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# STAR WARS

## Pandemonium in Piringiisi



A Star Wars RPG Adventure Module  
By  
Mark Bateman

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# Star Wars RPG Adventure Module

## Pandemonium in Piringiisi

This Adventure Module is based on the Adventure originally created by WEG – ‘Assault on Repair Station M-13’, which appeared in the *Classic Campaigns* Sourcebook. Some of the information presented on this site is a summary of the information found in *Classic Campaigns*, please see this excellent source book for more detail.

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## Overview

This mission was designed to be run for four starting characters based on the West End Games Star Wars Roleplaying Game (2nd Edition, Revised and Expanded). It is set approximately six months after the Battle of Yavin. The background for the players is that, through whatever spurious methods they have come up with, their characters have all wound up on Sullust, been recruited by the Sullustan underground movement and are waiting to be introduced to their Rebellion contact, Siene Symm.

The end of the mission then drags them into the wider Galactic War by making them realise that they have been involved as part of a major plan to disrupt Imperial actions across the Sullustan Capital of Piringiisi.

## Introduction

A Long Time Ago, In a Galaxy Far, Far Away...

With the Battle of Yavin a little over six months ago, the Rebel Alliance has been scattered to the four corners of the Galaxy. The Outer Rim is the safest place for those trying to rebuild, yet the fight still goes on in the Core Worlds. Wherever there is hope, so is the Rebellion.

Even on Sullust, a planet practically owned by the Empire due to its influence over the planet wide corporation of Sorosuub, "The Official Provider of The Empire's Security Gear", the seeds of dissent are still being sown...

Siene Symm disembarked from "The Long Shot" almost as soon as it had touched down on Sullust. A Sullustan himself, he was used to the rock roof of his world, but having spent so much time 'off planet' he still felt a minor wash of claustrophobia as he walked through the caves. It was unavoidable. With the surface of the planet uninhabitable for centuries past, the only place they could have gone was down, underground.

He made his way through the caverns of the city until he found "The Dancing Bantha". As he stepped through the door he took in the people around him, living life the way they were used to it, with the constant shadow of The Empire on them. An insignia here, a declaration there. It was all around, but people were used to it. It was easier to just get on with things and keep their heads down. That was why Siene was here. He didn't want to 'get on with it'. He wasn't keeping his head down.

It was early afternoon. He waved at the barman as he wound his way through to the back room. He approached the door, took a deep breath and opened it. It was a motley crew that met his

eyes when he entered the room, but they would have to do.

"Good afternoon. My name is Siene Symm, I'm first mate on a ship called 'The Long Shot'. For the time being, that is all you need to know about me. Other than the fact that I am the one who will be bringing you the information you need to complete your mission..."

This is the first time the cell has met. Siene Symm, First Mate of the *Long Shot*, introduces them and explains why they have been selected to work together on Sullust. Their first task as a cell is to break in to the M-13 Repair Station and obtain Imperial Naval movements information. As a secondary objective the cell is to cause as much disruption to the station as possible – this could include stealing supplies and/or the destruction of Imperial property.

## Repair Station M-13

M-13 was a Sorosuub owned repair station and dry dock designed with facilities to service the majority of freighters, ranging from the small light freighters to much larger Medium Bulk Freighters. It has been recently commandeered by The Empire for the servicing of a variety of combat vessels, from TIE fighters to small capital ships that are capable of atmospheric landing.

It is large enough to support:

- 1 Corellian Corvette
- 4 Multi-System Patrol Boats
- 12 One man Scout ships
- 24 TIE fighters

Naturally, the best time to gain entry to the station is between refits whilst it is slightly less secure.

A Star Destroyer has been in orbit for approximately two weeks now. The final 24 TIE fighters are currently docked for a refit and refuel. They are due to leave in the next 24hrs and 48hrs after that an Imperial Customs Ship is due to land for a complete overhaul. Anything they are going to do must be completed before the Customs YVG Corvette lands. At that point they are to withdraw, whatever happens.

The players are told the above, and are given a datapad with a basic layout of the station stored on it. They are also equipped with four shape charges.

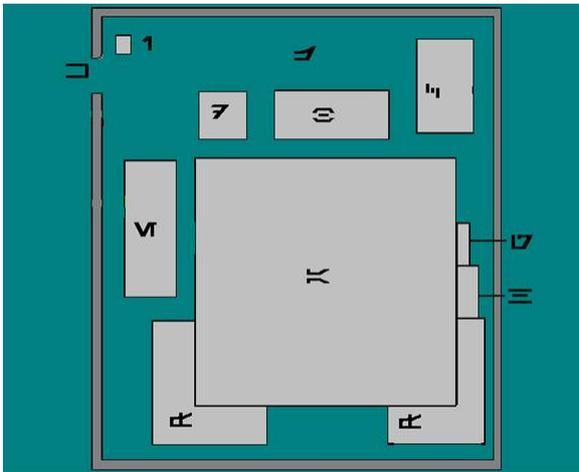
Standing Personnel, whilst repairs are not taking place:

- 6 Bureaucrats (inc. 1 Foreman)
- 2 Medical Staff
- 30 Mechanics
- 20 Naval troopers

During any period of repairs the average number of Mechanics and troopers can be doubled dependent on the size and security level of the work. The TIE's will be receiving 'minimum' security, whilst the Customs ship will receive 'maximum'.

Once the players have completed their task (in whatever fashion, and to whatever extent!) there are a number of small explosions around the city. This is the point where they discover they have been part of a much larger plan to put a thorn in the side of the Imperial presence.

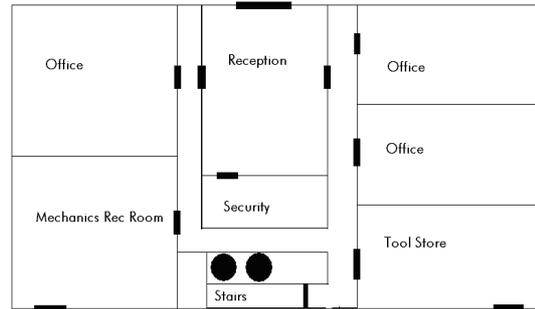
**Repair Station M-13 Layout**



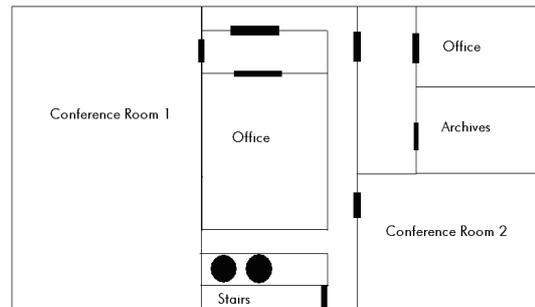
- K**: Landing Pad
- ⊖**: Offices
- L**: Generator
- 7**: Comms Tower
- V**: Mechanics Quarters
- R**: Workshop and Storage Bays
- L**: Powersuit Shed
- E**: Repulsor Shed
- 1**: Security Checkpoint
- J**: Speeder Pool
- U**: Main Gate

**M-13 Office Block Layout**

Ground Floor



First Floor



## Episode I

Following the introductions from Siene Symm, the players must scout the Repair Station in the 24hr period during which the TIE's are still in residence at the Station.

What will they see?

- The mechanics work in shifts and consist of teams of 15 people. 12hrs on, 12hrs off for the majority of the time starting at the hour of seven.
- The troopers also work in shifts. Teams of 10 men, 12hrs on, 12hrs off starting at the hour of six. Two troopers are stationed at the checkpoint at all times. Two teams of two troopers constantly patrol the site, one working around the perimeter, one observing the Landing Pad and anything happening there. The remaining four are posted at the Office buildings. Two on the door in the reception area and two roaming the corridors on the 1st floor where the Imperial Captain has his office.
- The Imperial Bureaucrats work a 'normal' day, 9 'til 5.
- The foreman works in line with the day shift, although he does one week of nights in every 4.
- Each time the gate opens, one trooper will remain in the booth, operating the gate and communicating with the offices, and the second will stand guard over the vehicle.
- The troopers carry Blaster carbines, standard Imperial issue. The Captain and the other bureaucrats all carry a sidearm, whilst the mechanics carry nothing more than a set of hydrospanners.

The players need to formulate a plan to get themselves inside to complete their mission once the TIE fighters have left.

## Episode II

However they choose to get in...!!

Once inside the offices, they discover that the doors have keypad locks on them that will need to be opened by using a Moderate Security roll.

Once in the Archives, following a successful Moderate Perception roll, one of the players will notice that the room seems 'too small'. There is a false wall at the far end, the trigger for which is behind the image of the Imperial logo by the

door. Behind it is a terminal that can be sliced with a Moderate Computer Prog/Repair roll and they can download to their datapads the movements of the Imperial Navy around Sullust for the next month.

With their primary objective achieved the players should now set about achieving their secondary objective.

Once out and the succession of explosions has gone off, a small amount of security forces will arrive, approx 10 troopers and 5 Stormtroopers. Hopefully the players will have left the station by this point!

## Notes

Should the characters somehow alert the Station's personnel that something is afoot refer to below.

There are 4 states of alert:

**1. Situation Normal** - All movements on the station are as described previously.

**2. Alert** - If an alert is triggered, for whatever reason, movements are as previously, but 5 off duty troopers are dispatched to investigate.

**3. Base Under Attack** - All off duty troopers are called to the Offices and assemble in Reception, from where they are dispatched to defend strategic points and counterattack.

**4. Base Falling** - If the troopers and staff become outgunned, they will make a fighting retreat to the nearest repulsorlift van and leave the compound.

## Typical Naval Trooper:

### Dexterity 2D+1

Blaster 3D+1, Blaster Rifle 4D+2, Brawling Parry 3D+1, Dodge 3D+1, Grenade 3D+1, Melee Combat 3D+1, Melee Parry 3D+1, Running 3D+2

### Knowledge 1D+2

Intimidation 2D+1, Streetwise 2D+1

### Mechanical 1D+2

Repulsorlift Operation 2D+2

### Perception 3D

Command 4D, Search 4D

### Strength 2D+2

Brawling 4D+2, Stamina 3D+2

### Technical 1D

Security 2D

### Move: 10

**Equipment:** Blast Helmet (+1D Physical, +1 Energy), Blaster Rifle (5D), Comlink.

## Bureaucrats:

### Dexterity 2D

Blaster 3D, Dodge 3D

### Knowledge 2D

Bureaucracy 4D

### Mechanical 2D

Repulsorlift Operation 2D+2

### Perception 2D

Command 2D+2

**Strength 2D**

**Technical 1D+1**

**Move:** 10

**Equipment:** Blaster Pistol (4D), Comlink.

**Mechanics:**

**Dexterity 2D**

Blaster 3D, Dodge 3D

**Knowledge 2D**

Bureaucracy 4D

**Mechanical 2D**

Repulsorlift Operation 2D+2

**Perception 2D**

Command 2D+2

**Strength 2D**

**Technical 2D**

Capital Ship Repair 4D, Capital Ship Weapon Repair 3D; Computer Prog/Repair 3D+1; Space Transports Repair 4D; Starfighter Repair 4D; Starship Weapon Repair 4D

**Move:** 10

**Equipment:** Blaster Pistol (4D), Comlink.

**Medical Staff:**

**Dexterity 2D**

Blaster 3D, Dodge 3D

**Knowledge 2D**

Bureaucracy 4D

**Mechanical 2D**

Repulsorlift Operation 2D+2

**Perception 2D**

Command 2D+2

**Strength 2D**

**Technical 2D**

First Aid 5D

**Move:** 10

**Equipment:** Blaster Pistol (4D), Comlink.