STAR WARS
THE ADVENTURES OF THE BLUE ZEPHYRS
OPERATION: JAIL BREAK

Even after the destruction of the Death Star above Yavin IV, the Rebel Alliance struggles to overthrow the tyranny of the evil Empire. But in the Sulath sector, the battle for freedom has suffered an unwelcome casualty. A Rebel agent responsible for providing the Alliance with critical information about the Imperial Navy's activities in the Sulath sector has been captured and taken to the forbidding prison located on the marsh world of D'rin, where the cruel Moff Tuvar hopes to learn as much as possible about the Alliance's own activities in that region.

As members of the Special Missions squad known as the Blue Zephyrs, you have been given the duty to rescue Garik Ryn from his Imperial captors before it is too late. While you've all seen plenty of action before, the reputation of the horrors committed at the D'rin prison are heavy in your minds. And if Garik becomes another victim of the Empire's merciless interrogators, there's no telling how bad things will get for the Rebellion in the Sulath sector…

Outline: The Imperials are currently holding a Rebel agent named Garik Ryn in captivity on a remote prison facility located on the marsh world D'rin. The prison is used primarily to contain those unfortunates that drew the wrath of Moff Tuvar, and to date no prisoners have escaped. Garik was caught trying to sneak into an Imperial Naval base in the Sulath sector to obtain information about fleet movements and activities in that region. A reliable information source says that the Imperials suspect Garik to be a Rebel, but do not yet know how deep his connection to Alliance is. Though given the grim reputation surrounding the D'rin Prison, Alliance command knows that it may only be a matter of time before Garik either cracks or dies, and the damage that could be done if he were to spill his secrets would be devastating to Alliance efforts in that region, costing a lot of people their freedom or their lives.

The Blue Zephyr team has been assigned to travel to D'rin aboard the *Scarlet Rake*. Intel gathered on the prison indicates their sensors only extend to 1 kilometer around the base, and are set to detect any fast-moving objects such as speeders or starships, so the ship will have to land outside the sensor range and then hike the remaining distance on foot to avoid detection. The terrain consists of swampy marshes, which will slow their progress and require approximately an hour. What intel the Alliance has on the compound reveals there are four TIE Fighters stationed at the prison in an attached hanger by that are ready to scramble the moment a large unidentified vessel is detected approaching from orbit, as well as a pair of anti-orbital weapons, just in case the party thinks they can just swoop in guns blazing.

The prison itself is actually an abandoned monastery that was retrofitted to serve Moff Tuvar's needs, but is routinely patrolled by speeder bike and foot patrols. The team will have to gain access to the prison and quickly locate Garik. The primary objective is to release Garik and escort him to safely off planet and back to base, as men with his level of skill are desperately needed. The two secondary objectives are to ensure that the Imperials retain no information that could be used against the Alliance by purging their computer system of any files deemed sensitive. If there are any other prisoners, they should be rescued as well, but only so long as they do not jeopardize either the primary or secondary objective. Once Garik is released, the team will have to break into the Warden's office to fulfill their secondary objective, but as they begin to leave, they are confronted by an Imperial Inquisitor and his stormtroopers. Once the Inquisitor and his allies have been defeated, they party will have to return to the *Scarlet Rake* at best possible speed and leave the planet, making all possible haste for the Rebel Base located on Althis III.

Encounter 1: Planetfall
(CL 2 Skill Challenge)
The heroes need to land their ship a safe distance from the prison. This is a pretty easy skill challenge, and if the GM wishes could be skipped entirely.

Complexity: 1 (5 successes before 3 failures)

Suggested Skills: The primary skills for this challenge are:
- Knowledge (galactic lore) [DC 19]: You know enough about Imperial patrol procedures to ensure the ship won't be found during a random patrol sweep.
- Pilot [DC 19]: You easily navigate the dense foliage and land on safe and solid ground.
- Stealth [DC 19]: You determine a good place to land the ship where it won't be easily visible from orbit.
- Use Computer [DC 14]: You've verified the radius of Imperial's sensor web, making it easier to avoid.

Challenge Effects: Extreme Success (heroes who exceed the DC of the check by 10 or more earn an extra success)

Success: The heroes land safely, and are just over 2 kilometers away from the Imperial prison camp.
Failure: It's a bumpy landing, with each hero taking 1d6 points of damage. Distance to the Imperial prison camp is 4km.

Upon completion of this skill challenge, the heroes will have landed, with their success or failure determining how long it will take them to travel overland, through D'rin's swamps, to reach the Imperial prison camp. It takes roughly one hour for each kilometer of distance the heroes have to travel overland.

Opponents
None

Encounter 2: Swamp Paths
(CL 5 Skill Challenge & CL 6 combat encounter)
The heroes must travel overland on foot, which is tough going due to all the rampant undergrowth and treacherous footing common to most swamps.

Complexity: 1 (5 successes before 3 failures)

Suggested Skills: The main skills for this challenge are:
- Acrobatics [DC 21]: Move swiftly and deftly across the swampy ground. Can only be used twice.
- Endurance [DC 21]: It's a tough slog, but you keep going. Can only be used twice.
- Knowledge (galactic lore) [DC 26]: You recall reading something about common things to avoid in a swamp.
- Knowledge (life sciences) [DC 21]: Use your knowledge of flora to better navigate around the swamp's dangers.
- Perception [DC 16]: You look ahead for trouble, providing the next hero a +2 bonus to their skill check.
- Stealth [DC 21]: You struggle to keep as quiet as possible to avoid drawing unwanted attention.
- Survival [DC 16]: You've trekked through worst places in the past. Can only be used twice.

Success: The heroes are not surprised when the giant swamp rats make their attack.
Failure: The heroes are surprised when the giant swamp rats attack, and the scout trooper shows up the following round.

Upon completion of the skill challenge, the heroes will be attacked by a pack of giant swamp rats, which are native predators of D'rin. They've been quietly stalking the party from a distance, and once the heroes enter a clearing they will spring their attack.

If the skill challenge was successfully completed, then the scout trooper will show up at the start of the third round of combat, having been drawn to the sound of weapons being fired. He will be immediately hostile and open fire on the party, as his standing orders are to blast any unidentified persons under the assumption they are either intruders or escapees.

Opponents
- Giant Swamp Rats equal to the number of heroes divided by three, rounded down.
- Scout Trooper on Speeder Bike

Encounter 3: Entering the Compound (CL 5)

About half an hour after fighting the giant swamp rats, the heroes will reach the edge of a clearing, inside of which the prison compound is clearly visible. From the outside, it looks like a fairly typical Imperial garrison post, with the exterior defenses consisting of stormtrooper patrols (3 men each) and security cameras. There are two main ways to enter the compound. The first is a giant hanger bay, which is the most well-defended and watched due to a large bay door and several security cameras, and any attack on this door will immediately raise the alarm and bring every patrol in the area rushing back to base to repel intruders. The cameras require a DC 25 Perception check to spot.

The second and more viable option is a side door used by the stormtroopers to exit or enter the compound for their patrol shifts. This door is guarded by a single experienced stormtrooper and a single security camera. There are also the stormtrooper foot patrols which pass by every two minutes, and a DC 15 Perception check reveals the sound of speeder bikes not too far off in the distance, suggesting there is at least one scout trooper on extended patrol.

How the heroes deal with the stormtrooper door guard determines how much resistance they will encounter when entering the compound. If the stormtrooper is able to take at least a swift action, he will immediately raise the alarm and inform the commanding officer of the intruders. The presence of the camera makes things tricky, but it does have blind spots as it only covers a 45-degree arc in front of the door, so it would be possible to slip around its field of view.

The heroes could also try the classic approach of stealing one or more suits of stormtrooper armor and using them as a disguise to gain entry to the compound, presumably with the other heroes having been taken as prisoners. Treat this as a Moderate deception, as most any damage done to the purloined armor will be brushed off as "battle damage" taken during the capture of the "prisoners."

A hero that is trained in Use Computer could attempt to slice the door lock, and is at DC 25 due to the high level of security at the compound. A hero trained in Mechanics and that has a security kit could attempt to "hotwire" the door and disable the locking mechanisms, and is at DC 25 as well, and the alarm will be raised immediately if the check is failed by 5 or more points. The stormtrooper guard doesn't have an access pass on them, as the patrols rely on passwords to inform the security operator that they need to enter the compound. The heroes could potentially ambush a stormtrooper patrol and make a Use Computer check to access the troopers' comm frequency, waiting for the next guard change to get the appropriate password.

Opponents

- Experienced Stormtrooper
- 2 Stormtrooper Patrols
- Scout Trooper on Speeder Bike

Once the heroes have gotten inside, they've got a limited window of opportunity to complete their objectives.

Encounter 4A: Rescue Agent Ryn (CL 5)

The heroes will need to locate where Garik Ryn is being held, which requires either a data terminal with a DC 15 Use Computer check to access the floor plan, or a DC 20 Knowledge (galactic lore) check to recall the general layout of an Imperial garrison. The heroes can either use stealth or just blast their way through to where Garik is being held, although the latter option will draw immediate attention and result in all patrols being recalled to deal with the intruders. If the heroes opt to use stealth, have them make Stealth checks as normal against DC 14 if the alarm hasn't been raised, or DC 19 if the alarm has been raised.

Once the heroes reach the detention area, they will have to deal with a junior officer and two stormtroopers before they can go about freeing the prisoners. The heroes will need a good story and a convincing disguise in order to avoid arousing the junior officer's suspicion; failure on the Deception check (DC 24) triggers combat. Unless the heroes can defeat the junior officer before his first action, the alarm will be raised (Garik is a high-priority prisoner after all), which will lead to reinforcements in the form of two stormtrooper patrol groups that show up at the start of the following round. An additional two stormtrooper patrols will show up four rounds later, having been roused from their bunks by the alarm.

It is a simple matter to open the cells from the junior officer's console once he has been defeated. Aside from Garik (who is badly beaten and has already used his second wind for the day), there is a Bothan male and a Twi'lek female, the latter of whom is terrified and shows signs of having suffered emotional and physical abuse. Garik will insist on not leaving the prisoners behind, although the Twi'lek will need to be persuaded to trust the heroes, and is treated as Unfriendly towards the heroes. If her attitude can be shifted to Friendly, she will generally follow the heroes' instructions; otherwise she remains in her cell, far too scared to leave. If the heroes attempt to use brute force to drag her out of her cell, the Twi'lek woman begins shrieking loudly and cursing in her native Ryl, and any hero that is carrying her will be treated as encumbered.

Opponents

- Imperial Junior Officer
- 2 Stormtroopers

Additional Opponents (if alarm is raised)

- 2 Stormtrooper Patrols (round after alarm is raised)
- 2 Stormtrooper Patrols (4 rounds after alarm is raised)

Encounter 4B: Destroy the Evidence (CL 7)

Agent Ryn tells the heroes that he was able to resist the Imperial interrogation techniques, but there's still a lot of sensitive data that could expose other Rebel agents in both this and several neighboring sectors. In line with their orders, the heroes should agree that this needs to be purged just the same as if Garik had cracked. Any data would be kept secure in the primary database, which is located inside Warden Smythe's office.

If the alarm has been raised, Warden Smythe will have sealed the blast doors to his office, making it very difficult to get inside, requiring a DC 30 Mechanics check to disable the locks. Any Use Computer checks are against a Will Defense of 13, but treat the system as hostile. The heroes can also scavenge explosives from the compound's armory, which is guarded by a pair of stormtroopers, and use those to blow their way into the office.

Once the heroes gain access to the office, they will have to defeat the Warden and his retinue. Smythe will alternate between verbal assaults using Castigate and shooting at the closest hero with his blaster pistol. The junior officer will activate Born Leader and then duck behind cover to shoot at the heroes. The elite stormtrooper will use Deadeye each round, targeting any Jedi first and then moving on to other combatants. The stormtroopers will pair up, with one using the Aid Another action to provide a bonus to hit for their partner.

If the heroes can dispatch the junior officer before the all of the stormtroopers are defeated, he will not have been able to lock the computer, allowing the heroes to treat the system as being Helpful, otherwise treat it as Unfriendly. This requires two separate Use Computer checks. The first is to identify and isolate any records pertaining to Rebel activity, and will take four rounds, while the second is to scour all traces of the records, and only takes two rounds. The computer's Will Defense is 13, modified by its attitude, and the process can be sped up, increasing the DC by 5 for every round the hero making the check wants to reduce the required time by.

If the heroes think to check the transmission logs, they will find that none of the Rebel data has been sent (which is good), but they will learn that an officer from Imperial Intelligence is en route to "question" Agent Ryn, and is due to arrive within minutes.

Opponents

- Warden Smythe
- Elite Stormtrooper
- Imperial Junior Officer
- 4 Stormtroopers

Encounter 4C: One Smoking Crater To Go (CL 3)

It is possible for the heroes to arrange for the compound's reactor to go critical and wipe out the base, which will have the added effect of causing the anti-aircraft turrets and the sensor field to go down, which will make their escape from the planet a little bit easier.

Once the heroes have the layout of the base, it will be a simple matter to find the key reactor control terminal. It will be far more difficult to rig it to self-detonate however. They have two options, the first being to initiate the self-destruct orders, and the second being to override and disable several safety measures to cause a power feedback loop.

To use the self-destruct protocols, the heroes will need to make Use Computer checks, with the computer having a Will Def of 13, and is Hostile towards any attempts to enter that command. If the heroes have Warden Smythe's code cylinder, the computer is instead Indifferent towards an attempt to enter the self-destruct command.

To bypass the safety measures and cause a power feedback loop, the heroes will need to make three separate DC 25 Mechanics check, and each one will need to succeed. Treat this as a micro skill challenge, with the heroes needing to gain three successes before accruing two failures. If the heroes fail, they trip the emergency back-up systems, putting the reactor into "safe operation" mode, thus preventing any further tampering. If they succeed, the reactor is set to explode in five minutes, which should be plenty of time to escape the compound, especially if they think to check the hanger bay for any airspeeders or speeder bikes that they could "borrow" from the Empire.

While the heroes are trying to sabotage the reactor, the first failed Mechanics check results in a stormtrooper patrol just happening to show up. The heroes shouldn't have too much problem in dealing with these interlopers, but active combat while trying to carefully set-up a reactor to blow provides an unfavorable circumstance penalty to their Mechanics checks.

Encounter 5: The Inquisitor Cometh (CL 11)

Just as the heroes are about to enter the hanger bay, the main entry door whisks open, revealing a contingent of Imperial stormtroopers lead by a man in distinctive red and black robes. A DC 15 Knowledge (galactic lore) check reveals the man's robes are those of an Imperial Inquisitor, members of a select branch of Imperial Intelligence that are tasked with hunting down any renegade Jedi as well as the interrogation of prisoners that prove resistant to the standard Imperial methods.

The Inquisitor immediately identifies himself as Inquisitor Verkale, and after a brief assessment of the heroes, orders his men to dispatch them immediately, not bothering to wait to see if the heroes will surrender or seek to parlay.

The stormtrooper officer will activate Born Leader on his first round of action, and then target the most capable looking hero each round, using his grenade if three or more heroes are clumped together. The stormtrooper squads will also target the closest hero. The Imperial adjutant will try to take advantage of any soft cover provided by the stormtroopers and taking pot shots at the closest hero.

Inquisitor Verkale will draw and ignite his lightsaber, and open combat by targeting a hero with Intimidator, focusing on the nearest Jedi, or any reasonably dangerous hero if there are no Jedi present. He will use his lightsaber if a hero closes to melee, but otherwise relies on his Force powers, and will use *Force grip* to lock down a hero that has proven to be a large threat to his group.

Opponents

- Inquisitor Verkale
- Imperial Adjutant
- Stormtrooper Officer
- 3 Stormtrooper squads

Once the Inquisitor and his retinue have been defeated, the heroes are free to flee the compound. Inside the hanger there's an Imperial shuttle (how the Inquisitor arrived) as well as four Imperial speeder bikes and an airspeeder that will hold a total of four passengers including the pilot. The heroes will encounter token resistance at this point, in the form of a stormtrooper patrol or a lone scout on a speeder bike, but they should have little trouble in dispatching such foes.

Encounter 6: Desperate Flight (CL 8)

Once the heroes make it back to their ship, they'll be eager to leave as soon as possible. If not, Garik (if still alive) will remark that an Imperial Inquisitor wouldn't show up in just a shuttle, meaning there's bound to be a larger Imperial vessel in orbit around the planet. Any hero that can make a DC 15 Knowledge (technology) or a DC 25 Knowledge (galactic lore) check will realize that the class of shuttle the Inquisitor used doesn't come equipped with a hyperdrive, lending further weight to Garik's suggestion.

It will take six rounds to power up the ship and get ready for take-off, although anxious heroes can try to speed up the process with a DC 25 Pilot check to cut the start-up time down to three rounds, but this moves the ship one step down the condition track and gives it a persistent condition until repairs to the ship's engines can be made.

Two rounds after the heroes take-off, the ship's sensor will inform them that they have four Imperial TIE fighters in hot pursuit, and a DC 15 Use Compute check by the sensor operator will reveal a Carrack-class light cruiser that is 10 squares away from their location.

The heroes will have to evade or destroy the TIE fighters while ensuring they also stay out of range of the cruiser's tractor beam and point-defense lasers. The heroes were provided with a series of "safe coordinates" they could use once they completed their mission, so it will only take five rounds to plot a course through hyperspace with a DC 10 Use Computer check (which can be done untrained due to the presence of the ship's nav-computer). This can be rushed to only one round, but this incurs a -10 penalty to the skill check, and if the check fails, the hero will suffer a -5 penalty to any further Use Computer checks to plot the hyperspace course as the encryption the Rebellion used on the data prevents them from easily accessing the required information. Heroes not directly involved in the ship's operation can either tend to the prisoners (all of whom need medical attention) or man the ship's weapons and try to blow the enemy fighters out of the sky.

Once the required number of rounds has elapsed and a successful Use Computer check is made, the heroes' ship makes the jump into hyperspace and they escape. Should the cruiser manage to engage their tractor beam, they will draw the heroes' ship close enough for them to engage in a boarding action, at which time they will be either killed or captured given how badly outnumbered they will be.

Successfully completing this adventure provides the heroes with 3200 experience points, plus the experience point values of any opponents that have been defeated.

List of Minis Used

The Heroes

Arri'chi'tura	Wookiee Soldier (20/60 Rebel Storm)
Koobis Standro	Rodian Black Sun Vigo (28/60 Universe)
Lt. Brea Kurn	Princess Leia of Cloud City (19/60 Force Unleashed)
Lysire Jace	Abby Chase, HeroClix Indy
Monab Kopek	Gungan Soldier (26/60 KOTOR)
Valin Heero	Vader's Apprentice, Redeemed (25/60 Force Unleashed)

NPCs

Inquistor Verkale	Emperor's Hand (16/40 Dark Times)
Warden Smythe	Admiral Ozzel (29/60 Force Unleashed)
Imperial Junior Officer (x2)	Imperial Officer (29/60 Rebel Storm)
Scout Trooper (x4)	Scout Trooper (19/40 Imperial Entanglements)
Scout Trooper on Bike	Scout Trooper on Speeder Bike (34/60 Rebel Storm)
Stormtroopers (12)	assorted
Stromtrooper Squads	3 stormtroopers, each on a GMSarli Games squad button
Stormtrooper Officer	Stormtrooper Officer (39/60 Rebel Storm)
Elite Stormtrooper	Elite Stormtrooper (24/60 Rebel Storm)
Imperial Adjutant	General Veers (26/60 Rebel Storm)
Swamp Rats (x3)	Vornskr (31/60 Universe)
Garik Ryn	Human Scoundrel (47/60 Champions of the Force)
Bothan Prisoner	Bothan Noble (11/60 Legacy of the Force)
Twi'lek Prisoner	Aya Vida (16/60 Bounty Hunters)

TO: LIEUTENANT BREA KURN, BLUE ZEPHYR SPECIAL OPS TEAM
FROM: GENERAL AIREN CRACKEN
SUBJECT: OPERATION JAIL BREAK
PRIORITY: ALPHA

You are hereby assigned to commence operations as detailed below. You and your team will travel directly to the planet D'rin (hyperspace coordinates are encoded in this document) and make all attempts to infiltrate the Imperial prison compound stationed on the planet.

Your objectives are as follows:

Primary Objective: Locate and liberate Agent Garik Ryn. He is a highly competent field agent and espionage expert, and his services are desperately needed by the Alliance. His safe return to base takes priority over all other mission objectives.

Secondary Objective 1: Ensure that any information the interrogators may have gotten out of Agent Ryn is purged from the prison data records. If any data has been communicated off-planet, note the transmission's destination for further review by Alliance Intelligence.

Secondary Objective 2: If there are any other prisoners besides Garik, and you judge them to not be a security threat, facilitate their rescue as well, but only so long this does not compromise your primary objective.

The information gathered shows the compound uses a layout similar to that of a standard Imperial garrison base, and has a sensor array with a 2 kilometer radius that is keyed to detect any fast-moving vehicles, and there are at least two anti-aircraft turrets. Your best option would be to land your ship outside the sensor radius and cover the remaining distance on foot. There is a small hanger within the compound, and there should be one or more landspeeders to assist in your escape once your objective has been achieved.

Remember that time is of the essence. The longer Garik Ryn sits in Imperial custody, the greater the chance the interrogators will finally break him.

Good luck Lieutenant, and may the Force be with you.