

STAR WARS®

Blow the Bunker

By Peter Schweighofer



The characters are members of a veteran Rebel SpecForces penetration team. They've been smuggled onto Sevidon, an Imperially controlled planet with minimum fleet presence. Despite the lack of capital ships to defend the system, the Empire maintains a ground-based garrison here and several defense perimeter stations to protect a large storage depot. Planetary defenses mostly consist of sensor-guided proton torpedo and concussion missile stations spread around the depot in a 20 kilometer radius. The Rebel SpecForce team has been sent in to disable one of the missile control bunkers, Station 17B. The SpecForce team has traveled overland to a point within one kilometer of this perimeter outpost to await further instruction regarding their mission.

Begin by allowing the players to introduce themselves to each other in character, then inform them of their general mission outlined above. When the adventure begins, they're lying in wait less than a kilometer from Station 17B awaiting their final orders. Hand them a copy of the datapad below, or read it aloud.

**Running Time:
2 hours**

<Decoding Message>

<Decryption Complete>

<Orders Follow>

Your previous orders have positioned you within one kilometer of Station 17B, a small Imperial outpost on Sevidon which is one link in a chain of perimeter defense stations around the Imperial supply depot here. The station consists of one control bunker, a sensor dome and two missile racks. You must approach with utmost caution and stealth and destroy Station 17B.

Your team is on a strict timetable. One hour after the mission commences, two X-wing

fighters will escort 10 medium transports flying at low altitude. They'll evade the missile system by flying through the "window" your team creates when it knocks out the Imperial installation. The convoy is bound for the storage depot, where a second SpecForces team will have prepared cover and loading arrangements. The entire freighter convoy will be destroyed if your team does not knock out the missile station. We're not sure how each of the station's components are wired together, so for your mission to be successful, you must destroy the bunker, sensor dome and both missile racks.

Good luck, and may the Force be with you.

<Message Ends>

Recommended Characters

Although you can allow the players to bring or create their own Rebel SpecForce commando characters for this mission (using regular character templates or those found in *Rules of Engagement: The Rebel SpecForce Handbook*), we recommend using the pregenerated commandos created especially for this mission.

Make sure any group has a strong leader, a heavy weapons specialist, a good medic and a demolitions expert. Each character should carry one high explosive charge (like the ones used to blow the shield bunker on Endor). The demolitions expert should carry two, and the heavy weapons specialist should be free from extra gear.

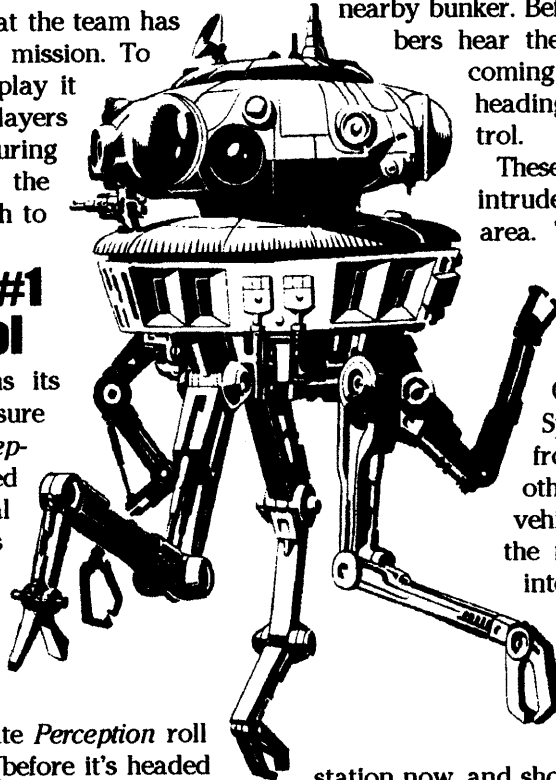
Remember, the briefing states that the team has only one hour to accomplish its mission. To add some pressure to the game, play it by real time, beginning with the players reading the datapad briefing. During the climax, you can fudge with the time a bit, giving them just enough to make it a close call.

Mission Obstacle #1 Probe Droid Patrol

As the SpecForce team begins its approach to Station 17B, make sure everyone makes a *sneak* and *Perception* roll. Jot these down. You'll need them when they enter an Imperial probot's patrol path. The droid is hovering along its route, varying its altitude but staying within the forest. Its dangling appendages can be easily mistaken for branches or hanging vines.

Any characters making a Moderate *Perception* roll notice the droid from a distance (before it's headed for them). Roll the probe droid's *search* of 4D, adding the +2D bonus if the commandos are moving at a good rate. Should the droid roll higher than any of the players' *sneak* scores, the probot moves toward them to check things out.

Imperial Probe Droid. *Dexterity* 3D, *blaster* 4D, *Knowledge* 2D+2, *planetary systems* 4D, *Mechanical* 3D, *sensors* 6D, *Perception* 3D, *search* 4D, *search: tracking* 7D+1, *Strength* 4D, *Technical* 2D+1. Long-range sensor (+1D to *search* 200m.-500 km. away), movement sensor (+2D *search* for moving objects), blaster cannon (4D+2). Move: 14.



The trick for the Rebel SpecForces team is to dispose of the droid (it will be a constant threat to their discovery if they don't) without the sound alerting the nearby scout patrol or the stormtroopers guarding the missile installation. They might devise a clever trap to crush it beneath a heavy branch, or try a careful knife hit to a vital area (a Heroic task). If they can get it to track them quietly away from the bunker, they might be able to use their blasters without raising a noticeable ruckus.

Mission Obstacle #2 Speeder Bike Patrol

Once the team has defeated the probe droid, then soon discover they have another problem. It seems that before they took out the probot, it might have sent some kind of attention, alert or report signal to the nearby bunker. Before long perceptive team members hear the whine of repulsorlift engines coming in from behind them...probably heading back after a long-range patrol.

These two are wary of some kind of intruders...human or otherwise...in the area. Though they won't report in prematurely and unnecessarily alert their commander, they take every precaution to make sure nothing goes wrong. Once they arrive near the Rebel SpecForce team, one dismounts from his speeder bike while the other waits at standby on his vehicle. Should anything happen to the first trooper, the second scout intends to zoom off while alerting his commander.

Once again, the team should come up with some plan for getting rid of the scout troopers. They're close to the station now, and should be careful about the volume of their actions. Though they can try luring the scouts away from their bunker, it's much harder...they're not programmed like a probe droid, and they're expecting trouble.

2 Scout Troopers. All stats are 2D except: *blaster* 4D, *brawling parry* 4D, *dodge* 4D, *Mechanical* 3D, *repulsorlift operation: speeder bike* 3D+2, *Perception* 3D, *search* 4D, *brawling* 4D+2. Move: 10. Hold-out blaster (3D+2), scout armor (+2 physical and energy), blaster pistol (4D), 2 concussion grenades (5D), survival gear.

Imperial Speeder Bike. Speeder, maneuverability 3D+2, move 175; 500 kmh, body strength 2D. Weapons: laser cannon (fire control 2D, damage 3D).

Assuming this scuffle takes place relatively close to the bunker area, the Rebels can use any commotion to their advantage. Several stormtroopers might move to the forest edge to investigate, but they won't enter. If the Rebels make even more noise, a larger group of stormtroopers is drawn off—once there are six, they set off warily into the forest.

If either of the speeder bikes were captured, they might be used to create a diversion, or allow two team members to quickly approach the targets while others divert the stormtroopers.

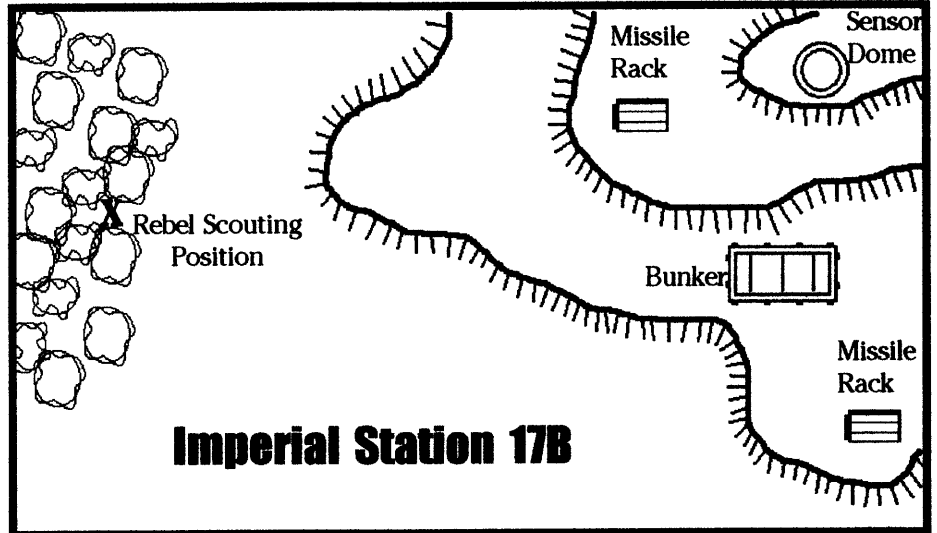
Mission Obstacle #3 Station 17B

Now there's nothing between the SpecForce team and their objective...except the station's stormtroopers, all of whom seem to be on patrol. From their vantage point at the forest edge, the characters see several stormtroopers at each of their objectives, plus a few in between on patrol. You can vary the number of stormtroopers at each of the following posts according to the suggested ranges:

- 4-6 stormtroopers at the bunker entrance; 6 if including an E-Web heavy repeating blaster
- 2-4 stormtroopers near each missile rack
- 2-6 patrolling the area between the forest and the first slopes in groups of two
- Two groups of 2-4 stormtroopers patrolling various areas on the cliffs.

Stormtroopers. All stats are 2D except: *blaster* 5D, *blaster rifle* 6D, *brawling parry* 5D, *dodge* 5D, *brawling* 5D. Move: 10. *Blaster pistol* (4D), *blaster rifle* (5D), [E-Web heavy repeating blaster (8D)], *stormtrooper armor* (+2D physical, +1D energy, no *Dexterity* penalty).

These stormtroopers are experienced combat veterans—they were put here for guard duty because they expected to get hit. Most of their stats have been boosted slightly, and they take no penalty from their armor since they're very experienced with it. If you'd like to make the fight even more challenging, have two extra stormtroopers crewing an E-Web heavy repeating blaster near the bunker entrance.



At this point, the players probably have a short time in which to formulate a quick plan and execute it. The plan can range anywhere from sneaking up or creating a diversion to allow the experts to set charges, or a full-out assault. To be successful, they must place one high explosive charge on a timer detonator (so they can get away) at the base of the sensor dome, each missile rack, and the bunker entrance. The team has only one extra charge. They can use it in case one of the others fails, or might use it as a diversion or to take out a cluster of stormtroopers. Setting a charge requires a Difficult *demolitions* roll, probably while under fire—failure could result in several outcomes, including a mis-set detonation timer, a broken fuze, or worse.



An Added Twist

If you feel the mission is too easy or cut-and-dry for your players, add a bit of dangerous intrigue. Prepare one note card for each player. On all but one write the name and game stats for one special piece of equipment that character gets: a special grenade, grapple pistol with rope, extra medical supplies, etc. On one, jot down the piece of equipment and the following note: "You are a deep-cover Imperial spy. Botch the mission and avoid capture so you can maintain your cover." Have fun.

Don't forget to play out the real-time aspect of this mission. As things get more desperate, especially just before the charges are set to blow, some characters might hear the whining engines of the approaching medium freighters and their X-wing escort. The missile racks turn automatically in that direction and prepare to fire. Hopefully the team placed the explosives just right—anywhere within a meter of each objective takes it out in a fiery ball of blazing metal splinters.



Debriefing

The mission is completed after the targets have been destroyed and the SpecForces team sees their freighters flying low overhead. If any stormtroopers are left, the characters might have to make a fighting retreat back to the safety of the forest before they're in the clear.

For their part in this mission (assuming it was successful), each character should get 7 Character Points. Award an extra 1-3 points for bravery, self-sacrifice, dealing with unexpected changes in the plan, and overall good roleplaying. Don't forget to dole out Force Points to anyone who used them wisely.

Staging Tips

If you'd like to stage this mission using props and miniatures, it will help make the game more visually exciting for both the players and any onlookers. You'll need to do some extra work, but it will help you create a more vivid and exciting gaming environment.

You'll first need some minis to represent the commando team, the probe droid and the Imperials. These minis are available from West End Games as unpainted metal figures (for specific blister packs and ordering information, check out the *Star Wars Miniatures Battles* rulebook from West End Games). You can also use stormtroopers, speeder bike scouts and Rebel soldiers from Galoob MicroMachines packs...and they come fully painted. Since the bases of these figures are small and they easily fall over, use some superglue to attach the figures to penny-sized disks you can cut from thin cardboard.

You can use model railroad trees to create the forest where the Rebel SpecForce team encounters the probot and scout troopers. The hill where the base is located can be built from foam rubber or styrofoam, or you can construct it from Geo-Hex's Mountainscape set (Geo-Hex, 2126 North Lewis, Portland, OR 97227). Geo-Hex also offers the missile pods, though you can model those yourself if you like. The sensor dome can easily be constructed from a golf ball glued part-way into a section of cardboard tube about one inch long.

You can scratch-build the bunker, or use a model kit. Sci-Fi Supply offers a detailed vacuum-formed bunker which is easy to assemble and paint (Sci-Fi Supply, 1541 Jason St., Kissimmee, FL 34744).

The *Star Wars Miniatures Battles* rulebook also has several tips for building your own terrain and props. Using the map of Station 17B on page 3, set up the components on a large gaming table. Now you're all set to begin!