UNLIKELY ALLIES

A *STAR WARS: KNIGHTS OF THE OLD REPUBLIC* ADVENTURE

for the *Star Wars Roleplaying Game Saga Edition*

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It is a time of Jedi Civil War. Across the Galaxy, the invading forces of the SITH EMPIRE battle OLD REPUBLIC military forces and the JEDI ORDER. The Sith Empire advances on every front, lead by the Jedi-turned Sith Lord, Darth Revan.

The Jedi rally Republic forces, fighting the powers of darkness and divided loyalties. Many Sith were once Jedi, and many Sith military units were once loyal Republic fighters. With war spreading quickly across the Galaxy, enemies of old find themselves unlikely allies in the face of the invading evil…

Using This Adventure

This adventure contains the information required to run a 3-4 hour *Star Wars Roleplaying Game Saga Edition* session suitable for home or convention play, with limited gamemaster preparation time. This adventure requires the *Saga Edition* (SE) rulebook and the *Knights of the Old Republic Campaign Guide* (KCG). Six pregenerated characters, complete with background histories and motivations, are included for player use. While this adventure may be adapted for use with other characters, the backgrounds provided are integral to the *Unlikely Allies* concept. The built-in conflict between the characters provides many roleplaying opportunities. Note that the player character backgrounds include some details not repeated elsewhere. The heroes have gender-neutral names, so players may decide their character's gender prior to the start of play.

Adventure Summary

This adventure takes place in the midst of the Jedi Civil War, as Sith forces advance across the galaxy under the command of Darth Revan. The powerful Czerka Corporation, while nominally a Republic ally, is secretly playing both sides. However, their activities have attracted the attention of the Jedi and the Jal Shay, an alternative Force tradition active during this era. Separately, the groups send agents to investigate Czerka 358 on the remote Outer Rim world of Teragol II (a world created for this adventure). Jal Shay member Aarin Tol arrives several weeks before the Jedi. Aarin scouts Czerka's testing facilities with the help of some hired Mandalorian mercenaries. Just after the Jedi arrive in secret, the Sith Empire invades Teragol II. Aarin senses the Jedi presence and realizes he (or she) knows one of them. With the invasion complicating matters, Aarin arranges to bring the Jedi and the Mandalorians together to help investigate and disrupt Czerka's assistance to the Sith. However, it is unlikely that the Jedi and Mandalorians will always see eye to eye on exactly how to proceed, given that they were enemies in the Mandalorian Wars several years ago.

Roga Under - The heroes meet at a makeshift gladiatorial arena called Roga Under at the behest of Aarin Tol. Aarin presents the mission and incentives for the Jedi and Mandalorians to help in the task as well as each other.

Taamo Testing Grounds – The heroes proceed to the remote Taamo Testing Grounds to discover what Czerka is testing, as well as a method to enter the Czerka 358 manufacturing and distribution center. After discovering Sith military elements guarding Taamo, the heroes must devise a method of entry. Once inside, they deal with Czerka personnel and discover testing on Mandalorian military equipment. Evidence leads them to discover that further development and distribution to Sith forces is occurring at Czerka 358.

Czerka 358 – Heroes infiltrate/enter 358 via a speeder obtained from Taamo hanger. They discover Czerka technicians experimenting with a Mandalorian Basilisk war droid, and evidence that the 358 warehouse distributes powerful Mandalorian inspired weaponry to the Sith military. They must deal with Force-using Sith guards, after which the heroes must cripple the distribution center, likely using the war droid.

Adventure Start – Roga Under

Refer players to the Starting Play section in their character backgrounds. This is a roleplaying encounter featuring just the player characters, highlighting their differences and establishing their reasons for working together.

The heroes start at the gladiatorial arena Roga Under. All except Aarin arrive on foot. Aarin Tol begins in Suite 245. Aarin has not revealed to either the Jedi or Mandalorians that the others are involved, nor Aarin's own Jal Shay affiliation. The Jedi start in Suite 244, while the Mandalorians Drednaught and Loma Ko wait in Suite 246. Raalmar begins on the arena floor, finishing another gladiatorial round.

Aarin should take the central role and may invite the Jedi and Mandalorians into 245 in any desired order to reveal the plan and participants, and negotiate terms. When called, Raalmar arrives from the arena floor. The Jedi may have an opportunity observe Raalmar's successful gladiatorial fight against a Trandoshan mercenary, while they wait for Aarin's invitation to 245. If so, this should be handled cinematically. By the end of the encounter, the heroes should have successfully met, negotiated a working arrangement, and leave for the Taamo Testing Grounds via Aarin's air speeder.

Roga Under is a damaged, deteriorating and out of service private hangar bay on the outskirts of the

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town of Port Roans. Roga is now home to a local criminal gladiatorial ring (Feld's Fighters), holding daily fights while spectators gamble on the results. The circular landing pit is surrounded by built in offices and maintenance chambers that have been converted into dozens of observation suites. Throughout the encounter, small floating droids enter the suites from the arena to solicit bets for the current contest. They are programmed to be quite insistent, requiring a DC 20 Persuasion check to shoo away.

Port Roans is a town of about 100,000, half the size it was before being severely damaged during the Mandalorian Wars years ago. As a result, criminal activity is very high in the damaged, semi-abandoned quarters of town. However, typical equipment, vehicles, and accommodations are available to the heroes, if needed.

Taamo Testing Grounds

The Taamo Testing Grounds are located in a remote, rough mountain range north of Port Roans, about an hour away by air speeder. There is no airpseeder/airspace control in this region of the planet. If the heroes attempt to land directly at the Testing Grounds, the Taamo control center requests their landing authorization code, which they don't have. See the Taamo area map.

As the heroes approach Taamo, allow them to make DC 20 Perception, Use Computer and other relevant checks as it comes into sight. If successful, they detect the two outlying automated security sensor towers to the northwest and northeast of the grounds. They also detect a patrol speeder sitting outside Taamo's small hangar. Sith troops guard each of the two entry gates, instead of the expected Czerka security guards.

The heroes have several options to enter the grounds, including stealthily infiltrating the perimeter security fence and avoiding sensor pods (Perception +13), bluffing their way past the guards at the gates, or a more aggressive approach. Landing directly anywhere within the grounds brings a patrol speeder full of Sith troops that meets the heroes' speeder and lands near it. Approaching either gate buys the heroes some time. There are only two Sith Troopers at each gate. One arrogant and suspicious trooper will meet any approaching speeder outside the gate, and will not let anyone in without the proper paperwork. At the first sign of trouble, the guards call the patrol speeder, which arrives in 3 rounds. The Sith consider the planet a war zone and don't hesitate to engage in combat.

Opponents:

2 Guards: Sith Troopers (KCG 148)

Sith Patrol Speeder: Use stats for PL-90 (KCG 95), unarmed.

Sith Patrol: 6 Sith Troopers (KCG 148), 1 Sith Officer (KCG 149)

Surrounding Area: The gravel roads leading to the gates wind through narrow, rocky valleys with steeply angled walls. Low brush and short trees provide some cover along the roadside and valley walls. Prefabricated metal guard buildings flank the worn metal gate. The gate, buildings and security fence are equivalent to a 15 cm thick metal wall (SE 151).

Once on the grounds and past the guards, the heroes are free to search the facility. During the day, Czerka testing is in progress. Loudspeakers regularly announce test and target numbers, which is followed a few seconds later by explosions of various sizes. It is not immediately apparent what exactly is being tested, beyond the obvious explosions. All Czerka personnel are in the Administration Building, monitoring the tests. During the day, the testing grounds are in use, with Czerka personnel on site. After dark, the security guards remain, but the Czerka employees depart via airspeeder at dusk.

If the heroes make it to the Administration building without raising the alarm, they find the Czerka employees at work, and the building unlocked. If the alarm was raised, the Administration building is locked down. The Czerka employees intend to remain inside until reinforcements arrive from Czerka 358 (in the form of 2 patrol speeders, arriving in 1 hour). Conversation is possible via a door intercom.

The employees include of two associates (Dron and Senk) and a scientist (Zelving) overseeing the operation. They are all corporate minded, but are not military and unwilling to risk too much in hindering the heroes. If the employees are unaware of trouble and see the Mandalorians, they assume they are part of the testing regimen, and state that Mandalorian armor testing is next week, not this week. In negotiations, Zelving will attempt the most to dissuade the heroes, but only because he's in charge, and fearful of failing his superiors.

The heroes may learn the following information from the employees or the Administration Building computer system (Use Computer DC 25, starting attitude is hostile):

- Czerka is studying advanced arms and equipment from the Mandalorian wars, particularly those from the Mandalorians themselves.
- The current test subjects are grenades and a light starship missile launcher. 5 unexploded frag grenades and 2 unfired concussion missles remain in the testing area.
- Approach and access codes for Czerka 358 are embedded in the Czerka transport speeder's onboard computer.
- Czerka is already distributing enhanced grenades and starship missiles to Sith units via 358's distribution center and plans to expand operations within the coming weeks.

Opponents:

2 Czerka Associates (KCG 217)

1 Cerka Scientist (KCG 218)

The administration building is a single story prefabricated metal building. The interior includes an observation area with large, strengthened windows overlooking the testing area. The associates manage the tests from various control panels, while the scientist analyzes the data from the adjacent office. Large conduit and thick bundles of cables tie the administration building to a communications array, the test subjects and the adjacent storage/hangar building. A DC 25 Mechanics or Knowledge (Technology) check reveals that disabling the array or cabling to the array will cut all communications from the testing grounds.

Adjacent to the Administration building is a storage building that includes a small garage/hangar. The storage section contains crates and containers, plastic and metal, of various shapes and sizes. It also holds basic maintenance equipment and landing space for two speeders. During the day, the speeder used by the Czerka employees is parked here. The second pad is for the Sith Patrol speeder (above) used in the earlier encounter. At night, it is the only one remaining, as the Czerka employees use the other to return to 358. Either speeder may aid the heroes in entering 358.

The employee speeder has a pair of Sith Pilots that also serve as mechanics and general technicians for the garage. They are usually working around the outside of the speeder. A Sith Assault Droid droid normally remains in the droid recharge socket aboard the speeder either until called upon, or intruders enter the vehicle. The pilots and droids do not engage the heroes until they take an interest in the speeder. If they are aware of a disturbance at the administration building, they send the droid to prevent injury to the Czerka staff. Otherwise, they try to ambush the heroes inside the garage, calling on the droid to help.

Opponents:
2 Sith Pilots (KCG 148),
1 Czerka Corporation Mark I Assault Droid (KCG 165).

The storage/hangar building is prefabricated, like the administration building. The lighting is dim, providing concealment to those in and around the crates and containers. The doors to the building are closed and require an authorization code to open, or a DC 27 Mechanics check. They may also be unlocked using the administration building's computer system.

Czerka 358

Czerka 358 is a large distribution and manufacturing facility built into a steep mountainside. Much of the facility is underground, with towers, landing pads and exhaust ports rising out of the rocky ground. 358 lies about an hour away via speeder, east of the testing grounds. It is divided into two haves by the Maakno Falls, with tunnels connecting the two sides of the facility. A massive warehouse with dozens of landing pads stretches off to the eastern side of the Falls. Speeder and freighter traffic constantly deliver goods to and from the facility. The western side houses the research and manufacturing facilities.

The heroes should create a plan to infiltrate 358. This may include posing as employees or guards. The Mandalorians may claim they are performing tests on the armor. They may try a stealth approach, but will find that difficult to achieve given the tight security and multitude of sensors and surveillance cameras. The heroes should also be on the lookout for anything they might use to disable the distribution warehouse.

Sith Interceptors (KCG 164) will intercept speeders and starships approaching 358 without the proper landing codes. Czerka 358 Flight Control administers the airspace around the facility. All Czerka speeders have the correct codes built into their transponders. Copying a valid code to another vehicle requires a DC 40 Use Computer check, and requires the original code.

Once the heroes enter 358 controlled airspace, their speeder's codes are confirmed and their destination requested. If the heroes are posing as Czerka employees or Sith troops from the testing grounds, they are directed to land at Admin/Research Platform 32s. If they are posing as freighter or speeder transport pilots, they are directed to land at Warehouse Platform 90m.

In either case, the heroes are met by the protocol droid GE3-W0R (KCG 82), who leads them around and answers questions. Though merely a protocol droid, it does have extensive access to most areas of 358. The droid is loyal Czerka property and will protest attempts to circumvent procedure or damage the facility. If threatened, it will attempt to contact security.

Eventually, the heroes should be either directed to, or lead through, the Mandalorian research labs. As they pass through the window-lined corridors, they will have a clear view of a Basilisk War Droid (KCG 203) sitting on a test pad and surrounded by scaffolding and hooked up to electronic monitors. The droid should attract great attention from the Mandalorians . It has the firepower capable of disabling the warehouse landing platforms.

Five Czerka scientists (KCG 218) are working on the droid or at nearby monitoring computers. The droid is intact, but in a diagnostic mode. The scientists can do little to stop the heroes if they decide to commandeer the droid. However, they can also be bluffed into allowing access to the droid. Failure means they attempt to hit the alarm that brings a squad of 8 Sith Troopers and a Sith Officer to the room in 4 rounds. The gamemaster may set up a skill challenge where the heroes use their Persuasion, Knowledge (Technology) and/or Mechanics skills to convince or con the scientists to allow them access to the droid. The heroes may also take the opportunity to learn more about the facility. A DC 25 Use Computer check reveals that high explosives, enhanced grenades and other volatile materials are currently being shipped out from the distribution center. If they were to be detonated, it would wreck the facility.

All of the Mandalorian heroes are familiar with the droid, which can be used as a mechanical mount. Hooking their armor up to

the droid (while in the pilot's seat) automatically takes it out of diagnostic mode (if desired) and it comes under the character's full control. Due to the droid's size, there is only one way to get it out of the testing room, and that leads back out to Platform 32s.

Unless the heroes are unusually lucky or skilled, it is likely that 358's Sith security units will be aware of the droid's activation within moments. When the heroes reach Platform 32s, a security detail supported by Force using Sith is waiting when they arrive.

The Sith attack immediately. Sith Commandos arrive from the mountainside above via jet pack, aiming to land on or near the heroes' vehicle(s). An Assault Droid enters the platform from the maintenance hall and moves to block access to the vehicle. Sith Agents and a Sith Apprentice follow the heroes out of the Research Main Entrance. If combat lasts longer than 10 rounds, a squad of 8 Sith Troopers also arrives.

Opponents:

2 Sith Commandos (KCG 148),

1 Czerka Corporation Mark IV Assault Droid (KCG 165),

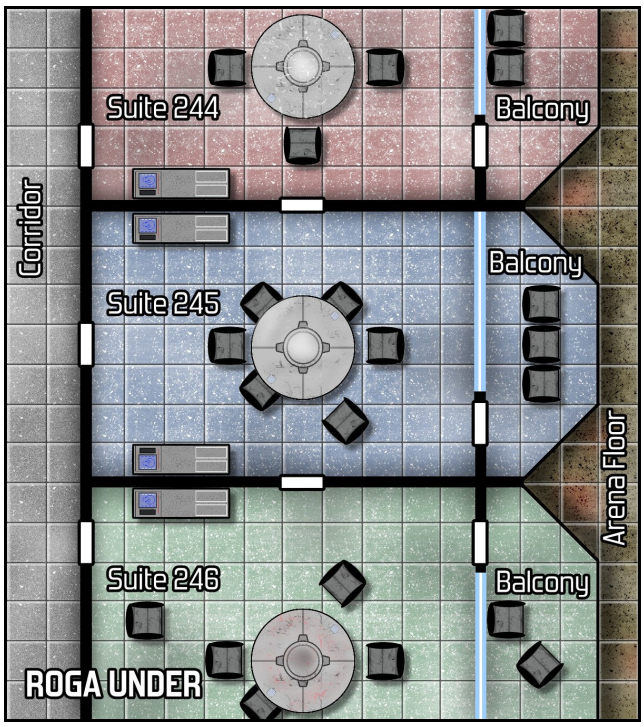
2 Sith Agents (use Sith Assassin, KCG 150),

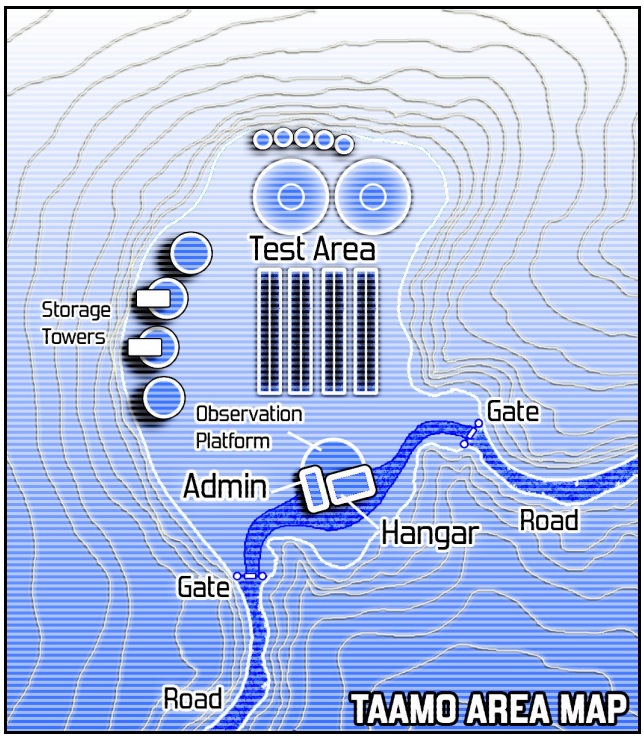
Sith Apprentice (use Sith Mage, replace war sword and related feats with lightsaber, KCG 151)

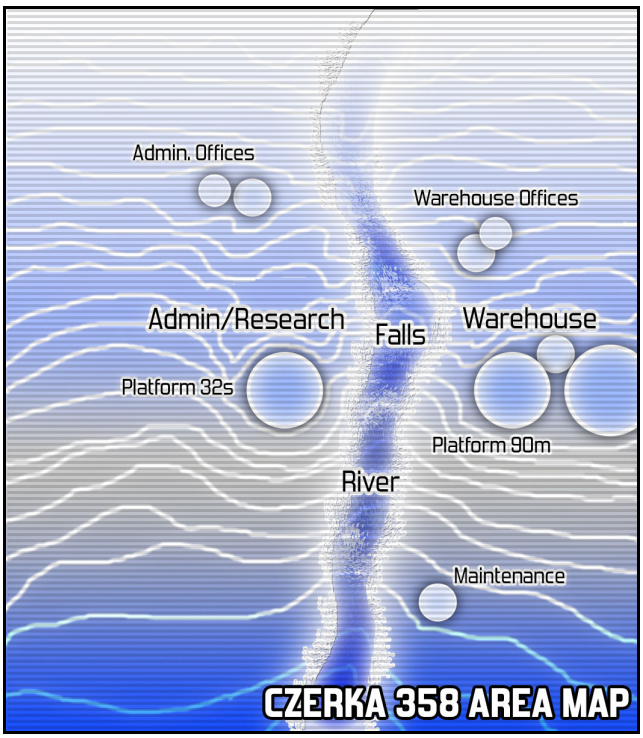
Platform 32s sits on a rocky outcropping. The platform is 10 squares above the rocks below. One side is bordered by the mountain. A few small crates and pieces of equipment provide some cover. The heroes' speeder(s) is the only one on the platform.

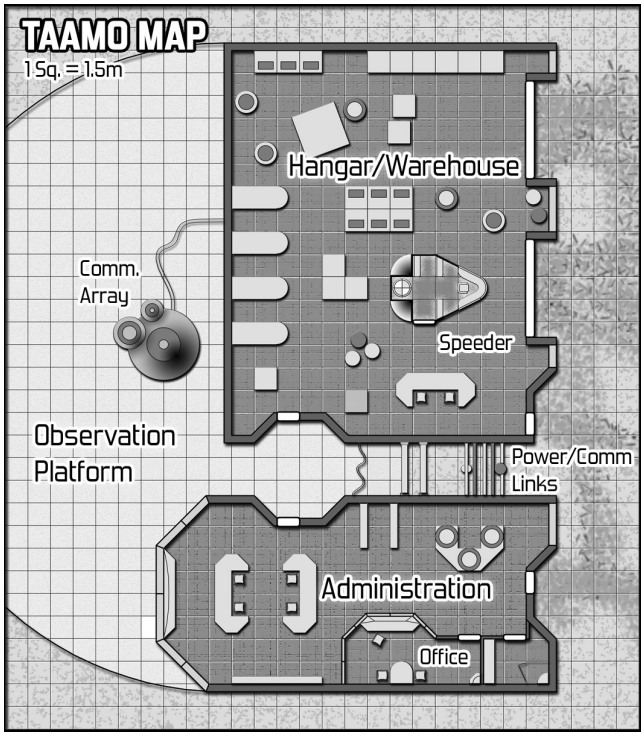
Once the Sith are defeated or left behind, the heroes may execute their plan to disrupt the facility. The easiest option is to use the Basalisk War Droid to strafe or ram the landing distribution center's landing platforms, setting off the volatile explosives and munitions currently being loaded aboard the starships and speeders. Such explosions disrupt operations for weeks, possibly long enough for Republic forces to arrive and deal a lasting blow to Czerka and the Sith invaders.

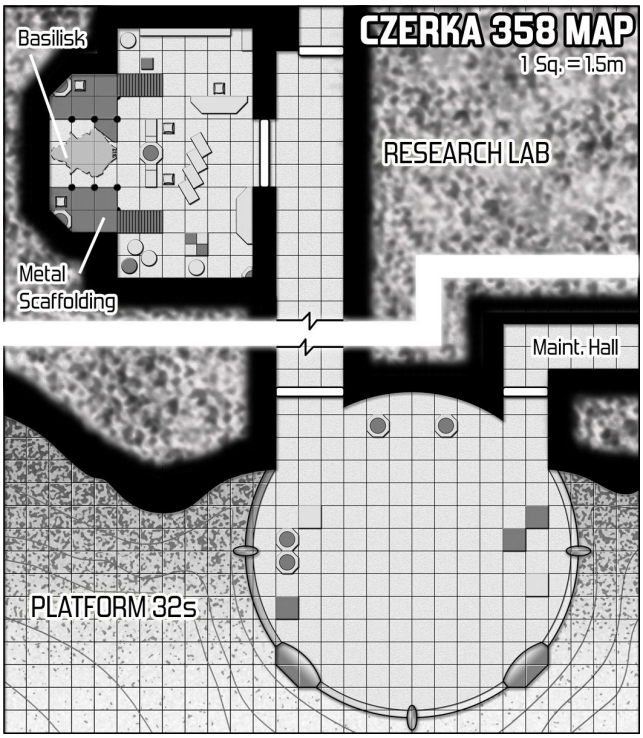
The heroes may use the Czerka speeder to escape 358, or another vehicle or starship if needed. The Sith may send patrol speeders in pursuit, but may be outrun or lost in the twisting canyons surrounding 358. The Sith may also send fighters to intercept, but the fighters are 10 minutes away, giving the heroes a substantial head start. Once the heroes escape the immediate area, the adventure is over. Aarin Tol has arranged transport off-world, once the heroes return to Port Roans.




Test Area
Storage Towers
Observation Platform
Gate
Admin
Hangar
Road
Gate
Road
TAAMO AREA MAP


Admin. Offices
Warehouse Offices
Admin/Research
Falls
Warehouse
Platform 32s
Platform 90m
River
Maintenance
CZERKA 358 AREA MAP


TAAMO MAP
1 Sq. = 1.5m
Hangar/Warehouse
Comm. Array
Speeder
Observation Platform
Power/Comm Links
Administration
Office


Basilisk
CZERKA 358 MAP
1 Sq. = 1.5m
RESEARCH LAB
Metal Scaffolding
Maint. Hall
PLATFORM 32s