

STAR WARS®

ROLEPLAYING GAME

High Alert!

A Free *Star Wars*
Mini-Adventure For Any Era

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“High Alert!” is a *Star Wars Roleplaying Game* mini-adventure for four player characters of any level, and it is usable in any era. Really more of a subadventure meant to be played as part of a larger adventure, “High Alert!” explores what happens when something goes wrong with a covert mission. The heroes have to use their wits and cunning to escape an enemy-controlled starport without attracting attention. It forces the heroes to put away their blasters and lightsabers and rely on stealth and guile—giving some of the less combat-oriented characters a chance to shine.

The Gamemaster can use this subadventure to fill in the details of an otherwise undeveloped part of other adventures: the part where the enemy becomes aware of the heroes’ actions and reacts by trying to capture or kill them. The enemy can be Separatist droid troops (if the campaign is set in the Rise of the Empire era), Imperial stormtroopers (if the campaign is set in the Rebellion or New Republic era), or Yuuzhan Vong warriors (if the campaign is set in The New Jedi Order era).

If you plan to play a character in this adventure, don’t read any further. The information below is meant for the Gamemaster’s eyes only.

Adventure Synopsis

The heroes are at a starport when, for whatever reason, the local authorities decide to go on high alert. (Perhaps the heroes have created a sufficiently large disturbance that the authorities want to arrest them. Or maybe they’re just arresting all suspicious characters on general principle, and the heroes aren’t even involved—not yet, anyway.) The heroes have to draw as little attention to themselves as possible while they work their way back to their transport. If the heroes cause too much trouble, the authorities come after them in force—whether the heroes were the original targets of the search or not.

Hiding out until the alert is over isn’t an option, unfortunately. In addition to arresting suspicious persons on the street, the authorities are conducting a detailed search of the area—going from door to door and interrogating the locals.

As the heroes try to escape this ever-tightening cordon, they witness the brutality of their enemies, and the desperation of the common citizens torn between the desire to aid the heroes and their fear of retaliation should the heroes get away.

Getting the Characters Involved

Because this mini-adventure is designed to fit into nearly any overarching scenario, getting the heroes involved shouldn’t be a problem at all. Simply proceed to Scene 1: Out of the Frying Pan and get started.

You might have to alter some of the specifics to create a perfect fit for your primary adventure. If the heroes are aboard a space station when this mini-adventure starts, you probably want fewer civilians around. If it’s a battle station (or a Trade Federation war freighter, an Imperial Star Destroyer, or Yuuzhan Vong worldship), military personnel should be much more common.

The Authorities

If the primary adventure doesn't already include an appropriate opponent, use the following information to choose one. Page references refer to the *Star Wars Roleplaying Game* core rulebook.

Rise of the Empire Era

In the Rise of the Empire Era, the heroes' enemies are most likely the Trade Federation, or the Separatists led by Count Dooku. In either case, enemy troops consist of mostly battle droids, led by an officer droid, and sometimes supported by a destroyer droid. Stats for mid-level and high-level battle droids are found on page 340, and stats for low-level battle droids and destroyer droids appear on pages 373-374.

A typical battle droid squad consists of 1d6+4 low- or mid-level battle droids and 1 high-level battle droid officer. Use low-level battle droids if the average character level in the heroes' party is no higher than 3rd; use mid-level battle droids if the average character level is from 4th-6th level.

If the average character level is 7th level or higher, and the adventure occurs after the events of *Star Wars: Episode II Attack of the Clones*, then the squad consists of 5 mid-level battle droids and 1d4 super battle droids (page 373).

Alternately, if the heroes are working for the Trade Federation or the Separatists, their opponents could be Republic Guard (page 351) or clone troopers (pages 341-342). If the heroes' average character level is higher than 6th, and at least one of them is a Force-user, perhaps the enemy troops are aided by a Jedi Knight; use the mid- or even high-level Jedi investigator (page 349).

Rebellion/New Republic Era

The preeminent authority in these two eras is the Empire, so enemy troops consist of stormtroopers (pages 356-357). A typical patrol consists of 1d8+2 stormtroopers, and every group of ten is led by a military officer (pages 349-350).

Use low-level stormtroopers if the average character level in the heroes' party is no higher than 4th; use mid-level stormtroopers if the average character level is from 5th-8th; and use high-level stormtroopers if the average character level is 9th or higher. The military officer's level rises accordingly, as well.

If the group includes a Force-user, consider adding a dark Jedi guardian (pages 343-344) to the squad, as well. Use the mid-level version if the group's average level is 5th-8th and the high-level version if the group's average level is 9th or higher.

The New Jedi Order Era

In this era, the opponents are usually planetary authorities, cowed by the threat of extermination into cooperating with the Yuuzhan Vong. Depending on how far along the war with the Yuuzhan Vong has come, the composition of enemy forces changes.

If the Yuuzhan Vong are still some distance away from the system where the adventure takes place, the opponents consist of 2d4+4 local thugs (page 355), led by a mercenary (page 349) who is almost certainly working with the pro-Yuuzhan Vong Peace Brigade. If the average character level

in the heroes' group is from 1st-4th, the thugs and the mercenary are low-level; if the average character level is 5th-8th, the opponents are mid-level. If the average character level is 9th or higher, the opponents are high-level and are joined by a trio of mid-level Yuuzhan Vong warriors.

Assuming the Yuuzhan Vong are somewhat closer, the opponents are members of the Peace Brigade. If the average character level in the heroes' group is from 1st-6th, the group consists of 1d4 low-level mercenaries and 2d4 low-level thugs. If the average character level is from 7th-12th, the enemies consist of 1d4 mid-level mercenaries and 2d4 mid-level thugs, aided by a pair of mid-level Yuuzhan Vong warriors disguised with ooglith masquers (page 356). If the average character level is 13th or higher, the enemies consist of 2d4 mid-level mercenaries, 2d4 mid-level thugs, and 1d4+1 mid-level Yuuzhan Vong warriors wearing ooglith masquers.

Finally, if the system in question is under Yuuzhan Vong control, the enemies consist of Yuuzhan Vong warriors. If the average character level in the heroes' group is from 1st-4th level, the enemies include 1d4 low-level Yuuzhan Vong warriors who don't bother to hide their appearance. If the average character level is from 5th-8th level, there are 2d4 low-level Yuuzhan Vong warriors and 1d2 mid-level Yuuzhan Vong warriors. If the average character level is 9th level or higher, the opponents consist of 2d4 mid-level Yuuzhan Vong warriors, accompanied by a vicious Yuuzhan Vong beast of some kind. (If you don't have the stats for a voxyn from pages 137-138 of *The New Jedi Order Sourcebook*, use the acklay's stats, on page 337 of the *Star Wars Roleplaying Game*.)

Scene 1: Out of the Frying Pan

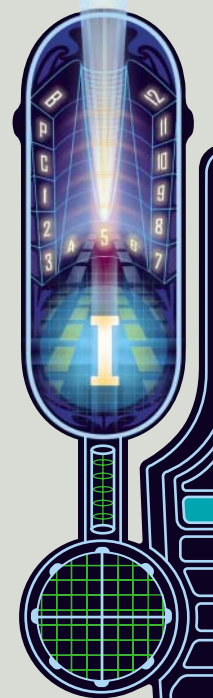
Just as the heroes begin returning to their transport (or rendezvous, as the case may be), they hear an announcement from the local authorities, broadcasting on public address systems throughout the area. The GM should tailor the exact text of the announcement to match the authorities appropriate to the era and scenario:

"Attention! Attention! This zone is now under a state of high alert. Enemy saboteurs have infiltrated the area and may be working to disable communications and other public utilities. Security troops are now conducting a search to locate and neutralize these individuals. Be prepared to present your identification. And report any suspicious individuals immediately."

Distantly, the heroes can hear the sound of sirens and marching feet, though they can't see any security troops just yet. Any common citizens around the heroes look around in confusion and concern. They glance furtively at the heroes, then hurry to get off the streets.

Getting Out of Sight

If the heroes also seek shelter in a building somewhere, hoping to hide until the alert is over, go to "Hiding Out" under Hostile Environment.



Scene 2: Identification, Please

After the public announcement, street traffic drops off considerably. There are still people on the street, but they are not behaving in a leisurely fashion. They keep their heads down, walk hurriedly, and cast sidelong glances at the heroes. The overall emotion (if the heroes are capable of using the Force skill Empathy) is fear.

If the heroes stop anyone and use Sense Motive, they can gather that no one wants to get involved. The locals might not be who the authorities are looking for, but nobody wants to be imprisoned or killed because of a case of mistaken identity.

The only places where there are a lot of people are at major intersections, where everyone is forced to show their identification to pass. And there are 1d4+1 of these between the heroes and their destination. At each, two members of the security patrol stand guard while the patrol leader checks identifications. Any remaining members of the patrol walk up and down the lines, looking for anyone behaving suspiciously (trying to hide weapons, for example). The heroes can pretty much stroll right through a check-point provided they have valid local identification. (Obviously, characters who are alien to the world are going to stand out.) If they don't have proper identification, they can attempt a Bluff check (opposed by the patrol leader's Sense Motive) or Diplomacy check to alter the leader's attitude from "unfriendly" to "indifferent" or better. If this fails, the patrol tries to arrest the hero and anyone who seems to be in his party. (A hero can try another opposed Bluff check to convince the patrol that he doesn't know a character that they're arresting.)

These patrols also keep a lookout for concealed weapons. The heroes can conceal any weapons they are carrying with a successful Hide check, opposed by the opponent's Spot check. The size category of the weapon relative to the size category of the character trying to conceal it determines the modifier to the Hide check:

Weapon Size	Modifier
Four or more sizes larger	-8
Three sizes larger	-4
Two sizes larger	-2
One size larger	+0
Same size	+2
One size smaller	+4
Two sizes smaller	+8
Three or more sizes smaller	+12

Again, if the troops detect that a hero is carrying a concealed weapon, they try to arrest that character and anyone apparently in his party.

Avoiding Checkpoints

After the heroes have initially spotted a checkpoint, they can try to find a way around it. Each of the heroes should make a Hide check, with the worst of the checks opposed by the Spot checks of 1d4 members of the patrol (those who can actually see the heroes). A success means the heroes have eluded the patrol at the checkpoint, but the GM should roll on the Random Encounter table (see Scene 3:

Hostile Environment) an additional time. A failure means that the patrol has spotted the heroes and calls for them to halt and present identification.

If a combat breaks out for any of the reasons given here, go to Scene 5: Into the Fire.

Scene 3: Hostile Environment

With the alert in full swing, the heroes have a few options. They can hurry through the streets and hope they're not caught by a random patrol; they can go to ground and hope the patrols don't start a door-to-door search; or they can shoot their way clear.

Random Encounters

Roll on the table below approximately every 15 minutes of game time, or whenever the heroes do something that draws attention to themselves (such as displaying weapons, attempting to steal a vehicle, or breaking into a building). If the heroes become involved in a combat, roll on this table every 10 minutes instead.

Random Encounter Table

d20 Roll	Encounter
1-5	<i>Patrol:</i> A security patrol passes by, and if the heroes haven't already spotted them and taken cover, the patrol orders them to halt and show their identifications. See Scene 2: Identification, Please for information on how the patrol treats the situation, and see The Authorities for the composition of a patrol.
6-10	<i>Suspicious Citizen:</i> The heroes encounter a citizen who stares at them suspiciously for a long moment, then hurries toward the nearest public communication terminal, intending to report the heroes to the authorities. The heroes can either try to stop the citizen somehow or try to get out of the area before anyone arrives. In the latter case, roll on this table again to see if a patrol intercepts them.
11-15	<i>Citizen:</i> The heroes encounter a citizen who stares at them for a moment, then hurries toward the nearest public communication terminal. The citizen isn't planning to report them, though; he's contacting his family to tell them that he's going to stay with friends until the alert is over.
16-20	No encounter.

Hiding Out

One of the greatest dangers of a security dragnet is that the targets of the search never quite know whom they can trust. If the heroes try to hide in a building, roll on the table below to determine the reception they get.

Shelter Table

d20 Roll	Shelter Result
1-4	<i>"Quick! In Here!":</i> As the heroes are looking for a place to hide, a citizen comes out of a building and urges them to hide in his attic (or basement, or what-have-you). Unfortunately, he's planning to turn the "saboteurs" over to the authorities, and when a patrol comes by, he informs the patrol where the heroes are hiding.
5-12	<i>"Trust Me":</i> As the heroes are looking for a place to hide, a citizen comes out of a building and urges them to hide in his attic (or basement, or whatever). He's completely trustworthy, but when a patrol arrives, he fails miserably at lying to them, and the patrol realizes he's hiding the heroes.

- 13-17 *"You Can Stay Here . . . For Now":* A citizen comes out of a building and urges the heroes to stay with him—but only until the next patrol passes. "I'm sorry, but I'm taking a terrible risk as it is. Good luck."
- 18-20 *Safe Haven:* The heroes locate a safe place to hide—but after 2d4 x 10 minutes, a patrol comes by making a door-to-door search. The heroes should make Move Silently checks, with the worst result opposed by the Listen checks of the patrol. If the patrol wins, they attempt to break down the door. If the heroes succeed, another patrol comes by every 2d4 x 20 minutes until the heroes are detected or 12 hours have passed.

Shooting It Out

The heroes *can* fight their way back to their ship (or rendezvous), but it's not the best plan. Every time the heroes begin a firefight, roll on the Random Encounter table, in addition to rolling on the table every 10 minutes.

Scene 4: Positive ID

As the heroes get within sight of their destination, they encounter another checkpoint (as described under Scene 2: Identification, Please)—but this one is set up across the only entrance to their destination. The heroes can shoot their way through or devise some other means of entry, but if they try to go through the line of people showing their identification, they hit another little snag.

The heroes are standing in line when a passing 3PO series protocol droid, jostled by the crowd, stumbles into one of the heroes. "I'm terribly sorry," says the droid. Then he says, "Oh! Oh, my!" The droid might have spotted a hero's concealed weapon, or perhaps he's seen their images somewhere, or maybe he's just prone to hysteria. Unless the heroes move quickly to silence the droid, he announces rather loudly: "You're one of the saboteurs!"

The patrol is now alerted to the heroes' presence, and a combat begins. Go to Scene 5: Into the Fire.

Scene 5: Into the Fire

When things get out of control, the heroes are in for a fight—and possibly a running fight, if they're still a long way from their destination. Even if they get through a combat without suffering significant injuries, they're still at risk because the authorities coordinating the dragnet are now aware of roughly where the heroes are. The GM should now roll encounters every 10 minutes, as opposed

to every 15 minutes, as explained in Scene 3: Hostile Environment.

The tactics of the authorities depend on exactly who they are. Trade Federation or Separatist forces initially try to apprehend the heroes—perhaps using stun settings on their blasters—but after the heroes have dispatched two patrols, the droids (and anyone working with them) resort to lethal force.

Imperial stormtroopers, on the other hand, default to lethal force. The GM can make an exception if one of the heroes in the campaign is considered "important" by the Empire (such as an important senator, or perhaps a young Jedi).

The Yuuzhan Vong likewise use lethal force, taking prisoners only if someone surrenders or is rendered unconscious. Woe to anyone captured by the alien invaders, though; the Yuuzhan Vong ritually sacrifice or brutally enslave everyone they get their hands on.

Wrapping Up

If the heroes manage to get to their ship (or rendezvous), they're essentially safe, though you could rule that any enemy ships in the area launch fighters, trying to intercept them. Otherwise, they're in the clear.

When you award experience for the primary adventure, don't forget to calculate in the encounters they faced during this subadventure.

About the Author

JD Wiker is an Indianapolis native who has been professionally designing games since 1995. He started by designing material for the *Ars Magica* roleplaying game and *Vampire: Dark Ages*. He joined the roleplaying game team at Wizards of the Coast in 1998 to write for the fledgling ALTERNITY line, including the DARK*MATTER campaign setting. In late 1999, JD began work on Wizards *Star Wars Roleplaying Game*, and he became the primary *Star Wars* RPG designer until he left the company in 2002. A few short weeks later, JD began making plans with Rich Redman, Stan!, and Marc Schmalz to create The Game Mechanics, a game design studio creating d20 products compatible with the DUNGEONS & DRAGONS and d20 MODERN roleplaying games. Check out their site on the web at www.thegamemechanics.com.

