

STAR WARS

BEGUN, THE CLONE WARS HAVE!



Adventure Module

**STAR
WARS**
ROLEPLAYING GAME

BEGUN, THE CLONE WARS HAVE!

The PCs are on the waterworld Kamino overseeing the training of new clone troopers when catastrophe strikes the complex. They must restore operations quickly before the war effort is impacted, but who—or what—is behind the damage?

The adventure begins as a visiting delegation including the newly arrived PCs are observing (and perhaps also participating) in a training session for clone troopers in a huge Kaminoan terrain-simulation chamber. Malfunctions halt the session and the PCs take the lead in rescuing visitors, staff, and clones from the threatening climate conditions in the facility. Things get even worse as they discover this was deliberate sabotage. Finally, the PCs must stop a Separatist agent and his droid minions from destroying the base and turning this into a terrible setback for the Republic war effort.

GM Note: This adventure is adapted from the supplement **RISE OF THE SEPARATISTS** and the modular encounter **Massive Malfunction**. It takes place in the early stages of the Clone Wars. It is very “open,” in that players will have lots of options for their characters when dealing with the events and threats in each act.

This adventure includes the following parts:

- **Act I: Arrival at Kamino (20 Minutes):** The PCs are introduced to their Kaminoan hosts to observe a clone trooper training exercise. This also allows players to introduce their characters to each other and decide how they want their characters to participate or observe the action.
- **Act II: A Typical Training Session (20 Minutes):** The session gets underway, with clone trainees (and possibly PCs, especially Jedi and Clone Trooper characters) inside a massive simulation chamber fighting against B1 training droids and turret emplacement droids. It’s all going very smoothly, until...
- **Act III: Disaster Strikes! (60 Minutes):** The simulation chamber sustains a large malfunction, causing the floor plates to reconfigure randomly and fluctuate wildly, and sending snow and freezing water everywhere. To add to the problem, some of the training droids didn’t shut down and are still shooting!
- **Act IV: Cascading Problems (40 Minutes):** Things get even worse as a massive avalanche threatens characters in the chamber as well as those in the control center.
- **Act V: Final Falls (40 Minutes):** Just when the PCs feel they have a handle on the situation, the mastermind of the calamities emerges to attack the PCs. Unless he’s stopped, there are sure to be further “disasters” at other Republic facilities.

TOTAL PLAYTIME: 3 HOURS

FEELING OUT THE TABLE

As a GM it’s important to keep in mind who is at the table. If there are a lot of new players, make sure to adjust checks to reflect their experience level and what would be the most fun, as well as offering lots of help and suggestions for their character’s actions. You should feel empowered to make other adjustments to the adventure as appropriate for the group and the allotted time for the session.

THE SETTING: TIPOCA CITY MILITARY COMPLEX

The clone military education complex at Tipoca City on the planet Kamino is the center of clone combat training and development. It is filled with thousands of barracks, classrooms, physical training rooms, vehicle simulators, and living facilities. Chambers many square kilometers in size with repulsorlift-supported variable floors create realistic terrain and can be combined with sophisticated weather simulators to recreate almost any environment the clones might ever expect to fight in. Training ranges from basic tactics to advanced maneuvers and Jedi support techniques. Tens of thousands of clones at a time spend most of their lives training in this complex or one like it at another clone-producing Kaminoan city.

THE OPENING CRAWL:

Read the following aloud to the players once they have picked characters and are ready to begin play:

Begun the Clone Wars Have! Battles rage across the galaxy as the droid army of the SEPARATIST forces clash with clone troopers and Jedi Knights of the GALACTIC REPUBLIC. Fielding additional clone troopers is of paramount importance to continue the war effort, and training for these soldiers is essential.

A delegation including Senate representatives, Jedi, and veteran clone troopers has been sent to observe and evaluate an important training facility that features advanced terrain simulation engineering. Their mission could turn out to be much more than expected, though....

ACT I: ARRIVAL AT KAMINO

(20 MINUTES)

Spend time as needed (about 10 minutes or so) helping players get settled and review their character sheets. Each of the sheets has backstory for their characters, so ensure everyone has read those as well as their character motivations. Everyone should introduce their characters (and themselves) to each other, and ensure their character standups are easily visible to all the other players.

Read the following aloud when the players are ready to start the adventure:

Your arrive at the new training facility along with six officials who have also been sent to observe and evaluate the exercise. You're greeted by a tall Kaminoan: Kama Te, the training administrator. He's very proud of the huge simulation chamber, which can simulate almost any terrain and climate for heightened realism in clone trooper combat exercises. Several visiting Republic traders, clearly very impressed, leave just as you arrive.

Te escorts you to the control center, a thin structure on tall legs in the center of the chamber. At the top is the control room, which offers a 360-degree field of view of the chamber to the Kaminoan technicians who operate the terrain and climate controls. An energy shield surrounds the center to protect it from both dangerous climate and even more dangerous stray blaster bolts.

THE SIMULATION CHAMBER

The simulation chamber is a large rectangular room (several hundreds of meters long and half that wide roughly) filled with slabs of flooring that slope and rise like natural terrain. There are raised obstructions for cover, along with the turret emplacements. Holographic projectors along the walls make it appear that the terrain stretches out forever.

The chamber is set to simulate a melting glacier and snowbound battle. Streams of meltwater flow into a fast-running river that winds snakelike across the chamber (it's mostly at medium range or farther of the control center). Everything else is covered in ice and snow. Wind and snow generators run at near full blast, simulating blizzard conditions. Hundreds of clones have taken defensive positions along one side of the river, preparing for an attack.

ROLEPLAYING THE KAMIINOANS

When roleplaying any of the Kaminoans in this adventure, strive to keep your voice calm and level at all times, no matter how bad things are getting or how much destruction the facility is undergoing. They are very proud of their facility (despite the current situation) and in the clone trooper program overall, and rightfully so—these are both incredible feats of biological and technological engineering.

FACILITY PERSONNEL AND VISITING OFFICIALS

The following profiles represent the Kaminoan personnel who operate and oversee the training exercise, as well as the delegation of Republic officials who are also observing the operation.

KAMA TE, KAMIINOAN TRAINING ADMINISTRATOR [NEMESIS]

Administrator Te is understandably proud of his facility and is eager to show it off to visitors.



Skills: Knowledge (Education) 4 (●●●●◆), Medicine 1 (●◆◆).

Talents: Researcher 2 (remove ■■ from Knowledge checks).

Abilities: Expressionless (Kaminoans add ■ to all Charm checks they make. Other characters add ■ to all Social skill checks they make when targeting Kaminoans).

Equipment: Encrypted datapads, commlink.



KAMINOAN TECHS [MINION]

These Kaminoans operate the complicated terrain and climate simulation systems for the chamber.

There are two minion groups of these techs, with 3 techs in each group.

1	2	3	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 1		W. THRESHOLD 4		M/R DEFENSE 0 0	

Skills (group only): Computers (🟡🟡🟢), Knowledge (Education) (🟡🟡🟢), Knowledge (Warfare) (🟡🟡🟢).

Talents: Researcher 1 remove ■ from Knowledge checks.

Abilities: Expressionless (Kaminoans add ■ to all Charm checks they make. Other characters add ■ to all Social skill checks they make when targeting Kaminoans).

Equipment: Assorted datapads.

VISITING OFFICIALS [MINION]

This group is a variety of species who are representing various government agencies to view/evaluate/critique the cloning program and this training exercise. They are mostly not impressed at first, though once the climate and terrain simulations begin they are more interested and appreciative. How well the PCs do in dealing with the various events that will occur will have a major impact on how the officials view the war effort (and its costs).

There are two minion groups made up of three officials each.

2	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 2		W. THRESHOLD 3		M/R DEFENSE 0 0	

Skills (group only): Discipline (🟡🟡).

Talents: None

Abilities: Not Sociable (officials add ■ to Social skill checks that target them. ♀ on such checks can be spent to inflict 3 strain on the character who made the check).

Equipment: None.

POSSIBLE PC ACTIVITIES DURING THE EXERCISE:

The following are some possibilities for what the PCs might do during the exercise, but give the PCs flexibility should they think of something else. If any of them ask for a coat or similar gear (as this is a winter climate simulation), they are offered one from a closet in the control room.

- **Evaluate the Exercise's Realism:** These PCs will operate on their own, roaming inside the chamber to see how well the facility simulates terrain and climate. They aren't directly fighting, but could become targets in Act 3 when droid programming becomes faulty. Any of the PCs could do this.

- **Lead Clone Troopers:** PCs attach themselves to clone trooper minion groups to lead them during the exercise. This could be attractive to Jedi and Clone Trooper PCs, but any PCs with high Leadership may be interested.

- **Personal Training:** Some PCs might be looking for some refresher action or personal training. Jedi and Clone Trooper PCs might find this appealing.

- **Observe from Control Room:** No need to get wet in the snow when you can observe it a from the control room for these PCs. Non-combat oriented PCs could be interested, but any of the PCs could choose this task.

- **Examining the Simulation Technology:** Those PCs interested in how it all works can talk with the techs who are operating the exercise. The techs are ready to use new combat programming implanted in the training droids that gives them a higher degree of autonomy, which means the techs have less direct control over their actions. This could be attractive for PCs with high Mechanics, Computers, or even Deception skill ranks.

- **Socializing with the Other Visitors or Administrator Te:** This could cover a wide variety of topics, from attempts to get the other officials to more strongly back the war effort, find out more about the cloning program, or other topics. PCs who do this add □ to social skill checks they make that target these characters (such as issuing orders to them later in the adventure). Socially oriented PCs might be interested in doing this, but it could also appeal to PCs with ranks in Knowledge (Education) or Knowledge (Warfare).

NOTES ON RUNNING THIS ACT

This act should feel a bit formal, with the Kaminoans eager to show off their latest clones and clone training facilities to their guests. The visiting officials could be a bit bored by it all, slightly in awe of the Jedi, or antagonistic toward a rival Senator.

The main focus for the PCs in this act should be each determining what they want to do during the training session. Make notes of who is doing what so that you can appropriately focus on their locations once the simulation starts.

Once they have all decided, it's time to move on to Act II.

ACT II: A TYPICAL TRAINING SESSION (20 MINUTES)

With the simulation ready to being, allow the PCs to set themselves up as desired. Some may be in the chamber with clone squads or on their own, some may be in the control room. Read the following aloud to set the stage:

You see several groups of clone troopers enter the chamber, ready for their first combat training exercise. At the other side of the chamber droid units appear from sliding walls, and turret emplacements rise from the floor. A speeder truck crew carries off some gear before landing in a garage under the control center. The visiting officials watch it all with a mixture of curiosity and careful examination.

Administrator Te signals to the technicians, who activate the climate and terrain simulation systems. Snow begins to blow into the chamber as the flooring shifts into naturalistic levels. Soon the chamber is an arctic wasteland filled with blowing snow. The clones shift a bit at the drop in temperature, but the droids remain motionless.

Te turns to you and says, "All is in readiness."

When the act starts, the PCs should be in one of several relevant areas. They may be observing training in action from the control center, which has a view of much of the chamber and is protected from the action by a hangar bay-sized energy shield. The PCs could alternatively be in the chamber, either observing the simulation or participating in the battle exercise.

You can use the following space to log who is where and what they are doing:

- **Tas Gallin:**
- **Zinn Kudri:**
- **Hallan Krintu:**

- **Yigan Lam:**
- **CT-4547 "Hawk":**
- **CC-2357 "Red":**

FORCE DEPLOYMENT

The clones at the far left of the chamber, and the droid forces are at right; any PCs in the chamber are near the clones to start.

The clones and four droid minion groups start at long range of each other; two droid groups are at medium range of the clone forces. Six of the turrets are also at long range of the clones but two are at medium range closer to the middle of the chamber.

There are enough snow drifts such that anyone who wishes to take cover can do so in any location.

TRAINING FORCES

The following are profiles for the clone troopers and the droid enemies that they and the PCs will face in the simulation combat.

TRAINEE CLONE TROOPER [MINION]

These are fresh clones, early in their training program. This is their first "combat" exercise.

There are four minion groups and each is made up of 3 troopers.



Skills (group only): Athletics (⬢ ⬢ ⬢), Brawl (⬢ ⬢ ⬢), Discipline (⬢ ⬢ ⬢), Ranged (Heavy) (⬢ ⬢ ⬢), Vigilance (⬢ ⬢ ⬢).

Talents: None.



Abilities: Clone Inhibitor Chip (so long as the proper chain of command is observed, upgrade the ability of Leadership checks targeting a clone trooper once).

Equipment: DC-15 blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Pierce 1, Stun setting), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6; Limited Ammo 1), Phase I clone trooper armor (+2 soak), utility belt, extra reload.

B1 TRAINING DROID [MINION]

Based on captured B1 battle droids, this model is used for training simulations with weapons designed to deliver painful shocks.

There are six minion groups and each is made up of 3 droids.



Skills (group only): Ranged (Heavy) (🟡🟡).

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Training rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun Damage).

TURRET EMPLACEMENT DROID [RIVAL]

These tall, cylindrical structures are scattered across the droid deployment areas, and act as long range fire support for that army in exercises. They are relocated for each session so that their location is always different.

There are eight turrets in this exercise, but this should be adjusted up or down based on the experience levels of the players.



Skills: Ranged (Heavy) 2 (🟡🟡🟡), Vigilance 1 (🟡).

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Immobile (cannot perform move maneuvers).

Equipment: Heavy training blast-cannon (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Blast 6, Stun Damage).

BATTLING BLIZZARDS

The simulation is designed to replicate a harsh, wintery environment: blowing piles of ice and thick snow pretty much everywhere. The snow-filled winds add ☐☐ to ranged attacks and add ■■ to Stealth checks.

The snow and ice across the area makes this difficult terrain: characters must spend twice as many maneuvers to move the same distance they would in normal terrain.

LET THE SIMULATION BEGIN!

Read the following aloud to start the exercise:

With both forces and additional participants deemed ready, Administrator Te signals to one of the control room techs. Several buttons are pushed and you can see winds pick up and snow blowing across the simulated terrain. The droids stand a bit taller, and with an echoing "Roger, Roger" they start marching towards the clone troopers. Laser blasts erupt from the turret emplacements. The exercise is now underway!

ROLLING FOR INITIATIVE

The characters on all sides use **Cool** when rolling for their Initiative as they are all ready for action. Clone troopers and both types of droids roll 🎲 to determine their Initiative slot.

THINGS THE PCS COULD BE DOING:

The PCs are likely doing just what they said they would be doing during the exercise. They may be leading clones, fighting on their own, simply observing things from in the control center or on the ground, or socializing with the Kaminoans or visitors. If anyone wants to change their PC's focus, that's certainly fine.

OPTIONAL ADDITION: SQUAD FORMATIONS AND ORDERS

If the players are veterans to *Star Wars* Roleplaying, if desired you can add the following optional rules included in **RISE OF THE SEPARATISTS**: Squad Formations.

Squads are large groups that a character creates by making an **Easy** (🎲) **Leadership check** as a maneuver (no check is needed if a PC wants to do this before combat starts). If successful, the character can lead up to ten allied minions already within short range.

Keep in mind that a PC doesn't have to be a soldier to use these rules—a Senator or Jedi can take command just like a Clone Officer.

These minions are now members of the character's squad and no longer receive a turn in combat, and therefore cannot take independent actions or perform maneuvers or incidentals, and do not generate initiative slots (any initiative slots they previously generated remain available for their side). They are otherwise treated as a minion group for all purposes. A squad's silhouette is 1 higher than that of its largest member. A character can lead only one squad at a time.

Minions remain in their squad until it disbands, at which point the minions return to their original groups. Its leader can choose to disband a squad as an incidental. This can also happen for a number of narrative reasons, as determined by the GM.

While they are within short range of their squad, a leader may redirect any successful attack targeting them to their squad. This may represent troops actually leaping in front of blaster fire, or simply the chaos of battle.

SQUAD FORMATIONS

A leader can order their squad into a formation by making an **Average** (◆◆) **Leadership check** as a maneuver. If the targeted minions (like clone trainees!) possess Discipline as a group skill, add to the check.

The following are some of the formations a squad can be ordered to enter:


DUG IN

The squad assumes a defensive posture to increase its ability to weather heavy fire.

Effect: Add to any attack targeting the squad or its leader.

SKIRMISH

The squad overlaps fire arcs to scan for enemies.

Effect: Add to any Vigilance checks and Perception checks the squad leader makes. Enemies must spend one additional  to activate the Auto-fire or Blast weapon qualities when making attacks targeting this squad or its leader.

SUPPORT FIRE

The squad lays down fire to support the leader's attacks.

Effect: Add to attacks made by the squad's leader.

COMM SILENCE

The squad deactivates its comlinks to move into position undetected.

Effect: Add to all Stealth checks the leader makes. This formation ends immediately if the character or a squad member uses a comlink or similar device.

SEARCH PARTY

When running enemies to ground or locating units lost in the field, squads work efficiently and cover more ground through the use of search patterns, grids, and divided areas of responsibility.

This formation may not very useful now but it can be very effective in later acts, so be sure to mention it again should PCs ask about their options once they need to do search and rescue operations.

Effect: Add to any Survival checks to track a target and to all Perception checks.

NOTES ON RUNNING THIS ACT

This should run pretty fast, as this combat isn't a main focus for the adventure. You don't have to go into structured time if everyone is a veteran player, but if there are new players this is a good opportunity to display how it works. The goal is to get the action rolling and let the PCs get in some combat and social-izing activity. Run the action for two or three rounds (adjust if the players are having fun here or not), but don't let it go on for too long.

TRAINING GETS REAL

Things should be going well for the PCs. Don't let them eliminate all of the enemy forces, however, as some will be needed for the next act. If needed, have some fresh droids appear just before ending the simulated combat as per below.

Things should feel like they are reaching a crescendo when suddenly things get out of control. Read or paraphrase the following aloud to the players:

Both sides are ready to launch their main attacks when a deafening boom echoes through the battle simulation chamber! The river and the banks around it suddenly drop thirty meters, sending clones along the riverbanks into the freezing-cold water. Some of the massive floor plates shear apart as in a thunderous ground-quake, causing the fast-running water to drain into the maintenance zone under the simulation chamber, taking unfortunate clones along for the ride.

ACT III: DISASTER STRIKES!

(60 MINUTES)

The PCs in the control center see the disaster unfolding through the barrier and see the training staff scrambling as alarms sound and warning lights fill every control panel. The tactical holographic projectors fail and bare metal appears along the walls. Administrator Te and the technicians are stunned and if asked, vehemently state this wasn't part of the planned exercise.

All of the clones stop firing, as do the droids. All the PCs hear are the sounds of roaring water, shouting clones who are dragged along by the rushing waves, and tearing metal.

WHAT'S THE DAMAGE?

The PCs probably want to find out the immediate situation. You can use the following as responses should they ask Administrator Te or the techs for a status report or if they want to know what their characters can observe. Overall, the situation should reflect a high degree of chaos, but something that seems manageable should they act quickly.

- **Comms:** Any comm lines connected to links outside this facility shut off abruptly. Any attempts to call for outside help get only static (including personal comms).
- **Control Room:** The control room is shaken but seems still functional. Debris falls from the ceiling all over the instrumentation. The protective energy shield around this area seems to still be working.
- **Clone Troops:** Many of them have been pulled underground by the rushing and frigid waters. Others have been violently thrown into the air and landed badly on bare metal. Many are simply standing and waiting for direction, not sure what to do.
- **The Droid Forces:** Those bipedal droids that weren't also swept away by the waters have all gone silent and still, as have the turret droids. (That won't last for long, though.)
- **Simulation Chamber:** This is the big problem area. What was a realistic snowfield is now filled with huge slabs of metal jutting out of the floor. The climate simulation is still running but erratically; for example, snow flurries could halt only to erupt into violence as best keeps the tension up. Power is also intermittent as well, with lights flickering on an off and open energy lines spitting fire. Gravity might also be unpredictable if desired.

INITIAL RESPONSES

If any PCs (and clones they are leading) are inside the simulation chamber, they must save themselves from tumbling into the water by making a **Hard (◆◆◆) Coordination check**. If they fall in, they take 2 strain and are swept toward the maintenance zone far below the chamber. If they end up in the maintenance zone, they (and clones) must make a **Hard (◆◆◆) Athletics check** to climb out. A successful check gets a PC midway up, and a second successful check gets them onto the surface.

Let everyone have a turn to do something immediately. Then...

NO REST FOR THE PCS

Blaster fire suddenly erupts as all of the droid forces suddenly resume attacking. The B1 droids advance across the irregular terrain while the turrets fire, and both are targeting "observers" now—any PC on the ground is a possible target.

Allow the PCs to realize this without any shots hitting, then ask them what they want to do. This shouldn't be a big battle but more serve to keep the PCs on edge and reinforce that this exercise isn't under control anymore. If you're using the formation rules, remind the players that can also have their characters issue squad formation orders.

You probably can run this in narrative mode, but if desired you can have the players roll for Initiative. They use **Vigilance** unless anyone said their PC was deliberately watching the droids and was maintaining a combat readiness. The droids roll ◆ to determine their Initiative slot.

- **Shut down the simulation:** The techs can be ordered to do so; most of the droids do shut down but one B1 group and one turret don't respond and keep attacking. The techs report that the code receivers on those droids may have been damaged and the control room transmitter probably needs adjusting to bypass the damage (they don't know exactly how to do this themselves, though). A PC can perform this by making a **Hard (◆◆◆) Mechanics check** but it will take some time to clear debris and gain access to control panel innards (a PC who was talking with the techs earlier about the simulation systems may add to their check). A PC can make a **Hard (◆◆◆) Athletics check** to immediately clear the way. A successful check allows the transmitter to shut down the remaining droid forces.

- **Attack the droids:** PCs on the ground can fight back with blasters and lightsabers, probably just as they were earlier.
- **Command the Clones:** The trainees are looking for direction to get going and otherwise are unsure of what to do. A PC can make an **Average (◆◆◆) Leadership check** to allow a clone trooper unit within short range to join the fight against the droids. Roll ◆ to determine the unit's Initiative slot.
- **Direct the Action:** PCs in the control room have a better view of the entire chamber, and can offer advice on tactics. This adds □ to combat checks other PCs make.
- **Try to deactivate a turret:** A PC at engaged range of a turret can make an **Hard (◆◆◆) Computers or Skulduggery check** to deactivate it. ⚡ can be spent from an unsuccessful check to upgrade the difficulty of the turret's next Ranged combat check once.

The PCs should be able to eliminate these pretty fast, either through violence or by adjusting the shutdown transmitter. You can keep the same Initiative order as used in the last act, or determine a fresh order if desired. If things are dragging on for more than 2 rounds, though, let the PCs' combat actions in the next round take them out. Some clones can aid PCs as well (troops slowly emerging from snow banks that they had been buried under).

AREAS THAT NEED PC ATTENTION!

With the fighting over, the PCs can now respond to the disaster. Here's some of the activities that desperately need their attention:

- **Search and Rescue:** The clones who were swept underground are in need of assistance! PCs should organize search and rescue parties; as no combat is expected any PC can lead or join efforts here. A PC must make a **Hard (◆◆◆) Perception check** to locate lost clones. Some are trapped under floor plates, and a PC needs to make a **Hard (◆◆◆) Athletics check** to get them free. Clones will need aid to get back to the surface; an **Average (◆◆◆) Survival or Mechanics check** can rig a sled to help. Squad formation orders can be very useful here.
- **Restore Power:** Lights are flickering in the control room and the chamber, and getting power under control is essential to restoring order. There can also be ruptured fuel lines blazing fire in some areas and arcs of electricity dancing in some areas of the control room. PCs will need to make a **Average (◆◆) Survival check** to put out a fire (using snow or water and a **Average (◆◆) Mechanics check** to seal a fuel line or ground an

IT'S GETTING UNPLEASANT IN HERE

The PCs are likely unprepared to be in an arctic-like environment for prolonged durations, so exposure will become an immediate problem. Characters without adequately insulated gear must make an **Easy (◆) Resilience check** or suffer 3 strain. Characters should repeat the check for every five minutes they remain in the blizzard conditions, increasing the difficulty by one step each time. The GM may spend ⚡⚡⚡ or ⚡ on a check to inflict 2 wounds or even a **Critical Injury** on a character as they succumb to frostbite.

open electrical line. Once four of either are fixed, power becomes stable.

- **First Aid for the Wounded:** Clones and civilians could be injured from the training combat, the shifting terrain, the fall into the lower levels, machinery falling on them, or impacts from the rushing water. These require **Average (◆◆) Medicine checks** to heal their wounds. If the PCs cumulatively heal six wounds and six strain, they can each add □ to the first check they make in the following act.
- **Restore Comms:** Communication lines to the rest of complex are out. A PC can make a **Hard (◆◆◆) Computers check** to attempt a fix this, but the damage is also on the other side of the lines and reception is all that is possible. A successful check gets the lines open enough that a character can learn there are similar occurrences in other facilities. ⚡ on the check can be spent to allow a PC to also get transmission open long enough for a single message before it fails. Knowing more about the overall state of affairs allows a PC to add □ to their next Social skill check targeting civilians.
- **Leave the Training Facility:** PCs can try to exit the facility, possibly also clearing debris from exits so that can move injured personnel out. Once the debris is clear, the PCs find the exit doors are jammed shut. Keep them that way, though, as we want the PCs to stick around.
- **Protect and Reassure Civilians:** The people in the control room (the visitors, Administrator Te, and the techs) are all quite unprepared for this occurrence. A PC should make a **Hard (◆◆◆) Leadership check** to keep these characters from panicking or getting in the way of things. If the check is unsuccessful, add ■ to applicable checks PCs make in this act. Allow a PC to make another Leadership check at the end of the act in this case.

- **Stabilize the Climate:** The PCs can help control center technicians assess what has gone wrong and get control of the weather machines and other systems that still function. They must make a **Hard (◆◆◆) Computers check** to do so; this will stop new snow from falling, but that's all. Once this is done, though, no one needs to make Resilience checks due to the previous blizzard conditions unless they are buried in snow or submerged in the icy river water.
- **Stabilize the Terrain:** Areas of the floor continue to rise and fall erratically. PCs can help to manage the erratic flow of power to the repulsorlift floor systems, ideally without smashing everyone in the process, by making a **Hard (◆◆◆) Mechanics check**. If unsuccessful, the GM should increase the number of tremors both in the chamber and in the control center and call for PCs to make **Average (◆◆) Coordination checks** every now and then to stay on their feet.

The following space can be used to track who is doing what and where they are located in this act:

- **Tas Gallin:**
- **Zinn Kudri:**
- **Hallan Krintu:**
- **Yigan Lam:**
- **CT-4547 "Hawk":**
- **CC-2357 "Red":**

NOTES ON RUNNING THIS ACT

The PCs are likely to split up (or stay split up) to deal with the various problems. Make sure to check in with each PC or group of PCs as they go about repairing things, rescuing clones, reassuring dignitaries, and so on.

After the initial clash with the droids, there shouldn't be any further combat. You could have some social conflict with the visiting officials, though, if desired as PCs try to keep them from panicking or doing something foolish.

Be sure to include tremors on the floor plating every now and then, even if the PCs have Stabilized the Terrain. The goal is to establish that the chamber flooring isn't fully quiescent, so the arrival of an avalanche is justified. You might even also add loud sounds from metal grinding against metal to better sell what happens next.

THINGS GET WORSE

Speaking of an avalanche...

About the time the PCs think they're getting a handle on the situation, read or paraphrase the following aloud to the players:

The ground surface of the chamber to either side of the river suddenly lurches forty meters into the air and keeps rising! An avalanche of snow begins to thunder down the steep slope. Floor plates near the control center collapse, and the protective energy field disappears. The avalanche fills the river and heads directly for the control center!

REST BREAK?

This could be a good time for a break if the players want one. There is roughly an hour and a half to go in the adventure, and this is a good cliffhanger moment.

ACT IV: CASCADING PROBLEMS

(40 MINUTES)

A huge avalanche of snow and ice is heading for the control center! With the energy barrier around it down, anyone inside when it hits is going to be buried. Everyone out in the chamber who is hit will be in even worse shape.

PROTECT THE CONTROL CENTER

A portion of the energy shield at full power can withstand the avalanche, while weaker sections will fail under the impact. If the avalanche hits the control structure, its front wall is in danger.

PCs in the control center have a little time before the avalanche reaches the building. They may be able to get the shield or sections of it operational by going out to the base of the shield and repairing the power lines to the emitters (or having PCs already out in the chamber perform this).

A PC must make a **Hard (◆◆◆) Mechanics check** to repair a line. There are four lines (and thus four checks), but ☉ can be spent on a check to repair an additional line as well.

Once all four lines are repaired, a PC in the control center can make an **Average (◆◆) Computers check** to bring the shield back to full power.

SHIELD STATUS

- **Fully Operational:** If all of the lines are restored, the control center shudders but withstands the impact. The snow is pushed aside and the center remains uncovered.
- **Partially Powered:** If only one to three lines have been repaired, everyone in the room suffers 4 strain when the avalanche hits.
- **No Power:** If none of the lines are powered, there is no shield. Everyone inside must make a **Hard (◆◆◆) Coordination check** to avoid being tossed about and suffering 4 wounds and 4 strain. The center is covered with snow and a **Hard (◆◆◆) Athletics check** to dig either in or out of the huge snowpile.

AVALANCHE IMPACT

PCs within the chamber must protect themselves from the onslaught of snow. Any near the control center are in the path of destruction, as are any others at the GM's discretion.

Characters might try to take refuge in a makeshift fortification; a PC can make a **Average (◆◆) Survival check** to construct one that can defend 6 individuals.

A character who is buried by the avalanche suffers 10 damage and 10 strain from the cold and sheer force of the impact, although the GM may allow them to reduce this total with an **Easy (◆) Resilience check** where each ☆ on the check reduces the damage and strain by one. ☉ may be spent to have the character find a pocket of heat from a power line and only suffer damage.

SPEEDER RESCUES

After the avalanche hits, the PCs get calls from clones who have been trapped by falling machinery in the snow and ice and are succumbing to cold. They are some distance away from the control room, however.

Luckily there are two speeder trucks available. (The techs and Administrator Te can offer this information in case the PCs don't ask about it.) These are located in an underground garage beneath the control room. If power wasn't fully to the energy shield, the PCs must make an **Average (◆◆) check** to clear the snow from the garage door.

One speeder truck is operational while the other has some minor damage; a PC must make a **Hard (◆◆◆) Mechanics check** to repair it. ☉ or ☾☽ can be spent to have the speeder malfunction at an inopportune time later in the act.

The bad climate conditions means a character must make an **Average (◆◆) Piloting (Surface) checks** to get a speeder to a desired location. If a clone trainee is piloting, they roll ◆◆◆ for their Piloting checks. Failure on a check means the speeder suffers 2 hull trauma and each character aboard suffers 2 strain. Any failures also delays arrival to the clones and **Medicine checks** to heal them rise from **Average (◆◆) to Hard (◆◆◆)**. It should take around three checks to reach the trapped clones, but the GM can adjust this as needed (especially if the players are having fun racing about).

A-A3 DRAY LIGHT SPEEDER TRUCK

Smaller and lighter than the heavy A-A5 speeder truck, the A-A3 Dray by Trast Heavy Transports is a common sight throughout the galaxy. Several of these are used in the training area to move equipment throughout the huge chamber, and are kept in storage garages fitted inside the walls.



Vehicle Type/Model: Speeder truck/A-A3.
Manufacturer: Trast Heavy Transports.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 135 (without passengers in the bed).
Passenger Capacity: 2 in the cab, up to 8 in the bed.
Price/Rarity: 7,000 credits/2.
Customization Hard Points: 3.
Weapons: None.

THIS WAS NO ACCIDENT...

The avalanche has also exposed several areas of flooring and walls in the chamber. A PC may spend $\odot\odot$ or \oplus from any Mechanics or Computers checks made in this act to reveal signs of sabotage such as crossed wires, power scramblers, and rerouted ducts. They may also make an **Average (◆◆) Skulduggery check** on damaged floor panels, repulsorlife plates, or other structures to learn the same.

AREAS THAT NEED PC ATTENTION!

The PCs have more opportunity to work as groups here, especially in rescue operations; they can order clone trainees to do some tasks as well. Here's some of the problems that they should tackle:

- **Restore Power to the Control Center Shield Barrier:** This should be a top priority!
- **Evacuate the Control Center:** Alternatively, the PCs may decide to leave the room. The visiting officials should be very hesitant to leave, and a character must make a **Hard (◆◆◆) Athletics check** to dig back into the center. Everyone outside runs the risk of being hit by the avalanche as well.
- **Search and Rescue:** This could be a major portion of the act once the avalanche is over. There are clones near and far in need of aid (or at least help in digging out). Using one or more speeders will greatly help the PCs' efforts.
- **Barricade the Control Center:** The PCs might be worried about more avalanches, and want to reinforce the structure with a **Hard (◆◆◆) Survival check**. There won't be any more coming, but this does add \blacksquare to any droid attempts to target or force their way into the center in the following act.
- **Continuations from the Last Act:** PCs may keep doing any of the actions from the previous act (or try them now for the first time). See page

8 for these. Social skill checks targeting anyone in the control room gain \square to the check if the shield was restored to full power.

The following space can be used to track who is doing what and where they are located in this act:

- **Tas Gallin:**
- **Zinn Kudri:**
- **Hallan Krintu:**
- **Yigan Lam:**
- **CT-4547 "Hawk":**
- **CC-2357 "Red":**

NOTES ON RUNNING THIS ACT

Unlike previous acts, there is no combat in this segment. Everything the PCs do revolves around dealing with the avalanche and its impact (literally) on the characters and the control room. The PCs can use squad formations to perform some tasks as well, or aid them in tasks.

You can add more environment-related threats as desired, such as a collapsing chamber ceiling in one area or eruptions of flame as fuel lines ignite in exposed floor panels.

The speeders can make for exciting travel with unexpected shifts in the floor plates, sudden eruptions of snow-filled winds, and other obstacles.

When the avalanche is dealt with and injured clone troopers seen to, it's time for the climactic battle to start.

RETURN OF THE DROIDS

The act ends with new enemy droids rising up from out of snow or appearing from out of edges of the simulation range and attacking! Read or paraphrase the following aloud to the players:

With the avalanche over, the chamber seems still and calm. This ends abruptly as a loud explosion throws one of the few remaining undamaged floor panels high into the air. Snow obscures your vision, then you see blaster bolts emerging from the area—aimed at you! The lumbering forms of droids march forth, and a piercing voice shouts, “Down with the Republic!”

ACT V: FINAL FALLS (40 MINUTES)

The final battle beings as fully functional droids (elite versions, not the standard models the PCs faced earlier) emerge along with a Separatist saboteur. The saboteur, named Kaj Loomit, has also reactivated any undamaged turret droids. Kaj has one goal: eradicate the PCs and ensure this training exercise is a failure that both embarrasses the Republic and cripples its war efforts.

MEET KAJ LOOMIT (AGAIN)

The Kaminoans recognize the voice as that of one of the Republic traders they work with (last seen leaving the facility in Act 1). Kaj has been using that cover identity to sabotage the training facilities.

The Kaminoans shockingly tell any PCs in the control room of their knowledge of this individual, which isn't much: he's one of many traders they deal with, and has been a trusted part of the facility's development. He mostly operates with the training droids.

CONDUCTING THE BATTLE

Kaj and his droids (some reprogrammed training droids, some actual Separatist droids he brought with him) come into play at long range from the PCs and the control room, but if the PCs are scattered about you can have some PCs be at medium range of these new enemies. At least one turret should be at medium range of at least one PC.

Don't forget to include terrain penalties for the thick snow and running water. You can add shifting floor plates as well if desired. Piles of snow and jutting floor plates can be used as cover, adding ■ to Ranged attack checks and Perception checks. These can also be used as level 1 concealment.

Droids and turrets should only target Kaminoans or officials if they are the closest target or there are no PCs at short range of those individuals. If the PCs leave the control room unguarded, though, definitely have a C-8 droid (or even Kaj himself) try to break in and capture the civilians.

ROLEPLAYING KAJ LOOMIT

The adventure's villain, Kaj Loomit, firmly wants the Republic abolished and the Jedi removed from power. He's seen too many instances of corruption and neglect, and even though they weren't directly to blame in these cases he holds the Senate and the Jedi to be the cause of it all. He should be quite vocal (over comm channels or just by shouting) of this.

Overall, Kaj should represent a serious threat to the PCs and operations here on Kamino. As the PCs later find out, he is part of a larger sabotage effort to the cloning process and even Republic war efforts on other planets.

Be sure to remind the players about squad formations if it seems they have forgotten them!

SOCIAL CONFLICT WITH KAJ

Kaj tries to convince delegation members to abandon the Republic and that the Separatist cause is just. Senator PC should fight (socially) against this. The PCs won't be able to get him to change his mind on things (or peaceably surrender), but their attempts to counter his arguments does help convince the visiting officials that his views aren't valid.

You can run narratively, or if you want you can have him make Social skill checks as an action with one or more PCs opposing him. He uses Coercion (and so rolls ●◆◆) when he makes such checks; add one or more ■ if the PCs offer strong counterarguments.

If he succeeds, have some of the visiting officials become swayed and make a note of this. If he fails, have one or more officials yell encouragement to the PCs and clones directly fighting Kaj (they can all add □ to their next check).

The following space can be used to track who is doing what and where they are located in this act:

- **Tas Gallin:**

- **Zinn Kudri:**

- **Hallan Krintu:**

- **Yigan Lam:**

- **CT-4547 "Hawk":**

- **CC-2357 "Red":**

FINAL FORCES

The following are profiles for the combatants in this act, with the clone troopers, two new droid types, and Kaj Loomit, Separatist saboteur and the adventure's villain.

It's important to note that the B-2 and C-8 droids are armed with normal weaponry, not training weapons! This is because Kaj has reset their weapons to inflict real damage. Ideally let the PCs find this out the hard way (especially if none are suffering many wounds).

ROLLING FOR INITIATIVE:

The PCs use **Vigilance** unless anyone said their PC was deliberately watching the droids and was maintaining a combat readiness. The other forces roll as follows:

- **Clone Trooper Minion Group:**
- **Turret Emplacement Droid:**
- **B-2 Droid Minion Group:**

- **C-8 Droid:**
- **Kaj Loomit:**

TRAINEE CLONE TROOPER [MINION]

These are fresh clones, early in their training program. This is their first "combat" exercise.

Each minion group is made up of 3 troopers, and rolls when making ranged attacks at full strength. There are three minion groups in this act, but this can be adjusted based on previous events as desired.



Skills (group only): Athletics (), Brawl (), Discipline (), Ranged (Heavy) (), Vigilance (.

Talents: None.

Abilities: Clone Inhibitor Chip (so long as the proper chain of command is observed, upgrade the ability of Leadership checks targeting a clone trooper once).

Equipment: DC-15 blaster rifle (Ranged [Heavy]; Damage 10, Critical 3; Range [Long]; Pierce 1, Stun setting), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6; Limited Ammo 1), Phase I clone trooper armor (+2 soak), utility belt, extra reload.

TURRET EMPLACEMENT DROID [RIVAL]

These tall, cylindrical structures are scattered across the droid deployment areas, and act as long range fire support for that army in exercises. They are relocated for each session so that their location is always different for each exercise.

All turrets that were not destroyed in earlier acts are now active; likely this should be two or three.



Skills: Ranged (Heavy) 2 (), Vigilance 1 (.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Immobile (cannot perform move maneuvers), Turret Deactivation (a character at engaged range of a turret can spend or from a **Hard** [] **Computers** or **Skulduggery** check to deactivate it).

Equipment: Heavy training blast-cannon (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Blast 6, Stun Damage).

B-2 SUPER BATTLE TRAINING DROID [MINION]

B2 droids are nearly two meters tall and are completely covered in reinforced plating. Even their sensors are contained within the armored chassis, leaving little in the way of vulnerability. If the droids have a clear weakness, it is in their simple combat programming. **The weapons these droids use have been adjusted by Kaj Loomit to deal real damage—something the PCs will painfully discover!**

Each minion group is made up of 3 droids. There are three groups of these droids, but this can be adjusted based on how the PCs are faring up to this point and how much time is left in the session.



Skills (group only): Ranged (Light) (●●●◆).

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Integrated wrist blaster (Ranged [Light]; Damage 10; Critical 3; Range [Medium]; Linked 1), integrated comlink.

C-8 SABOTEUR DROID [RIVAL]

One of the more advanced models of battle droid in use by the CIS, C-8 saboteur droids operate in small, independent squads apart from the primary droid divisions. Their matte-black plating and featureless faceplates are intimidating to those who spot them; they resemble nothing so much as a void in humanoid form. When they are not in combat, their armaments are stored in internal compartments, so as to benefit from the sensor-defeating properties of their armor plating. **These are the real thing, and so have fully functional weapons!**

There are two of these droids, but the GM should adjust this as needed based on status of the PCs.



Skills: Brawl 2 (●●●◆), Mechanics 2 (●●●), Ranged (Light) 2 (●●●◆), Skulduggery 2 (●●●◆◆), Stealth 4 (●●●●), Vigilance 3 (●●●◆).

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Sensor Masking (upgrade the difficulty of checks to detect or analyze

the droid with electronic equipment or sensors once). **Equipment:** Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting, integrated comlink.

KAJ LOOMIT, "VISITING TRADER" (SEPARATIST SABOTEUR) [NEMESIS]

Kaj is a human who is part of the CIS and poses as a galactic trader. He's been here for several weeks now making trade deals with Kaminoans but also reprogramming the climate simulation controls and planting explosives in several training chambers. His goal is to not just see this facility destroyed but also the Republic embarrassed. As the PCs ruined (hopefully) his initial attempts to have the droids and snow take out the clones and visiting officials, he now has to take care of things personally with some hastily reprogrammed droids.



Skills: Coercion 1 (●◆◆◆), Cool 2 (●●), Discipline 3 (●●●), Leadership 3 (●●●◆), Perception 2 (●●●◆◆), Ranged [Heavy] 2 (●●●◆), Stealth 2 (●●◆◆).

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once).

Abilities: Droid Commander (may make an **Average (◆◆) Leadership check** to have one droid unit in the encounter to move one range band, if it is able).

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), heavy clothing (+1 soak), comlink, Separatist propaganda papers, encrypted datapad.

AREAS THAT NEED PC ATTENTION!

Here's some of the activities the PCs should do in this final battle:

- **Attack the Droids:** PCs on the ground can fight back with blasters and lightsabers, probably just as they were earlier.
- **Send a Shutdown Order to the Droids:** Kaj has scrambled the droid receivers to his own comms, so a PC make an **upgraded Hard (●◆◆) Computers check** to shut droids down. Each successful check deactivates one droid of any type (effectively destroying it).
- **Direct the Action:** PCs in the control room have a better view of the entire chamber, and can offer advice on tactics. A PC there who makes an **Average (◆◆) Knowledge (Warfare)** or **Hard (◆◆◆) Perception check** may add ☆ to a combat check one PC makes later in the current round.

- **Deactivate a turret:** A PC at engaged range of a turret can make an **Hard (◆◆◆) Computers** or **Skulduggery check** to deactivate it. ☉ can be spent from an unsuccessful check to upgrade the difficulty of the turret's next Ranged combat check once.
- **Reprogram a turret:** A PC can reprogram a deactivated turret droid at engaged range to have it instead target droids or Kaj Loomit by making an **upgraded Hard (◆◆◆) Computers check**. The GM can spend ☉ on a failed check to have the turret make an immediate Ranged combat check against a clone trooper unit as an out-of-turn incidental with the difficulty increased once.
- **Ramming Enemies with a Speeder:** An effective tactic given the poor footing. The pilot must make a **Hard (◆◆◆) Piloting (Surface) check** to hit their target, which will inflict a Critical Injury. The speeder suffers 1 hull damage from the impact.
- **Defend the Control Room:** If PCs decide this, have a challenging number of droids attack to reward their good thinking. Even if the PCs don't defend it, you could still have a droid group or a single C-8 droid threaten the room if the PCs inside haven't gotten any combat.

DENOUEMENT

With Loomit and the droids defeated, the comms open back up. The PCs can direct the injured to be taken away. The Kaminoans are likely very happy to be alive and the sabotage uncovered. Based on how things went, the GM can also relate how the officials feel about the Republic and the Clone Wars.

The datapad is encrypted but a PC can make an **Average (◆◆) Computers check** to read the contents. The files reveal that Loomit's actions in this chamber are but one of many. He has also reprogrammed other training facilities, and is part of a sabotage network stretching across several other worlds!

Read aloud the following to the players to close out the adventure:

The datapad swirls in static, then clears to reveal a series of sabotage plans against training facilities across Kamino, all cleverly disguised to look like operator or equipment error. If you hadn't been here to combat the disasters, it's clear what happened today would have been treated as just that.

NOTES ON RUNNING THIS ACT

This is the big climactic battle, so it can run for as long as you want—but try to wrap it up when you hit the 3 hour mark. If needed to bring things to a conclusion, the droids might fall back to protect Kaj and reduce their firepower, or he could order them to tear a hole in the chamber walls to make his escape.

It's certainly ok at this point to seriously try to injure the PCs. Gloves are off, and several PCs ending the adventure with some Critical Injuries will make it all the more memorable.

Kaj might survive (having him make a daring escape, perhaps, and tease him to be a new recurring villain) or disappear in a suitably cinematic explosion or plummet down collapsing floor panels. In these cases, no one will be able to find his body. Most likely, though, he falls to a blaster bolt or lightsaber strike, and perhaps gives some dying words concerning the Republic and the Separatist cause.

THE BATTLE ENDS

Once Kaj and the droids are defeated, the PCs notice a datapad near where Kaj was located. (This could be on his body should you want to end things that way).

With that, its time to wrap things up.

Worse, though, there are detailed lists of planets and attack plans for each involving computer sabotage. Some are set to occur within the next several days! Your work here is clearly just beginning!

And that's it! Be sure to thank players for playing and wish them a happy Gen Con! Let them read through the books and ask questions, depending on how much time there is till the next session (and if you need to be elsewhere too). **And thanks from all of us at FFG for promoting *Star Wars* at Gen Con!**

GROUP
BASE OF OPERATIONS

LOCATION

DESCRIPTION

GROUP MORALITY

MORALITY VALUE	PLAYER/CHARACTER	EMOTIONAL STRENGTH AND WEARNESS	LIST OF MOTIVATIONS

GROUP RESOURCES

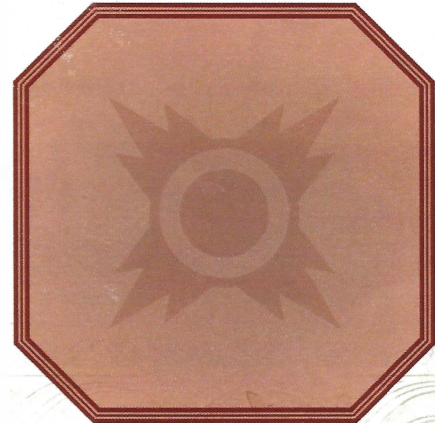
GROUP POSSESSIONS

GROUP CONTACTS

LIGHT SIDE

DESTINY POOL

DARK SIDE



GROUP SHEET