)

After recovering the droid, analysis of its data reveals the location of the hidden Separatist Base. The heroes have a chance to rest and prepare for their investigation.

Scene 5 - Two New Threats (Combat)

If the heroes take a direct assault, they encounter the Gossam Commandos and droids guarding the entrance. They may rescue the Polis Massan medic here, who will offer her surgical expertise.

Scene 6 - Four to Rescue (Combat & Roleplaying)

The Shroud assassin clones defend their barracks against the heroes. If freed, the Polis Massan prisoners will help the party. After the fight, they will have a chance to collect information.

Scene 7 - Cloning 101 (Combat & Roleplaying)

The heroes find the lab with Spaarti clone cylinders and must overcome the project overseer and his final defenses to rescue the Polis Massan scientist.

Scene 8 (Optional) - Order 66 (Roleplaying & Combat)

As Order 66 spreads through the Republic forces, the clone troopers turn on the heroes. The heroes must escape the very soldiers they once trusted.

Setting

The entire adventure takes place on the Swokes Swokes homeworld of Makem Te. Information on this planet is available to the players as follows:

Makem Te

Region: Outer Rim

Climate: Arid

Gravity: Standard

Moons: 0

Length of Day: 45 standard hours

Length of Year: 188 local days

Sapient Species: 94% Swokes Swokes (native), 6% other

Government: Congress of Caliphs

Capital: Thousand Thousand

Major Exports: Ore, Spice

Major Imports: Foodstuffs, technology

Knowledge (Galactic Lore)

DC	RESULT
10	Makem Te is an arid world where the only water comes from underground aquifers, and is home to the demonic-looking reptilian Swokes Swokes.
15	The 'ice cap' on the planet is actually an ever-growing cemetery called the Tract, one of the Twenty Wonders of the Galaxy.
20	The cities are made of solid iron, and the sparse ecosystem is dominated by <i>schingas</i> , giant serpents.
25	The Temple of the Beatific Razor is one of several sects that oppose the stripping of Makem Te's resources, and have attacked the Mining Machines. After the destruction of the Republic forces, the Caliphs have a new deal with the Separatists for protection.

Knowledge (Social Sciences)

DC	RESULT
10	Many Swokes Swokes adopt the double-name convention that distinguishes noteworthy members of their race.
15	Twelve hereditary caliphs from prominent families rule the cities. The caliphs often have work for off-worlders bearing gifts.
20	High status in Swokes Swokes society is signified by surgically implanted jewelry next to internal organs. Bioscanners found in most buildings reveal such jewelry.
25	Bodies are not buried in the Tract, but chopped up for good-luck charms or incinerated. Instead, it's the stone square in the Tract that is considered to be the repository for the Swokes Swokes soul.

What the heroes know about Makem Te

Makem Te is the homeworld of the Swokes Swokes species, and a planet rich in minerals and medicinal-grade spice. The Republic once protected the off-worlder mines, but an attack by the fanatics of the Temple of the Beatific Razor annihilated the peacekeeping forces.

When the Republic pulled out, the Congress of Caliphs turned to the Separatists, who provided them with droids and weapons. The activities of the Confederacy seem to have increased in the system, causing concern.

Adventure Hooks

Two easy ways to introduce your group of heroes to this adventure are given as suggestions: *Mercenaries* or *Agents of the Republic*. If you intend to activate Order 66, *Agents of the Republic* is recommended. The time period is assumed to be during the Clone Wars.

See Appendix C for Dark Times or Rebellion Era suggestions.

Mercenaries

The heroes are mercenaries or bounty hunters seeking work from the Swokes Swokes Caliphs of Makem Te. They may be in the Makem system because of another assignment when they are contacted about a job.

You may read the following to the players, tailoring it to your needs:

MISSION BRIEFING

There may be a war raging across the galaxy, but it doesn't really matter which side wins. You'll fight for whichever side pays you best.

You and your companions are freelancers in search of new opportunities to make yourselves rich, and you've heard that the Caliphs of Makem Te often have work for strangers bearing gifts. You are in the capital city of Thousand Thousand when you learn through an information broker that the Caliph **Shogra** is in need of a group of mercenaries fast. Intrigued by the prospect of a new job, you agree to meet the Caliph at Swoken Spaceport in an hour's time, just after sunset.

This is a good time for players to stock up on common equipment, and to begin license applications if needed. You may then begin the adventure with Scene 1.

Agents of the Republic

The heroes are Republic spies or Jedi Council agents assigned to monitor Separatist activities in the Outer Rim. Give them the mission briefing below before going to Scene 1.

MISSION BRIEFING

You and your companions have been assigned to represent Republic interests in the Outer Rim, conducting reconnaissance and diplomatic missions as required. You may not be on the frontlines, but any intel you find could very well affect the war.

You report to the Zabrak Jedi, General **Zeth Orn**. While General Orn's forces are on a mission to Kamino, your team has been assigned to conduct reconnaissance in the Makem system, as Separatist activities on the Swokes Swokes homeworld have spiked. You are aboard a *Theta*-class T-2c shuttle, with a squad of nine clone troopers under the supervision of Sergeant "**Helm**".

General Orn makes contact over the HoloNet. "I have a new assignment for you. I have just spoken to Caliph **Shogra**, a friend and long-time supporter of the Republic. It seems a wounded Polis Massan turned up under mysterious circumstances.

"The Polis Massan may have been a passenger aboard the *Whalesong*, a starship that disappeared two years ago in Subterrel Sector. The top Polis Massan exobiologist and cloning expert, **Sonet Huun**, was also aboard the ill-fated vessel along with his assistant. Given the Confederacy presence on Makem Te, we cannot discount a Separatist connection.

"Our mission to Kamino takes priority, but your team is in prime position to investigate in the meantime. Meet with Shogra at Swoken Spaceport in Thousand Thousand and find out what you can about the rescued Polis Massan from him. We will rendezvous with you on Makem Te in a few days' time. Keep a low profile and stay safe."

He addresses Sergeant Helm. "The Republic has not been viewed favorably on Makem Te since our peacekeepers pulled out. Keep your shuttle and the bulk of your team at the spaceport, but assign clone troopers to protect the main team at your discretion."

General Orn will only have time for a few questions before more pressing matters force him to end the transmission. He will not be in a position to send reinforcements or contact the heroes for several days.

Sergeant Helm will spare up to two of his nine

clone troopers to accompany them. It is up to the players to decide if they want the troopers along.

The default attitude of Swokes Swokes to off-worlders is Indifferent (-2 to Gather Information), but if clone troopers accompany the players, the initial attitude will be Unfriendly (-5 to Gather Information).

Equipment may be borrowed from the shuttle, but no more than 2,000 credits worth of total equipment will be approved by Sergeant Helm (nothing Illegal, Rare or Military). The GM has final say over what is available. Sergeant Helm will deny any requests to move the shuttle, obeying General Orn's orders to the letter.

Stats for General Orn and the *Theta*-class shuttle are included in the Appendix, if needed. Use the stats in the main rulebook for the clone troopers.



Sergeant "Helm" (CL 5)
 (Miniature: Clone Strike 10/60 Clone Trooper Sergeant)
 as **Clone Trooper Commander** (SECR p. 282)



Clone Trooper (CL 2)
 (Miniature: Universe 1/60 Clone Trooper)
 as **Clone Trooper** (SECR p. 281)

The players should arrive at Swoken Spaceport an hour after sunset, in time for their meeting with Caliph Shogra.

Scene 1: Thousand Thousand

Primary Objective

Receive mission briefing from Caliph Shogra.

Allies

- 1 Swokes Swokes noble (Caliph Shogra)
- 1 TC-series protocol droid (TC-3G)
- 4 Swokes Swokes Enforcers

Meeting the Caliph

It is early evening in Thousand Thousand when you arrive at the Swoken Spaceport. A retinue of two Swokes Swokes guards escort you to the Executive Lounge where Caliph Shogra awaits with two more bodyguards. A gleaming silver TC-series protocol droid stands beside him. Shogra signals for the lounge door to be closed. "Thank you for coming. Unfortunately, we do not have much time to speak. The Congress has called an emergency meeting, and I must depart for Rust Rust within the hour."

"I require your assistance in discovering where a Polis Massan came from. He was found earlier today in the Tract, our sacred graveyard. Because he was injured and dehydrated, the flatstender who found him rushed him to the Braufe Surgical Center here in Thousand Thousand.

"We believe he may have been aboard the *Whalesong*, a space transport that disappeared two years ago. The ten passengers and crew were presumed lost, along with the cargo of mining droids and supply of bacta. Most were miners, but Doctor Sonet Huun, the foremost cloning expert among the Polis Massans, was also on board with his assistant. If they are alive, I want them found, so they can be safely returned to Polis Massa."

He hands you a code cylinder. "This will give you access to the patient, who is still in surgery as we speak. He may give you a lead to where he came from. You may need a translator to interpret Kallidahin sign language. Would you like to borrow TC-3G?" he asks. "I only ask that you return her in one piece."

Caliph Shogra will answer any questions the players have regarding Swokes Swokes society, but will grow impatient if they ask too many questions. He does have a shuttle to catch, after all. Shogra will encourage the heroes to go to the Surgical Center as soon as possible.

In any event, Shogra will give the heroes 500

credits each. If the party consists of mercenaries, Shogra will offer an additional 2,000 credits per Polis Massan recovered alive and well. For assistance, he will assign two Swokes Swokes Enforcers to assist the group.

If they are Republic agents, he will not offer the bounty, for fear of eroding his position on the Congress by openly hiring them. He will also not assign any Enforcers to help the group for the same reason. The players already have clone troopers for backup.

If the heroes ask about Polis Massa:

"Polis Massa is a planetoid in Subterrel Sector. The ones we call Polis Massans today are not its original inhabitants, but from Kallidah. The Kallidahins believe the original inhabitants of Polis Massa are their ancestors. They are excavating the ruins, looking for tissue samples to clone. They learned cloning technology from the Kaminoans."

If they ask about Shogra's motives for wanting to save the Polis Massans, he will answer honestly:

"Years ago, a Jedi Knight saved my life. I learned from him that I must protect even the lives of strangers. As Caliph, I have done everything I could to help those in need, whether they are Swoken or not. It is the least I could do with a life I almost did not have."

The four Swokes Swokes enforcers will defend the Caliph to the death, and violence in the spaceport will bring waves of additional enforcers. TC-3G will accompany the party if they choose.



TC-3G (CL 0)

(Miniature: *Rebel Storm 2/60 C3PO*)
as **3PO-series Protocol Droid** (SECR p. 198)

TC-3G (Friendly) is programmed female, and will be quick to assist the heroes with trivial information, whether they request it or not. However, she will not panic in battle, as she is accustomed to Swokes Swokes bravado.



Shogra, Swokes Swokes Caliph (CL 6)

(Miniature: RotS 41/60 Wat Tambor)

Medium Swokes Swokes noble 6

Force 1; **Dark Side** 0

Init +2; **Senses** Perception +2

Languages Basic, Bocce, High Galactic, Huttese, Swoken, Dosh

Defenses Ref 17 (ff 17), Fort 18, Will 17; +1 natural armor

hp 54; **Threshold** 23; limb regeneration

Speed 6 squares

Melee schinga electropole +5 (1d8+4) or

Ranged blaster pistol +3 (3d6+3)

Base Atk +4; **Grp** +5

Atk Options Point Blank Shot

Abilities Str 13, Dex 9, Con 16, Int 13, Wis 8, Cha 15

Talents Connections, Educated, Wealth

Feats Armor Proficiency (light, medium), Exotic Weapon Proficiency (schinga electropole), Improved Damage Threshold, Linguist, Point Blank Shot, Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)

Skills Deception +10, Endurance +6 (may reroll and keep second result), Gather Information +10, Knowledge (bureaucracy, galactic lore) +9, Persuasion +15, Pilot +7, Ride +7

Possessions protocol droid (TC-3G), schinga electropole, concealed holster, blaster pistol

Caliph Shogra (Friendly) is an honest Swokes Swokes, but perhaps freer with information than he should be, a fact that his rivals capitalize on. He is the only remaining supporter of Republic forces on the Congress of Caliphs, although he is discreet enough not to press the issue.

He strictly adheres to the religious practices of the Swokes Swokes, and will react kindlier to people who respect their ways.



Swokes Swokes Enforcer (CL 2)

(Miniature: RotS 52/60 Gran Raider)

Medium Swokes Swokes scout 2

Init +1; **Senses** Perception +0

Languages Basic, Swoken

Defenses Ref 15 (ff 15), Fort 14, Will 10; +1 natural armor

hp 32; **Threshold** 14; limb regeneration; Shake It Off

Speed 6 squares

Melee unarmed +4 (1d4+4) or

Melee schinga electropole +4 (1d8+4) or

Melee schinga electropole +8 (1d8+5) with Powerful Charge or

Ranged slugthrower rifle +1 (2d8+1) or

Ranged slugthrower rifle -4 (2d8+1) with autofire

Base Atk +1; **Grp** +4

Atk Options autofire (rifle), Powerful Charge

Special Actions Extreme Effort, Shake It Off

Abilities Str 16, Dex 10, Con 14, Int 9, Wis 8, Cha 9

Talents Extreme Effort

Feats Powerful Charge, Shake It Off, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Climb +6, Endurance +8 (may reroll and keep the second result), Ride +6, Survival +5

Possessions schinga electropole, hip holster, slugthrower rifle, 2 extra clips

Swokes Swokes enforcers prefer native weaponry such as the schinga electropole and the slugthrower rifles. Swokes Swokes have little sensitivity to pain and will not hesitate to charge into battle with Powerful Charge.

Scene 2: Surgery on Six

Primary Objective
Prevent the assassin clones from killing the Polis Massan miner.

Foes
2 Shroud-Alpha assassin clones

Allies
1 Swokes Swokes medic
1 2-1B medical droid
1 Polis Massan miner

Silencing the Patient

The Caliph arranges a Void Spider Air Taxi to take your group to the Braufe Surgical Center, and you arrive at the cast-iron building. Inside, you are directed to a desk where your code cylinder is authenticated by Swokes Swokes security.

The guard unlocks the elevator controls and gestures you up. The doors open onto a black-walled corridor that smells sterile. A nurse's station is beside the elevators, and the two Swokes Swokes nurses greet you with what seems to be smiles. It's hard to tell with Swokes Swokes anatomy.

The Polis Massan miner who escaped the secret cloning facility is undergoing surgery at the Braufe Surgical Center in Thousand Thousand. This fact has not escaped the notice of the Gossam Overseer Goa Tei, who has dispatched two Shroud assassins to eliminate the Polis Massan before he can talk.



As the heroes arrive on the sixth floor (top floor) of the Surgical Center, where the surgery is taking place, the Shroud-Alpha assassins sneak in through the balcony entrance and head for the surgical theater to kill the Polis Massan.

The Shroud assassins will have just finished taking 20 on bypassing the locked balcony door as the heroes step off the elevators. One will hide in the narrow corridor with his slugthrower rifle as back-up, while the other uses Stealth to slip down the corridor. The heroes have a chance to detect them while they speak to the nurses with their Perception checks.

The Polis Massan is in the bacta tank marked with a red dot, and is at 1 hit point. The Swokes Swokes surgeon and his 2-1B medical droid are in the middle of a surgical procedure, standing in front of the bacta tank.

Two nurses (use Swokes Swokes Medic stats) are at their stations. The patient recovery rooms are empty. All doors are unlocked, except the door to the stairs. Opening those doors from this floor is possible, but will trigger an alarm. Bypassing the lock, alarm or elevator controls requires a successful Mechanics check against a Tricky device (DC 20).

The distance from the balcony to ground level is 21 meters. The walls are cast-iron (DR 10). Room height is approximately 3 meters. The bacta tank has DR 2, 20 hp and a Threshold of 10. There are fire escape ladders accessible from the roof.

When the players first see a Shroud assassin, read the following:

The figure in the dark cloak turns towards you, and you finally see the bone-white mask under its hood. Gaunt yet with powerful muscles, the humanoid wields a sword in each of its red-scaled hand, while a slugthrower rifle is slung over one of its shoulders. It's reptilian but definitely not Swokes Swokes!



Medical Droid (CL 0)
(Miniature: Universe 6/60 Battle Droid)
as **2-1B Medical Droid** (SECR p. 197)



Shroud-Alpha Assassin Clone (CL 3)

(Miniature: Universe 40/60 Noghri)

Medium Kaleesh nonheroic 6/soldier 1

Force 1; **Dark Side** 2

Init +2; **Senses** Perception +0

Languages Basic, Kaleesh, Gossam

Defenses Ref 14 (ff 12), Fort 14, Will 10

hp 28; **Threshold** 14; Tough as Nails

Speed 6 squares

Melee unarmed +7 (1d6+2) or

Melee sword +7 (1d8+2) or

Melee sword +2 (1d8+2) and sword +2

(1d8+2) with Dual Weapon Mastery I or

Ranged slugthrower rifle +6 (2d8+1) or

Ranged slugthrower rifle +1 (2d8+1) with autofire

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

Atk Options autofire (rifle), Dual Weapon Mastery I

Abilities Str 15, Dex 13, Con 12, Int 12, Wis 9, Cha 12

Talents Tough as Nails

Feats Armor Proficiency (light), Dual Weapon Mastery I, Martial Arts I, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Mechanics +7, Stealth +7, Survival +0 (may reroll and take the second result)

Possessions 2 swords, slugthrower rifle, 2 clips, utility belt, security kit (only 1 in the scene 2 mission)

The Shroud-Alpha assassins are the second batch of clones produced from General Grievous's DNA samples, and have only been active for a few months. They are not as well trained as the Shroud-Nulls.

The clones have been trained in the use of Lig swords, lightsabers, and many other weapons. However, as there is only one pair of lightsabers among them, they will normally use Lig swords.

The Shroud-Alphas often work in pairs, communicate in Kaleesh to one other. They are programmed to be utterly faithful to the Overseer, and cannot be bribed, seduced, or blackmailed.

Although they have been trained to fight in different gravities, they do not have Spacehound.

Swokes Swokes Medic (CL 1)

(Miniature: RotS 45/60 Gotal Fringer)

Medium Swokes Swokes nonheroic 1

Init +0; **Senses** Perception +5

Languages Swoken

Defenses Ref 12 (ff 11), Fort 11, Will 10; +1 natural armor

hp 4; **Threshold** 11

Speed 6 squares

Melee unarmed -1 (1d4-1)

Base Atk +0; **Grp** +0

Abilities Str 8, Dex 10, Con 12, Int 14, Wis 10, Cha 8

Feats Skill Focus (Treat Injury), Skill Training (Knowledge [life sciences]), Surgical Expertise, Weapon Proficiency (simple weapons)

Skills Endurance +6 (may reroll and take second result), Knowledge (life sciences) +7, Perception +5, Treat Injury +12

Possessions medpac, surgery kit (surgeon only)



Polis Massan Miner (CL 1)

(Miniature: RotS 16/60 Polis Massa Medic)

Medium Kallidahin nonheroic 2

Init +1; **Senses** darkvision; Perception +1

Languages Basic (understand only), Binary (understand only), Kallidahin sign language; mute, but may communicate with other Kallidahins telepathically

Defenses Ref 10 (ff 10), Fort 10, Will 10

hp 6; **Threshold** 10

Speed 6 squares

Melee unarmed +2 (1d4+1)

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

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

Feats Skill Focus (Climb, Mechanics), Skill Training (Mechanics), Weapon Proficiency (simple weapons)

Skills Climb +12 (may take 10 when distracted), Knowledge (physical sciences) +7, Mechanics +11

Toc Malo is a Polis Massan miner who has endured much suffering in the past two years. He is glad to be free, but is anxious about his companions who have not yet escaped, knowing they will be punished when his absence is discovered. He is brave but not foolish. He will beg the heroes to save his friends, even to the point of promising things he can't give.

To raise CL, use or add a Shroud-Null (Scene 7), with Lig swords instead of lightsabers.

To lower CL, use only one Shroud-Alpha assassin.

Consequences

If both assassins have been killed or captured, the heroes will note physical similarities between the two. A Knowledge (life sciences) check (trained only) with proper bioscanners at DC 20 will confirm they are clones from the same source. Bioscanners are easily obtained in the surgical center.

Kaleesh are reptilian with four-clawed hands and reddish-brown scaly skin. It is a DC 20 Knowledge (galactic lore or life sciences) roll to identify the assassins as Kaleesh. If the Knowledge (galactic lore) roll beats DC 25, the heroes will realize that General Grievous was originally Kaleesh before his cyborgization.

If alive, neither clone will talk, and any attempt to bribe, blackmail, or seduce a Shroud assassin will automatically fail.

The heroes will be questioned by Swokes Swokes enforcers (Unfriendly), who will assume custody of any living assassins. The enforcers will try to detain the heroes overnight (night is 22.5 hours long on Makem Te) unless they are able to Persuade the authorities to release them. A Friendly attitude is required, meaning 2 successful Persuasion rolls by separate characters is necessary.

If TC-3G is present and no Republic clone troopers are around, the droid may attempt a Persuasion roll starting with an Indifferent attitude, but only after the heroes have failed. If detained, the heroes will be let go after 2d6 hours of incarceration and questioning, when the Caliph's meeting is over.

Interviewing Toc Malo

If the Polis Massan miner survives and comes out of surgery, he will be Helpful and answer any questions the heroes have for him (through Kallidahin sign language). However, the last few days have been quite a haze to him. His name is **Toc Malo**. Here's what he remembers:

The captain of the *Whalesong* turned out to have been replaced by a Clawdite, hired to deliver the ship into Confederacy hands. Blindfolded, the nine Polis Massan captives were taken to an

underground location and forced to work for the Gossam Overseer. He does not know the Overseer's name: he is always addressed as simply Overseer.

For the past two years, they labored to excavate tunnels and caves. Two of the other miners died. Malo knows the general layout of the Gossam commando cave (see Scene 6, area 1) and the barracks (area 2), but has never seen the outside or the lab. Among the Polis Massans, only Sonet Huun has ever been allowed in there. Huun's assistant and mate, Iisa Gli, is forced to work with a limited datapad outside the lab.

Aside from the Overseer and the Gossam commandos, he knows droids come and go, and there is at least a Klatooinian working with the Gossams. There are also the scaly humanoids but he doesn't know how many there are. They all look the same to him.

As for his escape, he and the other miners managed to jury-rig a working mining droid from parts, calling it RK-E ("Arkee"). Over the course of a year, Arkee managed to dig an escape tunnel that connected to a natural tunnel system. The others covered his escape, so he can find help. He doesn't know how long they wandered in the caves, but he was hurt and Arkee damaged in a rockfall that collapsed the tunnel.

Toc Malo doesn't remember much after that, but hopes the heroes can rescue his six remaining companions.

Where to Go Next

Based on Toc Malo's information, it would be near impossible to retrace his steps through the cavern system. However, if they could find RK-E, the data stored in his memory may pinpoint where they came from. The next step for the heroes is to find RK-E somewhere in the Tract, near where Toc Malo was found. Toc Malo will not offer to go with them, as he needs to rest, but if pressed will accompany the heroes.

If Toc Malo died, the heroes will likely still explore the area where he first appeared, but won't know specifically what they are looking for.

Players may also decide to Gather Information during this time. Remember that each check takes 1d6 hours:

News and rumors (DC 10 Gather Information) will report that Separatists continue to supply droids to assist in the effort against the saboteurs of the

Temple of the Beatific Razor.

Tracking down any information about Gossam sightings on the planet is a DC 25 Gather Information check and 500 credits in bribes. Success means they hear that the Toydarian manager of Mining Machine No. 44, by the name of **Cayyo**, has been seen in the company of a Gossam before. They will learn that Cayyo is off-planet but is due to return to Swoken Spaceport an hour before dusk the next day (see the Interlude).

Swoken Customs

A few laws and customs should dissuade the heroes from going directly to the Tract during the night.

The Tract Conviction dissuades people from entering the cemetery at night, as there are many dangers such as shinga attacks, getting lost, and even rumored hauntings.

Flying over the Tract is illegal. Violating this law will anger the Caliph (automatic -1 step on Attitude). They will be encouraged to go to the official entry point and meet up with the flatstender who found the Polis Massan.

Heal and Equip

The players may wish to take this time to heal, sleep, and equip. They may attempt to buy items on the black market or obtain Licensed or Restricted items, but Military items will take too long and draw more attention than the Caliph is comfortable with.

Because of Makem Te's longer rotation period, treat night on the planet and day on the planet as separate 'days' for the purposes of determining "x times a day" abilities and other time-sensitive tasks.

If your players are taking too much time, impress upon them that their enemies might soon decide to kill all the Polis Massans. The longer they delay, the more likely they will dismantle the project, move it elsewhere, and eliminate any 'loose ends'.

If any clone troopers or the Swokes Swokes enforcers died or were incapacitated, new ones may replace the dead at this time. Change the attitude of the Caliph one step worse. It is a Persuasion roll versus the Caliph's Will Defense to shift the attitude one step better to convince him to assign new Enforcers.

Scene 3: A Trillion Graves

Primary Objective

Find the disabled mining droid, RK-E.

Foes

12 schinga ikkows (venomous serpents)

Allies

Yog Yog, Swokes Swokes flatstender
1 jury-rigged mining droid (RK-E) (disabled)

Bystanders

Swokes Swokes supplicants
Swokes Swokes flatstenders

The Tract

The Tract is indeed worthy of being called one of the Twenty Wonders of the Galaxy. From space, it looks as though it is an icecap, but the massive graveyard looks more like an infinite chessboard with gigantic pawns. They say there are more than a trillion of these monuments to the dead.

At dawn, the Tract officially opens. Shogra has arranged for the Swokes Swokes who found the Polis Massan, **Yog Yog**, to meet them at one of the southern entry points. They are warned that Yog Yog does not speak Basic.

Shogra will provide up to 4 **SoroSuub X-34 landspeeders** (SECR p. 176) and the co-ordinates where Toc Malo was found in South Seven Zone: Square 707N-119E.

Yog Yog (Neutral attitude) will tell them that supplicants entering the Tract must register at the approved entry point and pay 500 credits for the sacraments, including piebald robes that signal which zones they are cleared for. The colors for the South Seven Zone are blue and white. The heroes are warned against sunstroke, dehydration, and schinga attacks, but are told that flatstenders like him patrol in their landspeeders to help lost supplicants. Food and water are available for purchase at the entry point.

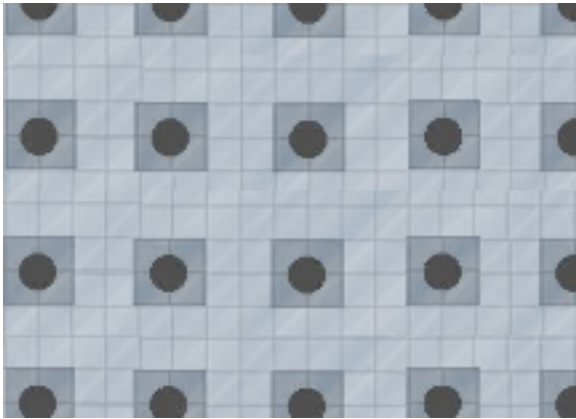
Showing any disrespect for the Tract or the rules will move Yog Yog -1 step in Attitude. Yog Yog will ride in his own landspeeder.

Yog Yog will tell them that he found the Polis Massan wandering confused, but he doesn't know which direction the alien came from. He will only take them to the proper coordinates, but he must go back to work. The heroes will have to find their own way back.

The players may decide to enter the Tract without going through the standard process, which is quite easy since the Tract is not walled in. However, it is easier to get lost if they don't get proper directions from a flatstender or the entry point controller.

If the characters set off from the entry point, it takes 4 hours to walk or 1 hour by landspeeder (since maximum speed is not possible given the stelae, the supplicants, and the flatstenders and their landspeeders. If the characters depart from elsewhere and do not know how to navigate, add 2d6 hours to their time.

There more than 1.2 trillion memorial tiles. The stone tiles are roughly 3m x 3m across, and each has a *stela*, or 6-meter tall stone pillar. The uniform layout is illustrated here.



Unbeknownst to the heroes, they are not the only people searching for the droid. The Overseer's interrogation of the Polis Massans revealed the existence of the mining droid. Three chameleon droids have been dispatched to clean up (see Scene 4).

Random Encounters

Every hour (or when you need one), roll 1d20 for a chance of an encounter:

1-8	Nothing
9-14	1d6 Swokes Swokes supplicants
13-16	Flatstender in a landspeeder
17-18	Schinga picai (harmless tiny serpents)
19	Dust storm (concealment for 1d6 hrs)
20	Body (dead from schinga attack)



Swokes Swokes Supplicant (CL 1)

(Miniature: RotS 53/60 Utapaun Soldier)

Medium Swokes Swokes nonheroic 1

Init -1; **Senses** Perception +0

Languages Swoken

Defenses Ref 10 (ff 10), Fort 11, Will 10; +1 natural armor

hp 4; **Threshold** 11

Speed 6 squares

Melee unarmed +0 (1d4)

Base Atk +0; **Grp** +0

Abilities Str 10, Dex 8, Con 12, Int 8, Wis 10, Cha 8

Feats Skill Training (Knowledge [bureaucracy, social sciences], Ride), Weapon Proficiency (simple weapons)

Skills Endurance +6 (may reroll and take second result), Knowledge (bureaucracy, social sciences) +4, Ride +4

Possessions supplicant robes



Swokes Swokes Flatstender (CL 1)

(Miniature: RotS 45/60 Gotal Fringer)

Medium Swokes Swokes nonheroic 2

Init +1; **Senses** Perception +6

Languages Swoken

Defenses Ref 11 (ff 11), Fort 12, Will 11; +1 natural armor

hp 10; **Threshold** 12

Speed 6 squares

Ranged blaster pistol +1 (3d6)

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

Abilities Str 12, Dex 10, Con 14, Int 8, Wis 12, Cha 8

Feats Skill Training (Knowledge [bureaucracy], Perception), Weapon Proficiency (pistols, simple weapons)

Skills Endurance +2 (may reroll and take second result), Knowledge (bureaucracy) +4, Perception +6, Pilot +6

Possessions landspeeder, blaster pistol, hip holster, utility belt

Finding the Cave

The cave that Toc Malo escaped from is located under a collapsed tile between two stelae. Thus far, it has escaped the notice of the local flatstender.

Finding the cave from tile 707N-119E requires some searching, as Toc Malo wandered for some time. Tracking using Survival won't work well, as the tiles are hard ground and at least a day has passed (DC 31+). For each half-hour of searching, let each player make a Perception check at DC 20 (or Aid Another). Difficulty becomes DC 15 if the players manage to attain height, but only if there is no dust storm blowing. If Toc Malo is there, he automatically succeeds at the Aid Another check to help retrace his steps.

When they find the cave, read the following:

You almost missed the fallen tile between two stelae because of the way the shadows fell. A three-meter wide opening yawns in the earth, as though it is awaiting a tasty morsel to drop in.

Make a random encounters roll (Scene 3) to determine what is around the cave entrance when they find it. As the players will have to deal with the chameleon droids in scene 5, have them use the tactical map to indicate where they parked their landspeeders.

The climb into the cave is 6 meters down (Climb DC 15). The cave is dark except for the area directly below the opening.

Arkee is buried under rocks where the tunnel collapsed, Disabled. However, to reach Arkee, the heroes must first deal with the twelve *schinga ikkow*, or venomous serpents, that have claimed the cave as their new nest.

At each "X" on the map, there is a nest of six *schinga ikkow*. They have a Scent of 10 squares, and will investigate and swarm any creatures they sense within that range. Noise of fighting will also draw them towards their companions.

Once the serpents have been defeated, the heroes may attempt to recover the Disabled RK-E from the rubble. It takes a DC 20 Strength check (or Move Object force power check) to dislodge the rocks safely. You cannot take 20 on this check. If the roll fails by 5 or more, more debris falls from the ceiling from Small objects (-2 to hit, 1d6 damage). This may be treated as a CL 1 threat.



Schinga Ikkow (CL 1)

(Miniature: Universe 31/60 Vornskr)

Medium desert beast 2

Init +4; **Senses** low-light, scent; Perception +2

Defenses Ref 14 (ff 11), Fort 11, Will 10

hp 10; **Threshold** 11

Speed 6 squares

Melee bite +4 (1d6 and poison)

Fighting Space 1 square; **Reach** 1 square

Base Atk +1; **Grp** +4

Abilities Str 8, Dex 16, Con 12, Int 2, Wis 11, Cha 6

Feats Weapon Finesse

Skills Survival +7

Scent - Schinga ikkows ignore concealment and cover when making Perception checks to notice opponents within 10 squares, and they take no penalty from poor visibility when tracking

Poison (CL 2) - as Knockout Drops (1d20+5) vs. victim's Fort Defense; DC 15 Treat Injury to cure



RK-E, Jury-Rigged Polis Massa Mining Droid (CL 1)

(Miniature: Universe 14/60 ASP-7)

Medium droid (5th-degree) scoundrel 1

Force 1

Init +6; **Senses** low-light vision, darkvision; Perception +8

Languages Basic (understand only), Binary, Kallidahin sign language

Defenses Ref 14 (ff 13), Fort 14, Will 11

hp 18; **Threshold** 14

Immune droid traits

Speed 6 squares (walking)

Melee power prybar +2 (1d8+2)

Base Atk +0; **Grp** +2

Atk Options Point Blank Shot

Abilities Str 14, Dex 12, Con -, Int 14, Wis 12, Cha 8

Talents Knack

Feats Point Blank Shot, Weapon Proficiency (pistols, simple weapons)

Skills Deception +4, Initiative +6, Mechanics +7, Perception +8, Stealth +6, Use Computer +7

Systems heuristic processor, walking locomotion, climbing claws, improved sensors package, tool appendage

Possessions power prybar

In appearance, RK-E resembles an ASP Labor Droid but with a mouthless Polis Massan look. Made from different parts, it is obvious that it was cobbled together with whatever the Polis Massans could steal.

If RK-E is fixed, it will be wary of people and other droids to begin with, since it was programmed to keep itself secret. It will react well to any Polis Massans. When first repaired, it will be Unfriendly. However, once its friendship has been won, it will assist in any digging efforts. It communicates through sign language and Binary only.

Although RK-E has a heuristic processor, it will only harm other beings if a Polis Massan's life is in danger.

To raise CL, add more swarms of schinga ikkows.

To lower CL, use swarms of three schinga ikkows.

Scene 4: The Ones Unseen

Primary Objective

Defeat the three chameleon droids that have come to destroy the mining droid.

Foes

3 chameleon droids

Invisible to the Eye

Getting RK-E was the easy part. Getting out alive is quite a different matter.

As the players are exploring the cave, chameleon droids dispatched to find RK-E come upon the entrance to the cave as well. They will use their 'cloaking' ability to stealthily approach and eliminate the heroes.

Their plan of attack is to first disable the vehicles with explosives, and will use their improved stealth to plant the detonite and set the timer. If the players have posted guards outside, they will have a chance to notice the approach of the chameleon droids.

If they have been detected, the chameleon droids will attempt to hide and position themselves somewhere new, including climbing onto stellae with their clawed feet if necessary. They will then drop their Stealth and fire their laser cannons to kill. They will use their cloaking ability to the fullest, Sniping when possible.

If the heroes retreat underground, one chameleon droid will enter after them, while the others attempt to seal them in with planted explosive charges.

When the players first see a chameleon droid appear, read the following:

Then, seemingly out of thin air, a four-legged droid suddenly comes into view! The droid aims its three blasters towards you and fires!

It is a Knowledge (galactic lore) or (technology) check to know that the chameleon droids project a false image that makes them practically disappear.

Someone who beats a DC 20 will realize that the cloaking makes the droids hard to hit, but they must 'uncloak' during the round they fire.

Someone who beats a DC 25 check will realize that these are mine-laying units adapted for battle.

**Chameleon Droid (CL 3)**

(Miniature: Universe 15/60 B'omarr Monk)

Medium droid (4th-degree) scout 3

Init +8; **Senses** low-light vision, darkvision; Perception +8

Languages Binary, Gossam (understand only)

Defenses Ref 19 (ff 17), Fort 15, Will 13; +2 armor, +5 Reflex Defense when cloaked

hp 36; **Threshold** 15

Immune droid traits

Speed 6 squares (walking), climb 3 squares; Hidden Movement

Melee unarmed +4 (1d4+3) or

Ranged laser cannons +4 (3d8+1) or

Ranged laser cannons -1 (3d8+1) with autofire

Fighting Space 1 square; **Reach** 1 square

Base Atk +2; **Grp** +4

Special Actions autofire (blaster rifle), set detonite

Abilities Str 14, Dex 14, Con -, Int 12, Wis 10, Cha 6

Talents Hidden Movement, Improved Stealth

Feats Armor Proficiency (light), Skill Focus (Mechanics), Skill Focus (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +8 (may reroll and keep better result, and take 10 when distracted), Initiative +8, Jump +8, Mechanics +12, Perception +8, Stealth +13 (may reroll and keep second result)

Systems heuristic processor, walking locomotion, extra legs (+5 stability), climbing claws, magnetic feet, jump servos, plasteel shell, internal storage (10 kg), locked access, improved sensors package, darkvision

Possessions laser cannons (as blaster rifle), 2 blocks of detonite (5d6) with timers, power pack

Cost 13,735 credits

Stability—a chameleon droid gains a +5 stability bonus to resist being knocked prone

Cloaking—a chameleon droid can turn virtually invisible. This allows them to use Stealth without the need for concealment. They receive a +5 circumstance bonus to Reflex Defense when Cloaked, but do not receive this bonus during any round in which they fired.

Chameleon droids will snipe when possible.

To raise CL, add a chameleon droid.

To lower CL, use only two chameleon droids.

Interlude: Forty Winks

Primary Objective

Gathering information in preparation for a base assault.

Potential Allies or Foes

1 Toydarian manager, Cayyo

8 Swokes Swokes enforcers

2 B2 Series Super Battle Droids

Decoding Data

The heroes may decide to return to Thousand Thousand to fix RK-E, or attempt to fix the droid on the spot. However, the data in RK-E capable of locating the secret base is accessible only by Binary. A droid, a complex datapad, or a portable computer is necessary to access the data, and as usual, a tool kit is required for any droid repairs.

The retrieved data reveals a location on the southern edge of the Tract. Before the heroes explore the location, remind them it is a good idea to re-equip and heal before they investigate.

Mercenaries: If the Swokes Swokes enforcers died or were incapacitated, change the attitude of the Caliph one step worse. Again, it is a Persuasion roll versus the Caliph's Will Defense to shift the attitude one step better to convince him to assign new Enforcers.

Agents of the Republic: If any clone troopers died or were incapacitated, new ones may replace the dead at this time. However, Sergeant Helm will keep at least five clone troopers with him at the ship. While not joining the search, he will stand by with the shuttle if things take a turn for the worse.

Cayyo

If the heroes found the Gossam lead, they may attempt to contact Cayyo the Toydarian. Cayyo arrives an hour before dusk at Swoken Spaceport with his eight Swokes Swokes enforcers and two B2 Series Super Battle Droids (use stats on *SECR* p. 199 if needed). Cayyo is not looking for a fight. Fighting Cayyo and his guards at the spaceport should discouraged.

If the heroes approach Cayyo without a pretext, he will be Unfriendly in attitude. If they manage to persuade Cayyo to talk to them, Cayyo will give them ten minutes of his time.

The best way to approach him is to offer their services in fending off attacks from the Temple of Beatific Razors, he will be better disposed towards the heroes in this case (Neutral attitude).

When Cayyo discusses the Gossam, make a Deception check for him.

Cayyo will tell the heroes that he's only met the Gossam named Goa Tei once, when the Techno Union was supplying them with droids, weapons and repulsor sleds to help defend against the Temple of the Beatific Razor. Cayyo does not know how to contact the Gossam. This part is true.

However, he will lie about not having further dealings with Goa Tei. In fact, Goa Tei has made overtures to Raqua the Hutt and found a Klatoonian assassin trainer through her, by the name of Jurgos Tren.



Cayyo, Manager of Mining Machine #44 (CL 3)

(Miniature: Rebel Strike 45/60 Ewok)

Small Toydarian nonheroic 7/ace pilot 1

Force 1; Dark Side 2

Init +2; **Senses** Perception -1

Languages Basic, Hutttese, Swoken, Toydarian

Defenses Ref 18 (ff 16), Fort 14, Will 10

hp 26; **Threshold** 14

Immune +5 species bonus to Will Defense against any Use the Force check

Speed 4 squares, flying 12 squares

Melee unarmed -1 (1d3-1) or

Ranged blaster pistol +2 (3d6)

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

Abilities Str 8, Dex 14, Con 12, Int 14, Wis 9, Cha 13

Talents Keep It Together

Feats Skill Focus (Deception), Skill Training (Use Computer), Skill Training (Mechanics), Vehicular Combat

Skills Deception +15, Mechanics +11, Pilot +11, Stealth +16, Use Computer +11

Possessions blaster pistol, utility belt

Swokes Swokes Enforcer (CL 2)

(Miniature: RotS 52/60 Gran Raider)

Medium Swokes Swokes scout 2

See Scene 1

Scene 5: Two New Threats

Primary Objectives

Entering the Gossam Base and rescuing Iisa Gli

Foes Outside

4 Gossam commandos on repulsor sleds

2 G-2RD security droids (passive surveillance)

Foes Inside

6 Gossam commandos on foot

1 chameleon droid

1 G-2RD security droid (corridor)

Allies Inside

1 Polis Massan medic

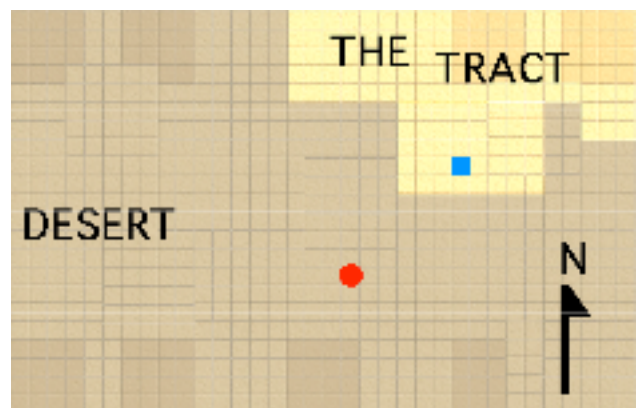
There are two obvious routes: over land or under it. Either way, they must contend with G-2RD droids and Gossam Commandos.

There are a total of five G-2RD droids, ten Gossam Commandos, and one remaining chameleon droid deployed throughout the base. When and where the heroes confront them depends on their method of approach.

Two G-2RDs are deployed in the desert as passive surveillance. Two more are used as practice targets in the barracks gymnasium. The remaining unit is in the tunnel between areas 1 and 2. The Gossam Commandos are in the rough-hewn cave (area 1) along with the deactivated chameleon droid.

Over Land...

The heroes may arrange for landspeeder transportation to the base location. The brave may decide to hire **schinga shikou** for 1,000 credits a day (see the Appendix). However, depending on the method they choose and time of day, they may be detected by Confederacy forces.



Each square on this map represents 150 meters. The red dot is the main entrance to the hidden base. The blue dot shows where the emergency hangar bay is, in a rarely visited area of the Tract (reachable by the secret tunnel from the cloning lab). If the heroes come from that direction, they may notice the secret entrance. However, it is well concealed with holographic projectors (DC 30 Perception) and easily overlooked. This third method of entering the base is described in Optional Scene 8.

If they travel overland, they may be spotted by the one of the two G-2RD droids patrolling the region. The droids are camouflaged to match the color of the desert giving them +5 to their Stealth checks in desert terrain. The heroes may use Stealth to hide their approach, but suffer Vehicle Size penalties on the roll.

If detected, the entire complex will be alerted, and four Gossam Commandos will ride out on their four Techno Union repulsor sleds to engage the enemy. The two G-2RDs will not join in the battle, as they act as an early warning system rather than first-line defense. The Commandos will try to capture the heroes and find out what they know.



Gossam Commando (CL 2)
(Miniature: Rebel Storm 51/60 Jawa)
 Small Gossam nonheroic 6
Dark Side 1
Init +5; **Senses** Perception +7
Languages Basic, Gossam
Defenses Ref 17 (ff 15), Fort 10, Will 9; +4 armor
hp 18; **Threshold** 13
Speed 3 squares
Melee unarmed +4 (1d3) or
Ranged blaster carbine +7 (3d8) or
Ranged blaster carbine +2 (3d8) with autofire
Base Atk +4; **Grp** +6
Attack Options autofire (blaster carbine), Point Blank Shot
Abilities Str 10, Dex 14, Con 10, Int 12, Wis 9, Cha 10
Feats Armor Proficiency (light, medium), Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (simple, rifles)
Skills Perception +7, Persuasion +3 (may reroll but must keep new result), Stealth +12
Possessions combat jumpsuit (Small), blaster carbine (inaccurate), 1 power pack



Techno Union Repulsor Sled (CL 3)
(Miniature: Alliance & Empire 36/60 Stormtrooper on Repulsor Sled)
 Large ground vehicle (speeder)
Init +4; **Senses** Perception +7
Defense Ref 14 (ff 11), Fort 13; +1 armor
hp 32; **DR** 5; **Threshold** 18
Speed 12 squares (max. velocity 800 km/h)
Ranged medium blaster cannon +1 (see below) or
Ranged drop net +1 (see below)
Fighting Space 2x2; **Cover** none
Base Atk +4; **Grp** +6
Atk Options autofire (medium blaster cannon), drop net
Abilities Str 16, Dex 16, Con -, Int 14
Skills Initiative +4, Mechanics +1 (untrained), Perception +7, Pilot +1 (untrained)
Crew 1 (Gossam); **Passengers** none
Cargo 4 kg; **Consumables** 1 day; **Carried Craft** none **Payload** 1 drop net
Availability Military; **Cost** 8,000 (1,800 used)
Drop Net: Make an attack roll against all targets in a 2-by-2 area within 12 squares. If you exceed a target's Reflex Def, that target takes 6d10 points of ion damage. Additionally, functions like a net (page 130), allowing you to attempt a grab or grapple against all targets successfully attacked by the drop net. Make a single grapple check opposed by all such targets.

Medium blaster cannon (pilot)
Atk +1 (-4 autofire), **Dmg** 3d10
Drop net (pilot)
Atk +1; **Dmg** 6d10 ion (grapple +13)

The four Gossams on the repulsor sleds may make this a difficult fight, as the landspeeders are vastly outmatched by the repulsor sleds. However, the Gossams are not trained in the Pilot skill, and are thus not proficient with the weapons on the sled, which makes them less effective. Also, there is no cover for the commandos on the repulsor sleds.

Stats for the G-2RDs appear later in this section.

To raise CL, add more Gossam commandos on repulsor sleds.

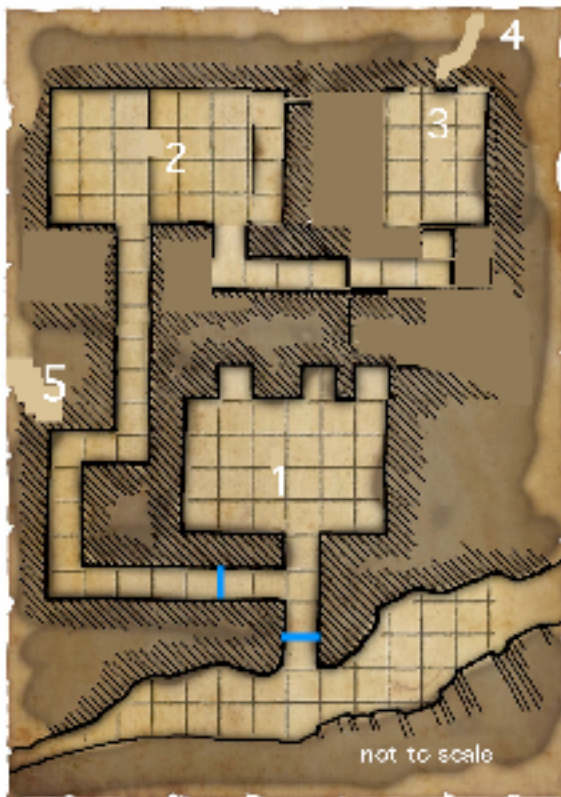
To lower CL, use fewer commandos on repulsor sleds.

When they come across the entrance, read this:

The entrance to the Separatist base is hidden among a cluster of large rocks in the stony desert terrain. A large tunnel angles down to a set of blast doors. It will take some tampering with the access panel to open these doors, probably easier than blasting them.

If the repulsor sled unit is defeated, the remaining six commandos will shut the main entrance. It is a DC 25 Mechanics check to bypass any locked doors in the complex. If brute force is used against the outer door, treat it as a blast door (DR 10, 750 hp, Threshold 40). Mechanics is the better way to go, but it gives the Gossams time to activate the chameleon droid. They will fight the heroes in room 1, a huge unfinished excavation that houses the Gossams temporarily.

Iisa Gli, the Polis Massan medic, is cuffed to a bunk bed in room 1 with binder cuffs. There is little of value aside from what they carry. A search will yield six field kits, two medical kits, six power rechargers, two electrobinoculars and a datapad.



- 1 - Unfinished Gossam commandos' cavern
- 2 - Shroud assassins' barracks and prisoners' area
- 3 - Cloning lab
- 4 - Secret tunnel to emergency hangar
- 5 - Collapsed escape tunnel

The map is not to scale, but estimate 3 meters per square.



Iisa Gli, Polis Massan Medic (CL 2)

(Miniature: RotS 16/60 Polis Massa Medic)

Medium Kallidahin nonheroic 2/noble 1

Force 2; Dark Side 0

Init +7; Senses darkvision; Perception +6

Languages Basic (understand only), Binary (understand only), Bothan (understand only), Gossam (understand only), High Galactic (understand only), Ithorian (understand only), Kallidahin sign language; mute, but may communicate with other Kallidahins telepathically

Defenses Ref 13 (ff 12), Fort 12, Will 13

hp 12; Threshold 12

Speed 6 squares

Melee unarmed +1 (1d4+1)

Base Atk +1; Grp +2

Special Actions Bolster Ally

Abilities Str 10, Dex 12, Con 12, Int 14, Wis 11, Cha 10

Talents Bolster Ally

Feats Linguist, Skill Focus (Treat Injury), Skill Training (Perception, Use Computer), Surgical Expertise, Weapon Proficiency (simple weapons)

Skills Climb +2 (untrained, may take 10 when distracted), Initiative +7, Knowledge (life sciences) +8, Perception +6, Treat Injury +13, Use Computer +8

Possessions medpac

Iisa Gli is Sonet Huun's assistant, but they fell in love since the abduction and has become his mate. She will not leave the base without Sonet Huun, and vice versa.

During the battle, she will Bolster Ally to any heroes in line of sight. Her skills at quick surgery and first aid will be invaluable to the heroes. However, she does not have a surgery kit. She knows one is available in the barracks, and will offer to heal all the heroes.

She has not yet been given clearance to enter the clone lab.

Chameleon Droid (CL 3)

(Miniature: Universe 15/60 B'omarr Monk)

Medium droid (4th-degree) scout 3

See stats in **Scene 4**.

To raise CL, add a chameleon droid (see scene 5).

To lower CL, use fewer Gossam commandos, and remove the chameleon droid.

...Or Under Stone

Clever heroes may decide to use the tunnels to enter the base. It is certainly possible, as RK-E will provide them with the exact route they took. It takes two hours to climb through the tunnels to their destination.

At least two demolition attempts are required. The first, to enter the cave system, and the second to penetrate the base through the collapsed tunnel.

It is a DC 25 trained Mechanics check to safely blow open the walls, but they may take 20. Entering the complex this way will likely shake the base and alert the base crew. The quietest way to enter the base is to repair RK-E and use it to dig through the tunnel. However, it takes 1d6 hours to dig quietly. The tunnel (5 on the map) opens into the area between areas 1 and 2. When they succeed, read aloud the following:

When the dust clears, you see a three-meter wide rough-hewn but well-lit corridor.

You think you hear a faint humming from both directions in the corridor. You aren't sure if anyone heard the breach, but it's probably a wise idea to move fast.

A single G-2RD patrols the corridor. If intruders are detected, it is a swift action for the droid to activate a signal to alert the base.

Depending on the direction the heroes proceed, they may avoid area 1 altogether and attempt to surprise the Separatists in area 2.

However, the ten Gossams may join in battle if they realize the base has been breached from within. This could prove deadly for the heroes. In this case, heroes may decide to retreat into the caves. You may wish to prepare tunnel maps in advance if you think the fighting may extend beyond the complex.

Also, to complete their mission, they must rescue Iisa Gli from area 1 as well. The miners and Sonet Huun will remind them of the missing medic.



G-2RD Security Droid (CL 2)

(Miniature: RotS 48/60 Medical Droid)

Small droid (4th-degree) soldier 2

Init +8; **Senses** low-light; Perception +14

Languages Basic, Binary, Ryl

Defense Ref 22 (ff 20), Fort 14, Will 13

hp 37; **Threshold** 14

Immune droid traits

Speed 6 squares (hovering)

Melee stun baton +4 (1d6+2 or 2d6+2 stun)

Melee claw +4 (1d3+2)

Ranged blaster pistol +4 (3d6+1)

Fighting Space 1 square; **Reach** 1 square

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

Abilities Str 12, Dex 17, Con -, Int 13, Wis 12, Cha 10

Talents Armored Defense

Feats Armor Proficiency (light, medium), Weapon Proficiency (pistols, rifles, simple weapons), Weapon Finesse, Skill Focus (Perception)

Skills Endurance +6, Initiative +8, Mechanics +7, Perception +14, Stealth +8

Systems hovering locomotion, heuristic processor, 1 claw appendage, 2 tool appendages, improved sensor package, locked access, integrated comlink, duranium plating (+8 armor), vocabulator

Possessions blaster pistol, stun baton

Availability Restricted

Cost 23,145 credits

To raise CL, add more G-2RD droids.

To lower CL, use fewer Gossam commandos in area 1.

Scene 6: Four to Rescue

Primary Objective
 Defeat the assassins, droids, and assassin trainer.

Foes
 1 Klatooinian assassin trainer (Area J)
 2 G2-RD security droids (Area A)
 5 Shroud-Alpha assassin clones (2 in A, 3 in B)

Allies
 4 Polis Massan miners (Area G)

- A - Gymnasium/Grav Training Room
- B - Common Area
- C - Trainer's Quarters
- D - Shroud Assassin Barracks
- E - Overseer's Suite
- F - Communal Showers
- G - Prisoners' Common Area
- H - Prisoners' Barracks
- I - Prisoners' Showers
- J - Security Corridor
- K - Inspection Area

The cloning project produces only a small number of viable Shroud assassin clones.

As each batch takes a year to grow and months to train, only two batches have been created: Shroud-Null and Shroud-Alpha.

The Shrouds have been trained in the two-weapon style lightsaber combat by an IG-100 Series MagnaGuard, although only 2 actual lightsabers have been procured. All the Shrouds have been trained in using normal Lig-swords by **Jurgos Tren**, the Klatooinian assassin trainer.

Only one Shroud-Null remains at the base, while the other eight have been sent on missions. Of the seven remaining Shroud-Alphas, two are guarding the emergency hangar, five are in the barracks.

Neither the IG-100, the Shroud-Null, or Sonet Huun are in the barracks area (see Scene 7). See individual rooms for foes' locations and tactics.

All doors have an access panel next to them. The opening and closing of these doors can be controlled and overridden by the main computer (usually from area J).

The door at the southernmost end of Room B and all doors connecting to Room J are locked. These doors are not blast doors but metal (DR 10, 50 hp, Threshold 30), but still require a Mechanics DC 25 check to trick open.



A - Gymnasium/Grav Training Room

All ceilings are 3 meters high, except for the Gymnasium, which is 6 meters high. This room is used for combat training, including grav training. Small artificial gravity projectors enable the room to be adjusted to high, low, or zero gravity for a short period of time. The room has weight racks, practice dummies, and other standard gym equipment. These are presently unsecured.

If the heroes have been detected, the **two G-2RDs** will be hovering near the center of the room, while the **two Shroud-Alpha assassins** hide. (See stats from previous Scenes). They will wait for their enemies to enter the room, at which point Jurgos Tren will shut the doors with a Use Computer command and trigger an automatic training program. Every round for 20 rounds on Jurgo's turn, or until the program is shut off, roll 1d4 and check the following table to see what applies (*SECR* p. 156-7):

1	Normal Gravity
2	Low Gravity
3	High Gravity
4	Zero Gravity

The gravity projectors operate only for 20 rounds each hour, before the capacitors need to be recharged.

If the party manage to sneak into the base and maintain their surprise, the two Shroud-Alphas in this room will be in the midst of training.

If the party tries to analyze the equipment in the room, a DC 20 Knowledge (tactics) check will tell them that the clones were probably trained in two-weapon fighting, and that some scorch marks suggest lightsabers were part of their training.

B - Common Area

This area has **three Shroud-Alpha assassins** who will attack the heroes, firing from around a corner and switching to two-weapon fighting style if forced into melee. They will use their knowledge of the barracks to maneuver their enemies, tricking them into gymnasium if possible.

If the tide of battle goes against them, Jurgos will open the door between Areas B and J to let the assassins in, then shut the door again. Keying open the door is a Move action. Jurgos will then threaten to kill a prisoner unless they surrender.

C - Trainer's Quarters

Jurgos Tren's room contains a bed, a desk, and a weapons locker. The locker contains six slugthrower rifles, six clips, twelve Lig-swords and three medpacs.

There is little else of value, except for a hidden videorecorder in the base of the locker (Search, DC 25 Perception check). The recording device will reveal some combat footage between the lightsaber-wielding Shroud-Null and the IG-100 MagnaGuard, giving the heroes an idea of what might come next.

D - Shroud Assassin Barracks

A spartan room with bunk beds enough for twenty-four.

E - Overseer's Suite

Goa Tei's room is designed for a small Gossam. It is more luxurious than the other rooms. There is a surgery kit on his desk.

Also, there is a portable computer that contains information on the whereabouts of the eight off-planet Shroud-Null assassins, but no details of what they are doing. The GM is free to indicate four planets of his choice, or choose the following: Nar Shadaa (in Hutt Space), Bothawui, Ithor, and The Wheel (space station in the Mid Rim).

F - Communal Showers

Nothing of note in this area.

G - Prisoners' Common Area

The four Kallidahin miners are held in this area. There's nothing of note in this area otherwise. If for some reason the heroes surrender or have been captured, they will be stripped of their equipment and thrown into the prisoners' area. They may attempt to communicate with the Kallidahin and enlist their help to escape.

If players have been captured and you intend to activate Order 66, you may adapt scene 8 so that the Overseer turns to them for help in escaping the Republic. The players can be shown proof that the clones have turned on the Jedi.

H - Prisoners' Barracks

Nothing of note in this area.

I - Prisoners' Showers

Nothing of note in this area.

J - Security Corridor

Jurgos Tren controls the Gymnasium/Grav Training Room with the computer panels here. The computer system is Hostile towards unauthorized users (prisoners and strangers). There are no cameras in the clone lab, so the computer may not be used to monitor that area.

K - Inspection Area

Nothing of note in this area.

Kallidahin Miner (CL 1)

(Miniature: RotS 16/60 Polis Massa Medic)
Medium Kallidahin nonheroic 2
See stats in **Scene 2**

Shroud-Alpha Assassin Clone (CL 3)

(Miniature: Universe 40/60 Noghri)
Medium Kaleesh nonheroic 6/soldier 1
See stats in **Scene 2**



Jurgos Tren, Assassin Trainer (CL 5)

(Miniature: Clone Strike 54/60 Klatooininan Enforcer)

Medium Klatooinian scout 2/soldier 3

Force 2; Dark Side 4

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

Languages Basic, Huttese, Kaleesh

Defenses Ref 19 (ff 17), Fort 18, Will 18; Dodge, Mobility

hp 50; Threshold 18

Speed 8 squares; Long Stride

Melee sword +6 (1d8+4) or

Melee sword +4 (2d8+4) with Rapid Strike or

Melee sword +1 (1d8+4) and sword +1 (1d8+4) with Double Attack or

Ranged blaster rifle +6 (3d8+2) or

Ranged blaster rifle +1 (3d8+2) with autofire

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

Atk Options Devastating Attack, Dual Weapon Mastery I, Rapid Strike

Special Actions autofire (rifle), Devastating Attack (simple weapons), Indomitable, Shake It Off

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

Talents Indomitable, Long Stride

Feats Armor Proficiency (light), Dodge, Dual Weapon Mastery I, Mobility, Rapid Strike, Shake It Off, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +8, Initiative +9, Jump +9, Perception +8, Pilot +9, Stealth +9, Survival +8

Possessions 2 swords, blaster rifle, utility belt, 1,000 credits

Jurgos Tren is an agent of Raqua the Hutt, a 'female' Hutt who secretly supports the Techno Union. He takes pride in his trained assassins, and will focus his attacks on anyone he knows to have killed one of his prized pupils.

However, he is not suicidal. If captured, he will barter for his life.

G-2RD Security Droid (CL 2)

(Miniature: RotS 48/60 Medical Droid)

Small droid (4th-degree) soldier 2

See stats in **Scene 5**.

To raise CL, add a Shroud-Null assassin.

To lower CL, use fewer Shroud-Alpha assassins.

Taking a Breather

After the four miners are freed, they will tell them (in Kallidahin sign language, if they understand it) that Sonet Huun is with the Overseer. They will help anyway they can.

Aside from what the Shroud-Alphas and Jurgos Tren are carrying, the only things of value have been listed in the room descriptions.

At this point, it is recommended that the players rest and heal before heading for the final confrontation. If Iisa Gli was rescued and is still alive, she can perform Surgery on the heroes. She will use up all her Force points if she has to.

When the party has healed, or at another time you deem appropriate, read out the following:

A high-pitched voice rings throughout the base through hidden speakers. "I have been watching you. Congratulations for breaching the base, but this is as far you will go. I have already sent for reinforcements, who will arrive shortly. If you value your life, escape while you still can." The mysterious speaker laughs.

Mercenaries: This is a bluff. Goa Tei is confident that the heroes will be frightened away, or dealt with by the IG-100. Make a Deception check for Goa Tei at Moderate difficulty and compare to the heroes' Will Defense, to see if they detect his bluff.

Agents of the Republic: This is not a bluff. The Overseer really sent out the distress signal, calling for the CIS forces on the planet to protect the cloning base. Fortunately for the players, the forces of the Republic will intercept the Separatist reinforcements just in time...but if you are running the Order 66 option, this may actually be very, very bad luck. See Scene 8 for further details.

Give the heroes a few rounds to trade barbs with the Overseer, before he cuts off communications.

Scene 7: Cloning 101

Primary Objective
 Defeat the MagnaGuard and clone and rescue Sonet Huun.

Trap
 Decontamination process

Foes
 1 Shroud-Null assassin clone
 1 IG-100 MagnaGuard droid
 1 Gossam Overseer

Allies
 1 Polis Massan exobiologist

Into the Lab

The grand finale against the Shroud-Null and the IG-100 MagnaGuard will be difficult indeed.

Inside the lab, the Overseer likely has been alerted to the intruders. He will observe the battle using the cameras installed throughout the facility, and trust the Gossams and the Shroud-Alphas to handle the situation. However, he is ready to send out a distress signal to the CIS forces already present in and around the planet if they fall. For his personal protection, he still has Sonet Huun as a hostage, a Shroud-Null assassin armed with lightsabers, and the IG-100 MagnaGuard.

The first set of doors are metal (DR 10, 50 hp, Threshold 30) and requires a Mechanics DC 25 check to trick open. The second set of doors are not locked, but only open as follows.

The two sets of metal doors to the Cloning Lab actually are part of a decontamination chamber. Both doors cannot be open at the same time. Either they are both closed, or only one is open at any one time. It is a DC 15 Mechanics, Knowledge (technology), or Knowledge (life sciences) to figure out the door's function. It is suggested that you look at the players' character sheets and make the rolls in secret, rather than asking them for the appropriate skills.

As soon as both doors are closed, an automatic decontamination process is triggered (treat as a readied action contingent on both doors being closed). A brilliant burst of light extending into the ultraviolet spectrum flashes in the chamber. Those with access to the lab know to close their eyes, but anyone caught unprepared is exposed to a full-round of **blinding light**.

Make an attack roll (1d20+5) against the Fortitude Defense of all characters who did not prepare by closing their eyes. If the attack succeeds, the target moves -1 step on the Condition track and is temporarily blinded (*SECR* p. 254). The condition lasts until the affected characters use the Recover action (3 swift actions).

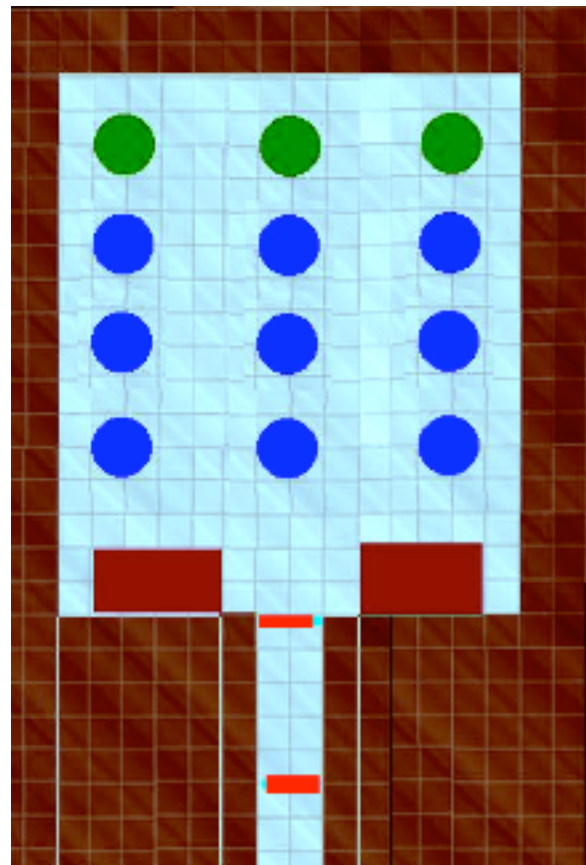
The second door will then automatically open on the next round, at the same initiative.

When the inner doors open, the Shroud-Null will charge and attack the nearest blinded character. Second round, it will withdraw, hoping to lure an opponent into reach of the IG-100.

Also make a Stealth check for the IG-100 MagnaGuard hiding to one side of the doors (total cover gives it +10 to its Stealth checks). It will initially ready an action to attack any enemy setting foot into the room. If the Shroud-Null is in trouble, it will not hesitate to attack.

Read the following to anyone not blinded:

The next set of doors open and a masked assassin, wielding two ignited blue lightsabers, rushes you!



The lab contains nine Spaarti cloning chambers with maturing clones (blue circles). The three cylinders at the end are bacta tanks, each with 160 liters of bacta. See stats in Scene 2 for the resilience of the tanks.

When they have a chance to look into the cloning lab, read the following:

The clone lab has three columns of cloning cylinders. Half-grown clones float in the nutrient fluid. At the far end of the room is Sonet Huun. You can barely see the small Gossam Overseer standing behind him, presumably holding a pistol behind the Polis Massan's back. They step behind a bacta tank.

The central bacta tank actually conceals a secret passageway underneath it. Only the Overseer, the Shrouds, and Jurgos Tren know of its existence. It can be opened with a secret button hidden on the bacta tank controls, which can be discovered with a Perception check at DC 25. It takes a Move action to activate, but a full round for the tank to raise far enough to slip through.

There are also an operating table to the right of the entrance, and a bank of computers to the left. Monitors show various rooms in the complex and views of the outside.

The Gossam Overseer will ready to step behind the bacta tank as soon as the inner doors open. He will use the Inspire Confidence action to assist the Shroud-Null if he can (the mind-affecting ability will not give the IG-100 any bonuses).

If the battle isn't going his way and he can't escape, the Overseer will plead for his life. In fact, Sonet Huun will try to stop the heroes from killing the Overseer, as his medical training has not been forgotten even in his captivity. He will try to preserve the life of the Gossam and the maturing clones, unless stopped from doing so.

When the IG-MagnaGuard attacks:

Then, a large gleaming metallic droid, twirling a wicked-looking staff, leaps into view. You've never seen such a menacing droid before!

It raises its cackling electrostaff and engages you in battle!



IG-100 Series MagnaGuard (CL 6)

(Miniature: RotS 28/60 Bodyguard Droid) as **IG-100 Series MagnaGuard** (SECR p. 201)
Language slots: Gossam, Kaleesh



Shroud-Null Assassin Clone (CL 6)

(Miniature: Clone Strike 34/60 Dark Side Acolyte)
Medium Kaleesh nonheroic 6/soldier 3/scout 1

Force 3; Dark Side 2

Init +4; **Senses** Perception +1

Languages Basic, Kaleesh, Gossam

Defenses Ref 16 (ff 14), Fort 15, Will 11

hp 28; Threshold 14; Tough as Nails

Speed 6 squares

Melee unarmed +9 (1d6+4) or

Melee lightsaber +10 (2d8+6) or

Melee lightsaber +8 (2d8+6) and lightsaber +8 (1d8+6) or

Ranged slugthrower rifle +9 (2d8+2) or

Ranged slugthrower rifle +4 (2d8+2) with autofire

Base Atk +7; **Grp** +9

Atk Options autofire (rifle), Dual Weapon Mastery II

Abilities Str 15, Dex 15, Con 12, Int 12, Wis 9, Cha 12

Talents Improved Stealth, Tough as Nails, Weapon Specialization (lightsabers)

Feats Armor Proficiency (light), Dual Weapon Mastery I, Dual Weapon Mastery II, Martial Arts I, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Pilot +9, Stealth +9, Survival +3 (may reroll and take the second result)

Possessions 2 lightsabers, slugthrower rifle, 2 clips



Goa Tei, Gossam Overseer (CL 2)

(Miniature: Universe 9/60 Nute Gunray)

Small Gossam Noble 2

Destiny 1, Force 3, Dark Side 3

Init +2; **Senses** Perception +7

Languages Basic, Gossam, High Galactic, Huttese, Nemoidian, Kallidahin sign language, Swoken

Defenses Ref 16 (ff 15), Fort 12, Will 16

hp 19; **Threshold** 12

Speed 4 squares

Melee unarmed +0 (1d3) or

Ranged sporting blaster pistol +2 (3d4+1)

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

Special Actions Inspire Confidence

Abilities Str 8, Dex 12, Con 9, Int 14, Wis 12, Cha 14

Talents Inspire Confidence

Feats Improved Defenses, Linguist, Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)

Skills Deception +8, Knowledge (Bureaucracy, Life Sciences, Technology) +8, Perception +7, Persuasion +13 (may reroll but must keep new result), Pilot +7, Stealth +6, Use Computer +7

Possessions sporting blaster pistol, hip holster, 2 energy cells, short-range comlink, pocket scrambler, 1,000 credits

Goa Tei is very dedicated to his work, and loathe to see any of it destroyed. He has grown fond of Sonet Huun but does not forget that Huun is still his prisoner. He is a coward and will bargain for his life.

To raise CL, add a second Shroud-Null or IG-100 MagnaGuard.

To lower CL, use only the Shroud-Alpha assassin or the IG-100, not both. Alternatively, substitute with B2 Super Battle Droids.

If Goa Tei escapes into the tunnel, see Scene 8 for the specifics of the emergency hangar.



Sonet Huun, Kallidahin Exobiologist (CL 2)

(Miniature: RotS 16/60 Polis Massa Medic)

Medium Kallidahin noble 2

Force 1; **Dark Side** 0

Init +7; **Senses** darkvision; Perception +7

Languages Basic (understand only), Binary (understand only), High Galactic (understand only), Kallidahin sign language; mute, but may communicate with other Kallidahins telepathically

Defenses Ref 14 (ff 13), Fort 11, Will 15

hp 20; **Threshold** 11

Speed 6 squares

Melee unarmed +0 (1d4+1)

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

Special Actions Bolster Ally

Abilities Str 8, Dex 12, Con 9, Int 16, Wis 12, Cha 12

Talents Bolster Ally

Feats Linguist, Skill Focus (Knowledge [life sciences]), Surgical Expertise, Weapon Proficiency (pistol, simple weapons)

Skills Climb +0 (may take 10 when distracted), Initiative +7, Knowledge (galactic lore, social sciences, technology) +9, Knowledge (life sciences) +14, Perception +7, Persuasion +7, Treat Injury +7, Use Computer +9

Possessions medpac

Sonet Huun has thrown himself into the cloning project since he was captured, as it is the only thing that takes his mind off the fact that he may never be free again. He is very much in love with his assistant, Iisa Gli. He would never harm another living being, and will try to treat any injured creature, even if they have been hostile towards him in the past. He has a martyr complex.

After the battle resolves, if Sonet Huun is still alive, he will offer to treat the heroes' injuries. Aside from what the characters are carrying, the room contains two surgery kits, and two fire extinguishers. However, Sonet Huun knows that a supply run from the CIS is scheduled for today, so it will not be safe to linger in the base.

The defeat of the Separatists here and the safe return of the Polis Massans will end the standard scenario (assuming they do not find the emergency hangar). The Polis Massans will thank the heroes and return home to Polis Massa, and the Caliph will reward the heroes as per their

agreement. Remember that TC-3G should be returned to the Caliph if she is still intact.

Agents of the Republic: Regardless of how the battle goes, in ten minutes time, the computer screens will show the approach of several AAT-1s to the main entrance of the Separatist base. It is far more than the heroes can handle. They may use the computers to try and contact the Republic forces. If they do, they will know General Orn is on his way. They will see the General in his Jedi Eta-2 Actis Interceptor attacking the AAT-1s, with help from LAAT/i Gunships. The scenario ends as above

...unless you implement Order 66.

Order 66: Instead of the Republic forces being the cavalry coming to save the day, the heroes are horrified to see the LAAT/i Gunships suddenly attacking General Orn's Actis Interceptor...The Jedi Purge has begun! Go to Scene 8.

Ideas for Further Adventures

These adventure threads are for non-Order 66 scenarios.

- The Polis Massans require safe passage home to Polis Massa, and may ask the heroes to take them. If Sonet Huun saved the maturing clones, he will ask for help to convey them to Polis Massa Base where he intends to train them as medics instead of assassins. This will likely meet with protest. It will mean moving the Spaarti cloning cylinders. The CIS may attempt to reclaim the cloning equipment, and Goa Tei if he is alive.
- The Caliph may be so impressed with the heroes that he asks them to help with other matters on Makem Te, such as dealing with the Temple of the Beatific Razor.
- If they have met Cayyo the Toydarian, he may hire the heroes to deal with the Beatific Razors as well.
- The missing Shroud-Null assassins need to be found. While there are clues to the Shroud assassin whereabouts, Goa Tei is the only one who can tell them why they were sent. This opens up opportunities to send the players anywhere you want. Two are at **the Wheel** (if you intend to use the forthcoming module, **Wheel of Doom**), where they are under the supervision of the Clawdite who delivered the *Whalesong* into CIS hands. The Corellian YT-1760 light transport will also be found there.

Optional Scene 8: Order 66

Primary Objective

Escaping Order 66.

Potential Foes/Allies

2 Shroud-Alpha assassin clones
Clone Troopers

This scene is optional, and should only be used if you intend to activate Order 66. However, there are some information pertaining to the emergency hangar, which the players may stumble upon.

Run, Jedi, Run!

So you've decided to use Order 66. Instead of a triumphant rescue by the Republic forces, Palpatine's order causes their clone troopers to turn on them.

Read the following:

You watch in horror as General Orn's starfighter is attacked by the Republic's own gunships! What is going on?

Whether the starfighter is destroyed or not is up to you. Orn could be invaluable in helping the heroes escape, but if you want to send the players into panic, have the General's starfighter crash.

If there are clone troopers still with the heroes, they will turn on them at this point after receiving comlink commands from their commander. All Jedi are now considered traitors, and they will shoot to kill. They will not kill the Polis Massans or any others working with the Jedi, but will attempt to capture them for collaborating with the Jedi.

With the CIS forces fighting the Republic forces, the heroes have a narrow window to escape before one side or the other reaches the Separatist base. Neither is a good option at this point. If Goa Tei is alive, he will try to convince the heroes that he can help them escape, if they will join him. After all, their own people have turned on them!

If the players agree, then Goa Tei will take them to the emergency hangar through the hidden tunnel, but it is quite a trek underground. The hangar is guarded by two Shroud-Alphas. There are six Techno Union repulsor sleds and a Punworcca 116-class interstellar sloop (which can accommodate up to 11 people total).

Punworcca 116-class interstellar sloop (CL 4)

Gargantuan starfighter (as Dooku's solar sailer)

Init +4; **Senses** Perception +5

Defense Ref 16 (flat-footed 12), Fort 31; +7 armor

hp 130; **DR** 10; **SR** 35; **Threshold** 51

Speed fly 12 squares, fly 3 squares (starship scale) (max. velocity 950 km/h)

Ranged tractor-repulsor beam array +1 (see below)

Base Atk +0; **Grp** +39

Fighting Space 4x4 or 1 square (starship scale)

Abilities Str 43, Dex 18, Con -, Int 12

Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +5

Crew 1 (normal); **Passengers** 10

Hyperdrive x1.5, nav-computer

Cargo 300 kg; **Consumables** 1 month

Carried Craft none

Availability Licensed, Rare; **Cost** not available for sale

Tractor-repulsor beam array (pilot)
Atk +1, **Dmg** - (grapple +39)
special tractor beams for Gargantuan ships

If needed, use the following map from *Rebel Storm*. The tunnel at the lower right hand corner leads to the cloning lab.



If the heroes found the emergency hangar and use it to enter the complex, you can run the scenes out of order, improvising where necessary. Remember, both Sonet Huun and Iisa Gli should be rescued for a successful mission. It is recommended that you save the IG-100 and the Shroud-Null as the final threat for the heroes to deal with.

Where you take the adventure from here is up to you and your players. Trying to fight their way out of the main entrance is suicide, but here are some suggestions for escape that won't end in their deaths.

Avenues of Escape

- If the heroes decide to re-enter the cave system as part of their escape, clone troopers may follow them into the tunnels.

- If the heroes use the interstellar sloop, they may end up leaving some people behind. How easily they leave the planet in the sloop is up to you. If General Orn survived and senses the Force-users in the sloop, he will risk his life to help them get to the hyperjump zone. There is an *Acclamator*-class assault ship, the *Dire*, in orbit, which outclasses the heroes in every way. A quick escape is recommended.

- They may try to sneak through the Tract on repulsor sleds or on foot. They may encounter troopers on BARC speeders during their escape.

- If they make it back to Thousand Thousand, they will need to stay in the shadows. They may have to fight to reach their own ship (if they have one) or to steal the *Theta*-class shuttle at Swoken Spaceport, but the clone forces are expecting them.

- Seeking help from Caliph Shogra is a bad idea, since Shogra will be watched. The troopers (especially Helm) expect the heroes to contact Shogra. However, Shogra will help in whatever capacity he can, as long as he isn't caught. He may put them in touch with other allies.

- If Goa Tei or Jurgos Tren are alive, they will suggest another way off the planet: find Mining Machine No. 44, which is a mining operation belonging to Raqua the Hutt. They can try to convince Cayyo the Toydarian who runs the operation to smuggle them off planet. However, they may have to deal with an attack by the Temple of the Beatific Razor. This could lead to the group hiding from the Republic in Hutt Space.

- Once off planet, a possible destination is **the Wheel** space station, especially if you intend to use the forthcoming module, **Wheel of Doom**. There, they will run afoul of Raqua the Hutt, two Shroud-Nulls, a Clawdite, and far darker secrets...

The Appendices include Pre-Generated Characters and additional NPCs that you can use in expanding or extending the adventure.

However you run their subsequent adventures, good luck!

The End

About the author

Tony Pi is a game designer (contributor to **Creature Collection II**) and award-winning writer (2nd place in the **Writers of the Future, vol. XXIII**, to be published September, 2007).

He is a long-time fan of the Star Wars universe. His handle on the Star Wars forum is **darthvour**. Feel may PM him there, or Google his website.

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Pregenerated characters courtesy of **Aeromus** (#1-4) and **Sith_Interceptor** (#5-6)

Schinga Ikkow courtesy of Juddson S. Ivines (**RavingDork**)

Watch for **Adventure V: Wheel of Doom!**

Pregenerated PC #1



Quin Delst, Jedi Commander

(Miniature: Rebel Storm 9/60 Luke Skywalker, Jedi Knight)

Medium Human Jedi 4

Destiny 2; Force 7; Dark Side 0

Init +8; Senses Perception +4

Languages Basic, Binary (understand only)

Defenses Ref 16 (ff 15), Fort 15, Will 17; Deflect hp 48; Threshold 15

Speed 6 squares

Melee lightsaber +8 (2d8+7) or

Melee lightsaber +6 (2d8+10) two-handed or

Base Atk +4; Grp +7

Atk Options Mighty Swing

Force Powers Known (Use the Force +13): *battle strike, force slam, force thrust x2, move object, surge*

Abilities Str 16, Dex 12, Con 10, Int 13, Wis 14, Cha 12

Talents Deflect, Weapon Specialization (lightsaber)

Feats Force Sensitivity, Force Training x2, Mighty Swing, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +8, Jump +10, Knowledge (galactic lore) +8, Use the Force +13

Possessions lightsaber, utility belt, all-temp cloak, concealed holster

Credits 12,000 credits

You are a Jedi Commander during the Clone Wars. While your master deals with the Kamino mission, you have been assigned to handle an easy reconnaissance mission in the Makem system.

Appendix A: Pregens

The six pre-generated characters (28-point buy) are listed in their own separate columns starting on the next page. You may cut these out and hand them out. It is highly recommended that at least one character be a Jedi.

They are designed for a possible Order 66 campaign. Aside from working for the Republic, personalities and backgrounds are flexible and should be created by the players themselves.

The characters are assumed to have half their Destiny Points (adjust if you like). Specific Destinies are to be worked out between you and the player.

In addition to their listed equipment, players may also spend credits on additional equipment before the game. Assume they would have already applied for the proper licenses and paid any expenses incurred. However, they will be limited by the confines of the Republic shuttle, meaning certain items may be inappropriate. You may veto anything they are unlikely to have.

Pregenerated PC #2



Torth Ney'lan, Translator
(Miniature: Rebel Storm 1/60 Bothan Spy)
 Medium Bothan noble 3/scoundrel 1
Destiny 2; Force 7; Dark Side 0
Init +4; **Senses** Perception +8
Languages Basic, Bocce, Bothese, High Galactic, Huttese, Shyriiwook, Swoken
Defenses Ref 18 (ff 16), Fort 14, Will 19
hp 30; Threshold 14
Speed 6 squares
Ranged heavy blaster pistol +3 (3d8+2)
Base Atk +2; **Grp** +4
Attack Options Point Blank Shot, Precise Shot
Special Actions Born Leader, Fool's Luck
Abilities Str 10, Dex 14, Con 10, Int 14, Wis 13, Cha 16
Talents Born Leader, Distant Command, Fool's Luck
Feats Skill Focus (Gather Information), Skill Focus (Use Computer), Linguist, Point Blank Shot, Precise Shot, Weapon Proficiency (pistols, simple weapons)
Skills Deception +10, Gather Information +15, Knowledge (bureaucracy) +9, Perception +8, Persuasion +10, Pilot +9, Treat Injury +8, Use Computer +14
Possessions heavy blaster pistol, utility belt, medpac x2, belt holster
Credits 12,000 credits

Someone has to negotiate the return of Makem Te to the Republic, and it might as well be you. You share command with the Jedi in the group.

Pregenerated PC #3



Yol Attola, Twi'lek Soldier
(Miniature: Rebel Storm 59/60 Twi'lek Scoundrel)
 Medium Twi'lek soldier 4
Destiny 2; Force 7; Dark Side 0
Init +10; **Senses** low-light vision; Perception +2
Languages Basic, Ryl, Dosh
Defenses Ref 18 (ff 15), Fort 20, Will 14
hp 56; Threshold 20; Tough as Nails
Speed 6 squares
Melee stun baton +5 (1d6+3 or 2d6+3 stun)
Ranged heavy blaster rifle +8 (3d10+4) or
Ranged heavy blaster rifle +3 (3d10+4) with autofire or
Ranged heavy blaster rifle +3 (5d10+4) with Burst Fire or
Ranged frag grenade +7 (4d6+2)
Base Atk +4; **Grp** +7
Attack Options autofire (rifle), Burst Fire, Point Blank Shot, Precise Shot
Special Actions Tough as Nails
Abilities Str 13, Dex 16, Con 14, Int 12, Wis 10, Cha 12
Talents Tough as Nails, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Burst Fire, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +3 (untrained, but may reroll and keep second result), Endurance +9, Initiative +10, Jump +8, Pilot +10
Possessions heavy blaster rifle, utility belt, frag grenade x6, stun baton
Credits 12,000 credits

You have been assigned to protect the Bothan Noble at all costs, and thus far you have kept him out of trouble.

Pregenerated PC #4



Aleta Lore, Freelance Pilot
(Miniature: Clone Strike 60/60 Zam Wesell)
 Medium Human scout 3/scoundrel 1
Destiny 2; Force 7; Dark Side 0
Init +10; **Senses** Perception +8
Languages Basic, Bocce, Rodese
Defenses Ref 19 (ff 16), Fort 17, Will 15; Evasion
hp 46; **Threshold** 17; Shake It Off
Speed 6 squares; Running Attack
Ranged heavy blaster pistol +5 (3d8+2)
Base Atk +2; **Grp** +5
Atk Options Point Blank Shot, Precise Shot
Special Actions Shake It Off, Vehicular Combat
Abilities Str 11, Dex 16, Con 14, Int 14, Wis 12, Cha 10
Talents Evasion, Jury-Rigger, Spacehound
Feats Vehicular Combat, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Pilot), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +7, Endurance +9, Initiative +10, Mechanics +9, Perception +8, Pilot +15, Stealth +10, Survival +8
Possessions heavy blaster pistol, utility belt, medpac x2
Credits 12,000 credits

You're the best pilot in the Outer Rim. One day you'll have your own ship, but for now, you run missions for the Republic. The Jedi and the Bothan Noble are lucky to have you around.

Pregenerated PC #5



Ari, Jedi Padawan
(Miniature: Champions of the Force 1/60 Bastila Shan)
 Medium Human Jedi 2/soldier 1/scout 1
Destiny 2; Force 7; Dark Side 0
Init +9; **Senses** Perception +9
Languages Basic, Kel Dor, Ithorese
Defenses Ref 18 (ff 16), Fort 17, Will 17; Evasion
hp 48; **Threshold** 17
Speed 6 squares
Melee double lightsaber +3 (2d8+2) or
Melee double lightsaber -2 (2d8+2) and double lightsaber -2 (2d8+2) with Dual Weapon Mastery I
Base Atk +3; **Grp** +5
Atk Options Dual Weapon Mastery I
Special Actions Adept Negotiator, Harm's Way
Force Powers Known (Use the Force +13): move object, vital transfer, surge
Abilities Str 10, Dex 14, Con 12, Int 14, Wis 15, Cha 12
Talents Adept Negotiator, Evasion, Harm's Way
Feats Dual Weapon Mastery I, Force Sensitivity, Skill Focus (Use the Force), Force Training, Skill Training (Treat Injury), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Endurance +8, Initiative +9, Knowledge (life sciences) +9, Perception +9, Treat Injury +9, Use the Force +13
Possessions double lightsaber; utility belt; medpac x5, power pack x2, medical kit, glowrod, comlink.
Credits 12,000 credits

Ari has empathy for all living creatures and is a natural leader and healer. She is still young though and struggles with a fiery demeanor but she stays mindful of the Jedi Code.

Pregenerated PC #6



Zane, Slicer

(Miniature: Universe 16/60 Dash Rendar)

Medium Human scoundrel 3/soldier 1

Destiny 2; Force 7; Dark Side 0

Init +9 Senses Perception +8

Languages Basic, Huttese, Ryl

Defenses Ref 18 (ff 16), Fort 17, Will 16

hp 34; Threshold 17

Speed 6 squares; Running Attack

Ranged blaster pistol +5 (3d6+2)

Base Atk +3; Grp +5

Atk Options Point Blank Shot, Precise Shot, Running Attack, Sneak Attack +1d6

Special Actions Gimmick

Abilities Str 11, Dex 15, Con 12, Int 14, Wis 12, Cha 14

Talents Demolitionist, Gimmick, Sneak Attack

Feats Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Deception), Skill Training (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +14, Initiative +9, Mechanics +9, Perception +8, Persuasion +9, Pilot +9, Stealth +9, Use Computer +9

Possessions blaster pistol, utility belt, tool kit, security kit, detonite x2, timers x2, comlink

Credits 12,000 credits

Zane, a mysterious and crafty individual, is the team's slicer and demolitionist. Secretly, he is quite mercenary and in fact has contacts with the Confederacy. For now, Zane is working undercover for the other side...but things may change. Who knows?

Appendix B: More NPCs



Zeth Orn, Jedi Knight (CL 8)

(Miniature: RotS 1/60 Agen Kolar)

Medium Zabrak Jedi 4/Soldier 3/Jedi Knight 1

Destiny 1; Force 3; Dark Side 0

Init +6; Senses Perception +10

Languages Basic, Binary (understand only), High Galactic, Zabrak

Defenses Ref 23 (ff 21), Fort 20, Will 22; Dodge, Mobility, Deflect

hp 57; Threshold 20

Speed 6 squares

Melee lightsaber +10 (2d8+4)

Base Atk +8; Grp +10

Special Actions Battle Analysis, Battle Meditation, Improved Charge

Force Powers (Use the Force +17): *move object, vital transfer*

Abilities Str 10, Dex 14, Con 9, Int 14, Wis 13, Cha 16

Talents Battle Analysis, Battle Meditation, Deflect, Draw Fire, Force Pilot

Feats Armor Proficiency (light), Dodge, Mobility, Force Sensitivity, Force Training, Skill Focus (Use the Force), Vehicular Combat, Weapon Finesse, Weapon Proficiency (lightsaber, simple weapons)

Skills Knowledge (life sciences) +11, Perception +10 (may reroll and keep second result), Pilot +11 (may substitute Use the Force), Use the Force +17

Possessions personal lightsaber, utility belt, Eta-2 Actis Interceptor

Zeth Orn was knighted a year ago. He is first and foremost a healer, which causes much conflict in his heart because his skills as a starfighter pilot are necessary to the war effort. He fights his gentle nature, presenting himself as a calm general in battle. If there is a Jedi in the party, Zeth Orn is his Master, as he took on his own Padawan shortly after being knighted due to the pressures of the war. He may well have inherited the student from a Master who passed away.

Depending on the events, the heroes may or may not meet Zeth Orn in person. Orn's Destiny is to Rescue the heroes from dying at the hands of clone troopers during the execution of Order 66.



Theta-Class T-2C Personnel Transport (CL 6)

Gargantuan space transport

Init +3; **Senses** Perception +6

Defense Ref 14 (ff 12), Fort 26; +7 armor

hp 120; **DR** 10; **SR** 20; **Threshold** 46

Speed fly 16 squares (max. velocity 2,000 km/hr), fly 6 squares (starship scale)

Ranged 2 quad laser cannons +4 (6d10x2)

Fighting Space 4x4 or 1 square (starship scale);

Cover total

Base Atk +2; **Grp** +33

Atk Options autofire (quad laser cannons)

Abilities Str 42, Dex 14, Con -, Int 14

Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 1 to 5 (skilled); **Passengers** 16

Cargo 50 tons; **Consumables** 2 months; **Carried**

Craft none

Hyperdrive x1 (backup x15), nav computer

Availability Military; **Cost** not available for sale (but likely 120,000 new)

Quadlaser cannons (gunner)

Atk +4 (-1 autofire); **Dmg** 6d10x2

Laser cannon (gunner)

Atk +4; **Dmg** 4d10x2

Schinga Shikou (CL 5)

Huge desert beast 4

Init +0; **Senses** Scent, Perception +1

Defenses Ref 8 (flat-footed 8), Fort 17, Will 11

hp 46; **Threshold** 27

Speed 10 squares

Melee bite +13 (2d6+12) or

Melee slam +13 (1d8+12)

Fighting Space 3x3; **Reach** 1 square

Base Atk +3; **Grp** +23

Atk Options Crush, Pin

Abilities Str 31, Dex 10, Con 25, Int 3, Wis 12, Cha 11

Feats Crush, Pin

Skills Survival +8

Desert beast – Schingas may reroll Survival checks made to resist extreme heat and keep the better result

Scent – Schingas ignore concealment and cover when making Perception checks to notice opponents within 10 squares, and they take no penalties from poor visibility when tracking

Pureblooded schinga shikou are gigantic, allowing trained Swokes Swokes to saddle and ride them.



Beatific Razor Glorious Assassin (CL 4)

(Miniature: Universe 58/60 Warmaster Tsavong Lah)

Medium Swokes Swokes scout 3/soldier 1

Force 1; **Dark Side** 3

Init +8; **Senses** Perception +7

Languages Basic, Swoken

Defenses Ref 16 (ff 15); Fort 16, Will 12; +1 natural armor

hp 45; **Threshold** ; limb regeneration; Shake It Off

Speed 6 squares; Hidden Movement; Running Attack

Melee unarmed +5 (1d4+4) or

Melee schinga electropole +5 (1d8+4) or

Ranged slugthrower rifle +4 (2d8+2) or

Ranged slugthrower rifle -1 (2d8+2) with

autofire

Base Atk +3; **Grp** +5

Atk Options autofire (rifle), Devastating Attack (rifles)

Special Actions Shake It Off

Abilities Str 15, Dex 12, Con 14, Int 12, Wis 10, Cha 8

Talents Devastating Attack (rifles), Hidden Movement, Improved Stealth

Feats Armor Proficiency (light), Exotic Weapon Proficiency (schinga electropole), Point Blank Shot, Running Attack, Shake It Off, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +9 (may reroll but must keep second result), Initiative +8, Perception +7, Ride +8, Stealth +8 (may reroll but must keep second result), Survival +9

Possessions schinga electropole, hip holster, slugthrower rifle, 2 extra clips, utility belt, field kit, electrobinoculars

The fanatic Beatific Razor assassins often attack mining compounds. Only the intervention of Republic and later Separatist forces has kept the Mining Machines from being sabotaged.

Appendix C: Other Eras

This section gives suggestions on adapting *Shroud Over Makem Te* for use during the Dark Times (several years after Episode III) or the Rebellion Era (several years before Episode IV to a few years after Episode VI).

Common to Both Eras

The Empire honors the agreement the Swokes Swokes had with the Confederacy, providing them with weapons to fight the Temple of the Beatific Razor. There is no *official* presence on Makem Te. However, the cloning lab was discovered, and the Imperials took over the lab for their own purposes. The alien personnel have been replaced.

Dark Times

During the Dark Times, clone troopers are the main antagonists. Caliph Shogra will still hire mercenaries to recover the Polis Massan and offer Swokes Swokes enforcers for assistance.

CHANGES

Scene 1: Shogra will have severed all ties to the Republic, but secretly despises the Empire.

Scene 2: The Imperials will try to erase presence of the lab, sending the clone assassins to clean up as in the original scenario. Toc Malo will mention clone troopers and a human Overseer replacing the Gossams and continuing the project. Nulls and Alphas become Gammas and Deltas, as more generation of clones were produced.

Scene 3: No changes needed.

Scene 4: The chameleon droids have been reprogrammed to serve the Empire.

Interlude: Cayyo will remember the Gossam and the Klatooinian assassin trainer.

Scene 5: The G-2RDs have been reprogrammed to serve the Empire. Replace the Gossam commandos with **Clone Troopers**. Replace the Repulsor Sleds with **Aratech 64-Y Swift 3 Repulsor Sleds** (name change only; modify stats for the Techno Union sleds for a clone pilot).

Scene 6: Replace Jurgos Tren with a **Clone Trooper Commander**, who has taken over training. There will be additional information on the various Shroud assassin generations, but only the last batch have current assignment coordinates.

Scene 7: Replace the Gossam Overseer with an **Imperial Officer** named Wayram Prax (*SECR* p. 280), but replace Vehicular Combat with Skill Training (Knowledge ([life sciences])). The IG-100 has been reprogrammed to serve the Empire.

Scene 8: Replace the Sloop with a *Theta*-class T-2C Personnel Transport.

Rebellion Era

During the Rebellion Era, stormtroopers are the main antagonists. Caliph Shogra will be a Rebel sympathizer, who has contacted a Rebel strike team to investigate whether a secret Imperial base is on Makem Te.

CHANGES

Scene 1: The heroes arrive on the planet incognito. Shogra will meet them secretly. Four **Elite Rebel Troopers** will help the heroes, but no more than two will accompany them at any time. You may assign any appropriate race to the Rebel Troopers.

Scene 2: The Imperials will try to erase presence of the lab, sending the clone assassins to clean up as in the original scenario. Toc Malo will mention stormtroopers and a human Overseer replacing the Gossams and continuing the project, but decades ago. The clones are produced in Kaminoan/Polis Massan cloning cylinders, which means clones take roughly 10 years to mature (as opposed to 1 in Spaarti cylinders). There are still two generations of clones, Null and Alpha.

Scene 3: No changes needed.

Scene 4: The chameleon droids have been reprogrammed to serve the Empire.

Interlude: Cayyo will remember the Gossam and the Klatooinian assassin trainer, but it's been a long time.

Scene 5: The G-2RDs have been reprogrammed to serve the Empire. Replace the Gossam commandos with **Scout Troopers**, and the Repulsor Sleds with **Aratech 64-Y Swift 3 Repulsor Sleds** (modify stats for the repulsor sleds for a scout trooper pilot). Room 1 is finished.

Scene 6: Replace Jurgos Tren with **three Heavy Stormtroopers**, who have taken over training. The information on the clones' whereabouts is crucial to Rebels, as the assassinations target suspected Rebel targets.

Scene 7: Replace the Gossam Overseer with an **Imperial Officer** named Wayram Prax (*SECR* p. 280), but replace Vehicular Combat with Skill Training (Knowledge ([life sciences])). The IG-100 has been reprogrammed to serve the Empire.

Scene 8: Replace the Sloop with a *Theta*-class T-2C Personnel Transport.