„Execute Order 66"

Campaign for RyF The Force Legacy _ by Ormaugh

You are in the second moon of planet Prozniac, almost a parsec away from Dagobah, in the Outer Rim. Unlike Dagobah's wet climate, this planet has a warm soft climate which allows it to have extense meadows and grasslands. It also has great modern cities and massive farming land that exports food all around the sector. It is basically inhabited by humans but in the big cities inmigrants from all over the galaxy can be found.

It is your first 'real' mission as a Padawan, no more being under the protective walls of the Jedi Academy back in (Alaris Prime, Tython, Coruscant, Kamparas, Taris or Teya IV). None of you is anywhere close to become a Jedi yet, but this is certainly stimulating.

You and your master were sent here, to Prozniac II by the Supreme Council, they suspect that this planet could hide a droid factory built by The Trade Federation, but the information received was very misleading. Now you find yourself walking around a small forest in this planet looking for underground bases, the satellite captures weird data from this area so the group of masters decided to scout by foot.

Something was not right in the Galactic Senate, even for you, that is clear. But nothing could prepare to hear those three words...

„Execute Order 66"

As soon as the transmission ended, the five troopers that were scouting with you turned to your masters and shot. Everything happened really fast, the guns firing, the smell of burnt clothes and skin and Master Milo throwing his light saber and using his last forces to swinging around and across four of the troopers heads.

Luckily you were all behind the troopers and the last one turns around to finish his task.

Extra info about the situation.

-You arrived here in a Speeder and 3 more Clone privates are guarding it.

-The area is preety desertic so the only way out are the Speeder or 2 days walking.

[Fight against 1 Clone private]

-If looted a computer with the recording will appear in his pocket that can be cracked with (Crypt0). In it they would find the *Contingency Orders for the Grand Army of the Republic: Order Initiation, Orders 1 through 150, GAR Document CO(CL) 56-95.*

Order 66: *In the event of Jedi officers acting against the interests of the Republic, and after receiving specific orders verified as coming directly from the Supreme Commander (Chancellor), GAR commanders will remove those officers by lethal force, and command of the GAR will revert to the Supreme Commander (Chancellor) until a new command structure is established.*

The Speeder is in the limit of the forest and 3 Clone privates are guarding although only one of them is paying attention at the surroundings. (Stealth 15) would not alarm him although it's impossible to make it in without being seen.

[Fight against 3 Clone privates]

As soon as the last Clone private falls dead, a circle of green glass rotates with a squeaking noise and an artificial elevator quickly pops up from the ground. Mechanical arms emerge from it, placing a troop of droids around it.

[Fight against 9 droids]

If they try to raise the elevator, they will hear a sound of hydraulics and nothing will happen.

Roll informatics (18) on the speeder to locate 2 locations on the speeder's instruments, the spaceship that brought you down to the planet and the closest city Prozlan.

As soon as they start they trip, 1d10 speeder bikes will start chasing them. In this fight the sequence will go as follows:

[Fight against 1d6 speeder clone bikes]

[Driver rolls. Half of the bikes shoot. If available, the companions shoot. Driver rolls. Half of the bikes shoot.]

-Driver rolls (Pilot 15) to keep them at the same distance, 10 or less they get closer, 20 or more they get further.
-If companions succeed a (Search 15) they will find the controls for 1 small laser turret that is equipped at the back of the speeder.
-The speeder bikes will have to roll 1o3d10 and, depending on the distance, succeed 3/5/8/10 to hit. If they are close or medium distance and get a critical (X, 10, 10) they hit a character. Damage dealt is 2d6+2 or 1 hit point to the speeder.
-Speeder has 12 hit points and speeder bikes 1 hit point.
-Characters roll (Artillery 12/15/18/25) to hit one bike per turn.
-Shots from the bikes can be deflected normally but only by two players (rolling initiative) and to hit one of the bikes, they must roll normally against 22.

If they are going to the spaceship, whenever they are in range, the ship will shoot the speeder with a huge laser blast, without a chance of avoid it. Players will have to perform a force jump to get away as far as possible. Rolling over 18 they scape safely. Rolling between 12 and 18, they get 1d6 damage. Rolling under 12, they get 1d6 + 3 damage and, on critical fail, they get 2d6+3 damage and loose the first turn of the battle.

[Fight against 2 troops of clone privates, 1 clone sergeant and 1 artillery unit at the spaceship]

-Everyone rolls initiatives. (For the sake of simplicity, clone troopers go together, the sergeant and the turret go separated).
-Troopers will only move to flee if more than one jedi is to close, in any other case, they will stand their positions and shoot.
-The sergeant will try to climb into the ship if 9 of the troopers die. He will stay in the effective area of the turret.
-The turret will not shoot if it can harm a clon private.
-The turret will not shoot if 2 cells away from the spaceship.
-The turret shoots only when direct contact with the player.
-Turret roll 1d10 when shooting and checks where the impact is.

ACTIVE TURRET

SERGEANT

SPEEDER BAY (CLOSED)
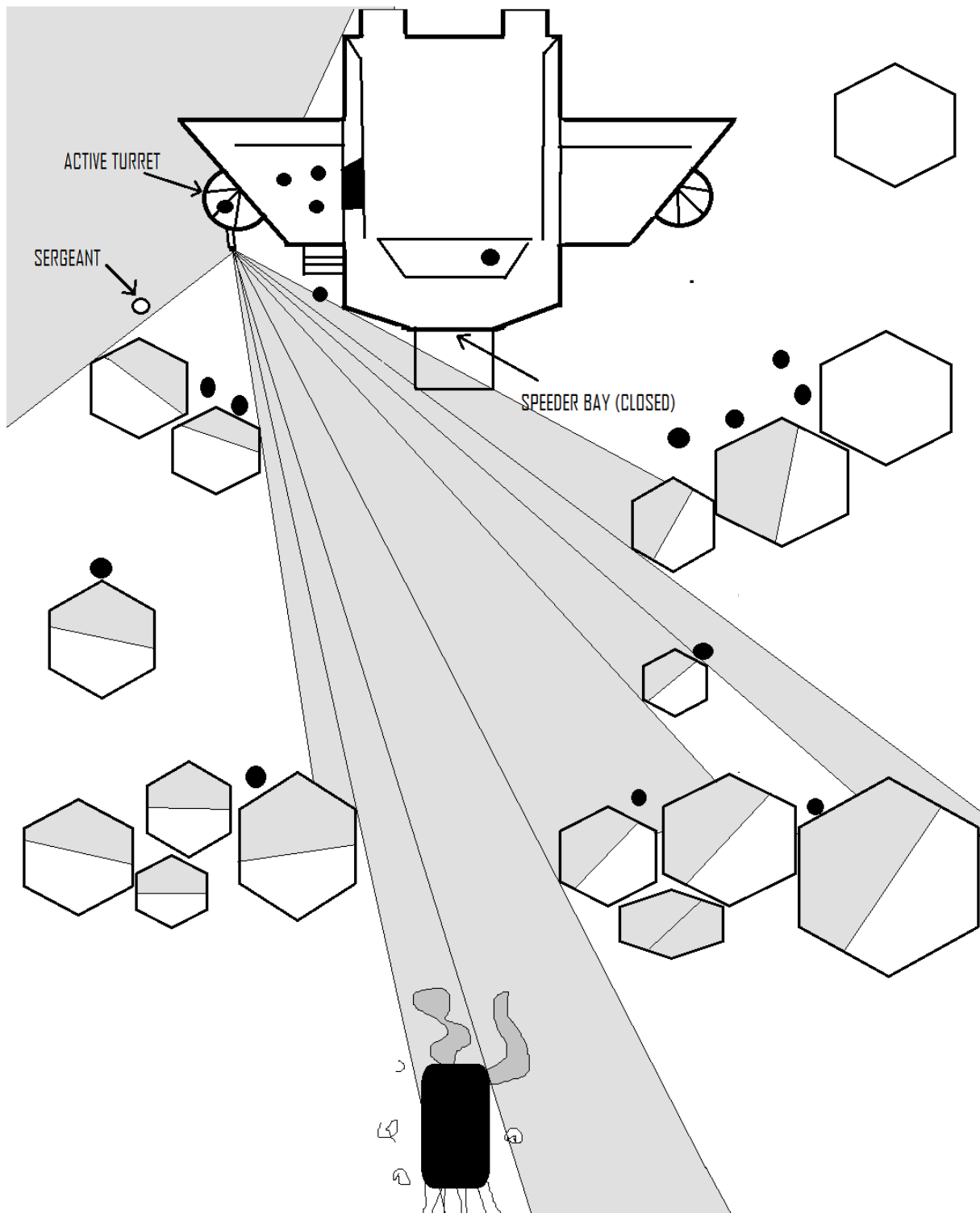
-The spaceship and the remains of the speeder are 30 cells apart (45m).

-Gray area is effective range of the artillery.

-Wings of the ship only have room for 3 people.

-They can climb to the top of the rocks but they will be exposed to the artillery.

-The turret's compartment has a high density glass that can resist up to 5 laser hits (but after the second one cracks are noticeable).

-Arrow indicates direction of the shot
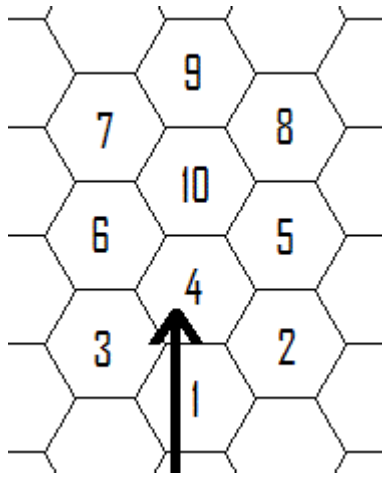
-Area damage
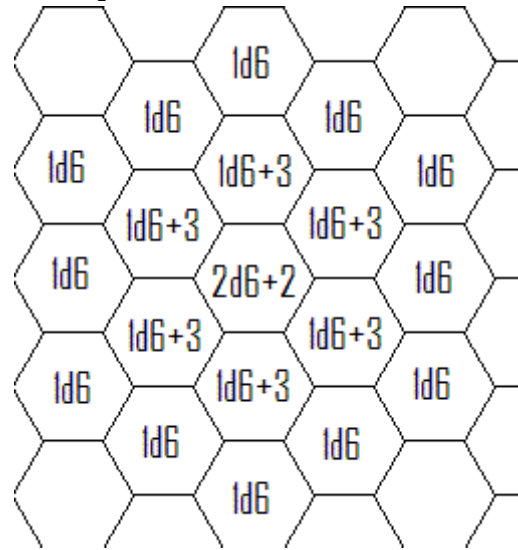
When the battle is ended, they will need they need the codes for starting the engines. If they contact with the mothership, they will scan the area and see the bodies. The mothership will shoot a missile from the orbit straight to the ship. The players must think quickly and get to the speeder area to find ½ the player's number of bike speeders and run away with them. Once they are out of damage reach, the missile will impact an blow the spaceship to pieces.

Again, if they check the instruments they'll display the location of the closest city, Prozlan.

-Ideas for Proylan.
Need informer, safe passage in transport spaceship, droids appear, war in the city…………………