

A long time ago, in a galaxy far, far way...

STAR WARS

CAMPAIGN IV: A NEW DESTINY

While the Civil War rages on, a small Imperial outpost becomes the center of attention. On the forest planet of Makinja the primary settlement has been under Imperial occupation for long enough. The Rebel leaders have determined the planet to be of strategic importance and must liberate it at all costs.

Elsewhere, the Rebels begin collecting those within their ranks with Force ability and begin training them as a new Order of Jedi. Knowing this, Darth Vader himself has revived the edict of the Clone Wars and given all bounty hunters the mission of eliminating Jedi wherever they may be found. The dreaded Sith Lord has further insured Imperial success by taking on apprentices of his own.

General Calrissian has deployed an assault squad to the Makinja settlement with one of their newest Jedi. Little does he know that the Sith are already on-planet...

MAKINJA SETTLEMENT

Abandoned urban landscape surrounded by forest. Imperial Outpost at one end of battlefield (S-Bldg), Rebel LZ at the other (G-Bldg). Three Force Temples are hidden on the battlefield. Should a temple be found, the discovering team may receive one additional 4pt Force Disciple for 200 Credits at the beginning of the next game.

Special Props:

Force Temples: 3 – Hidden on battlefield.

Lightsabers: 5 – 2 used at the start, 3 in preparation of a located temple.

SPECIAL CHARACTERS

Elite Troops, Force Disciples, and Bounty Hunters are all “Special Characters”. Once they die, they become regular members of their team (even after a respawn). While there are ways to gain more Elite Troops and Force Disciples, a killed Bounty Hunter must choose a faction to join as a regular player. Troop ratios are not used; there can be as many as each team can afford.

BOUNTY HUNTERS

A standing order in the Imperial Navy is that all Bounty Hunters are to be paid 25 Credits per Rebel they kill. While this is a steady income, Bounty Hunters may hire out to Rebels for larger lump-sum profit. Bounty Hunters do not share in the upgrades purchased by the Factions, so therefore must purchase their own with the Credits they earn. The game may start with 0-3 Bounty Hunters who may visit each team before each scenario to negotiate pay.

Temporary Purchases: Custom Weapons: 50, Sensor Reset: 50, Touch-kill: 100

SCENARIO 1: INTELLIGENCE GATHERING

1

The Rebels deploy planetside and begin their reconnaissance. The Jedi and Sith sense each other's presence immediately and 'recon in force' is the order of the day.

Props:

- Intelligence Cards: See Appendix 3.

1 GALACTIC EMPIRE

Resources:

Sith Lord: 1 (4pts)

Royal Guards: 1

Starting Credits: 200

Temporary Purchases: Custom Weapons: 50

Permanent Purchases: Royal Guard: 150
Bounty Hunter: Must guarantee 25+ Credits per Rebel killed.

*"The Sith have sensed that a Jedi has landed on the planet. We suspect a small reconnaissance squad to probe our defenses. Do not let them gather intelligence. Kill them all.
-Admiral Motti"*

Code Frequency: Alpha-Alpha-001

At several locations there are index cards denoting information about the Makinja settlement. Imperials may not move these cards around, but may bring loose cards to any cards that remain in place. If a Rebel or Imperial is killed while holding any cards, s/he must immediately lay them on the ground in the open (loose cards). When the Rebel team captain calls a Retreat, the game is over. Imperials will benefit from any cards not collected by the Rebels.

Respawn: Infinite @ base
Time Limit: 30 minutes or until Rebel Retreat
Credits: 400 (half if Rebels collected over half the cards)
Penalties: -10 Credits for each death

1 REBEL ALLIANCE

Resources:

Jedi Knight: 1 (4pts)

Wookies: 1

Starting Credits: 200

Temporary Purchases: Custom Weapons: 100,
Bounty Hunter: negotiable

Permanent Purchases: Wookie: 200

*"Before we may begin our assault, we must gather information about the outpost and the surrounding area. However, since our Jedi senses the presence of a Sith, it's a good bet the Empire knows we're here. Gather what you can and may the Force be with you.
-General Calrissian"*

Code Frequency: Alpha-Alpha-001

At several locations there are index cards denoting information about the Makinja settlement. Collect as many of these cards as you can. If a Rebel or Imperial is killed holding any cards, s/he must immediately lay them on the ground in the open. The Rebel team captain may call a Retreat at any time, ending the scenario.

Respawn: Infinite @ base
Time Limit: 30 minutes or until Rebel Retreat
Credits: 50 per card returned to base
Penalties: -25 Credits for each death.

SCENARIO 2: FOREST BATTLE

2

The Rebels begin their operations and meet the Imperial troops for the first major battle.

Props:
none

2 GALACTIC EMPIRE

Temporary Purchases: Custom Weapons: 50
Sensor Reset (1/all players): 200

Permanent Purchases: Royal Guard: 150
(Sith: 200),
Bounty Hunter: Must guarantee 25+ Credits per Rebel killed.

“Our scouts have spotted a rebel strike force assembled in the forest not far from our base. We believe them to be preparing for their first assault. Further, we believe they may not be aware of our deployment capabilities and we could catch them by surprise if we attack them now. You must meet them head-on, immediately, but keep your patrols in place to prevent them from subversively gaining control of the settlement.
–Admiral Needa”

Code Frequency: Gamma-Foxtrot-729

The Imperial Team must split up, sending the majority of their team to engage the rebels in the forest battlefield (respawning at a south/east base) while a smaller squad remains to seek out rebel troops in the settlement battlefield (respawning at the normal base). This is also an opportunity to search for Force Temples and follow up on any pertinent Intelligence Cards collected in the previous game.

Respawn: Infinite @ base(s)
Time Limit: until Rebel Retreat at forest battlefield
Credits: 250
Penalties: -10 Credits for each death

2 REBEL ALLIANCE

Temporary Purchases: Custom Weapons: 100
Sensor Reset (1/all players): 200
Bounty Hunter: negotiable

Permanent Purchases: Wookiee: 200
(Jedi: 200)

“We must test the strength of the Imperial garrison. You will draw their forces out into the forest and keep them engaged for as long as you can while a scout party remains in the settlement to observe their patrols. This will complete the intelligence gathering process and the assault may begin.
–General Calrissian”

Code Frequency: Gamma-Foxtrot-729

The Rebel Team must split up, sending the majority of their team to engage the Imperials in the forest battlefield (respawning at a north/west base) while a smaller squad remains to seek out imperial troops in the settlement battlefield (respawning at the normal base). This is also an opportunity to search for Force Temples and follow up on any pertinent Intelligence Cards collected in the previous game.

Respawn: Infinite @ base(s)
Time Limit: until Rebel Retreat at forest battlefield
Credits: 50 per three minutes in the field
Penalties: -25 Credits for each death.

SCENARIO 3: COUNTER-ATTACK

3

The Imperials mount a counter-offensive in hopes of ending the Rebel opposition before it gets any further.

Props:

- Power Supply Unit

GALACTIC EMPIRE

3

Temporary Purchases: Custom Weapons: 50
Sensor Reset (1/player): 200

Permanent Purchases: Royal Guard: 150
(Sith: 200)
Bounty Hunter: Must guarantee 25+ Credits per Rebel killed.

*“We have identified the rebel rallying point. We know they must have a power supply unit for their communications and equipment. Seize this power unit. At some point, they may try to move the power unit from their base, so be ready. Assemble your Stormtroopers and do not fail me.
–Admiral Ozzel”*

Code Frequency: Sigma-Romeo-145

The Imperial Team will attack the Rebel base at the other end of the battlefield (G-Bldg). Imperials must find and take the rebel power supply unit prop and return it to the Imperial base (ala CAPTURE THE FLAG). If the flag becomes mobile, the Imperials must kill the escort to gain control of the flag (ala KINGS) and return it to base.

Respawn: Infinite @ base
Time Limit: 30 minutes or until Rebel flag reaches Imperial base
Credits: 50, + 50 for every 5 minutes before the Time Limit.
Penalties: -10 Credits for each death

REBEL ALLIANCE

3

Temporary Purchases: Custom Weapons: 100
Sensor Reset (1/all players): 200,
Bounty Hunter: negotiable

Permanent Purchases: Wookiee: 200
(Jedi: 200)

*“An intelligence operative has confirmed that the imperials are aware of our rally point and are preparing a pre-emptive strike. We must defend our power supply unit or suffer the consequences. To break down the primary components and disconnect the unit will take time. Begin the process in case the Imperials manage to overrun the base. May the Force be with you.
–General Calrissian”*

Code Frequency: Sigma-Romeo-145

The Rebel Team must hold the area around their base (ala DEFEND & DESTROY) for ten minutes. At ten minutes, the power supply unit prop may be moved around the battlefield (ala KINGS).

Respawn: Infinite @ base
Time Limit: 30 minutes or until Rebel flag reaches Imperial base
Credits: 50 for every 5 minutes in the field
Penalties: -25 Credits for each death.

SCENARIO 4: POMP AND CIRCUMSTANCE

4

The Rebels take a moment to regroup while the Imperials are occupied by their own drill and ceremony.

Props:

- NPC: Moff Ginnett

4 GALACTIC EMPIRE

Temporary Purchases: Custom Weapons: 50
Sensor Reset (1/all players): 200

Permanent Purchases: Royal Guard: 150
(Sith: 200)
Bounty Hunter: Must guarantee 25+ Credits per Rebel killed.

*"Moff Ginnett is coming to inspect your outpost. He will require an escort. Should he see any Rebel activity not properly dealt with, he will be most displeased.
-Admiral Ozzel"*

Code Frequency: Beta-Sierra-153

Moff Ginnett is an unarmed NPC that will lead his escort around the battlefield. The escort may consist of as many or as few players as the Imperial team captain desires. The Imperial team captain may call a Retreat at any time, ending the scenario.

Respawn: Infinite @ base
Time Limit: 30 minutes or until Imperial Retreat
Credits: 50 per three minutes in the field
Penalties: -25 Credits for each death

4

4 REBEL ALLIANCE

Temporary Purchases: Custom Weapons: 100
Sensor Reset (1/all players): 200,
Bounty Hunter: negotiable
(Radios: 150)

Permanent Purchases: Wookiee: 200
(Jedi: 200)

*"This is the calm before the storm. Take this time to gather your resources and rally the troops. If you see an opportunity, take it, but be careful. May the force be with you.
-General Calrissian"*

Code Frequency: Beta-Sierra-153

(If the Rebels lost SCENARIO 3: COUNTER-ATTACK, the use of Radios requires an expenditure of 150 Credits.) This is the last opportunity to search for Force Temples and follow up on any pertinent Intelligence Cards. The Imperial team captain may call a Retreat at any time, ending the scenario.

Respawn: Infinite @ base
Time Limit: 30 minutes or until Imperial Retreat
Credits: 250
Penalties: -10 Credits for each death.

4

SCENARIO 5: BATTLE FOR MAKINJA

5

The time has come for the Rebel forces to assault the outpost. Killing the Imperials isn't as important as destroying the building itself. Without this outpost destroyed, the Rebels won't be able to amass their forces for the assault on the Imperial Fleet.

Props:

- Structural Weaknesses: pre-placed at each end of the S-Building and two more inside.

GALACTIC EMPIRE

Temporary Purchases: Custom Weapons: 50
Permanent Purchases: Royal Guard: 150
(Sith: 200)
Bounty Hunter: Must guarantee 25+ Credits per Rebel killed.

*"Intelligence says the Rebel Fleet is preparing for something big. Your outpost has become of strategic importance and must not fall. Defend the outpost at all costs.
—Admiral Piett"*

Code Frequency: Omega-Zulu-666

There are four sensors in (and possibly around) the building which the Rebels must destroy in order to collapse the outpost.

Respawn: Infinite @ inside S-254
Time Limit: 20 minutes
Credits: Reputation as an Elite Imperial Unit.
Penalties: Prolonging the War.

5

REBEL ALLIANCE

Temporary Purchases: Custom Weapons: 100
Bounty Hunter: negotiable
(Radios: 150)
Permanent Purchases: Wookiee: 200
(Jedi: 200)

*"With the Imperial Navy gaining momentum, we need to strike back now. You've got to destroy that outpost so that we can use the planet as a staging point. We know there are four structural weaknesses within that base that must be destroyed. Get in and get it done.
—General Calrissian"*

Code Frequency: Omega-Zulu-666

(If the Rebels lost SCENARIO 3: COUNTER-ATTACK, the use of Radios requires an expenditure of 150 Credits.) There are four sensors in (and possibly around) the building which the Rebels must destroy in order to collapse the outpost.

Respawn: Infinite @ Amphitheater
Time Limit: 20 minutes
Credits: Reputation as an Elite Rebel Unit.

5

APPENDIX 1: MODERATOR'S NOTES

When should I set out the props?

The entire game should be set up before the first scenario. It is up to you whether or not the players may interact with props they know nothing about (taking the PSU prop, destroying the Structural Weakness sensors, etc.), though we suggest they may not move unidentified items, but may of course report their findings.

I don't like the idea of playing Paper-Rock-Scissors in the middle of a laser tag game.

Neither do we, actually. PRC is the simplest, most easily "modified" randomizer we could think of, so we stated that as our standard Melee Combat mechanic. However, we've since devised a "touch" combat method that you may substitute, though we only suggest this method if you have players you can trust not to take it too far.

Each melee combatant (in this case, Force duelists) must identify to the Moderators two "weak spots" out of twelve possible body locations; head, right shoulder, left shoulder, right hand, left hand, chest, torso, groin, left thigh, right thigh, left foot, right foot. When the combatants square off, they take turns lightly tapping their opponent in these areas (the first combatant to tag the other and initiate melee combat may make the first move), feeling free to act out a combat scene and block areas that aren't weak spots. If a player has both his weak spots tapped, he is dead. If combat was disengaged, the weak spot "regenerates", but does not change for the next potential dual.

Obviously, some Force Powers will have to be altered to accommodate the touch combat method. Regroup may take effect immediately after the Jedi has had his first weak spot tapped. Lightsaber Mastery only requires one weak spot to be tapped. Lightsaber Expertise allows the Sith to tap two areas twice each duel.

What if the Imperials overrun the Rebel base in SCENARIO 3: COUNTER ATTACK?

The rebels are considered to be taking the power supply unit (PSU) apart during the battle. If the Imperials overrun the base before the 10 minutes required to successfully disassemble the PSU, they can blast it out and take off with it. If the Rebels are able to retrieve and hold the PSU by the end of the game, they are considered to have enough parts intact via the disassembling phase to repair and re-install it.

How does the Information Leak (6) card affect SCENARIO 3: COUNTER ATTACK?

If the Rebels have the spare PSU, they may lose the scenario but save themselves from having to pay 150 Credits per scenario to continue to use radios. If the Imperials have the spare PSU, then the Rebels are just out of luck. Generous Moderators may allow the team holding (and not using) the spare PSU to cash it in after Scenario 3 for 100 Credits.

APPENDIX 2: COMPLETE PROPS LIST

Force Temples (3): smallish structures of similar design. May incorporate an item (index card, flag, etc.) that may be removed to indicate discovery/ownership. One should be placed in the westernmost area of the Battlefield (behind B-Bldg), as indicated in Intelligence Card "Information Leak (2)".

Intelligence Cards: See Appendix 3.

Lightsabers (5): preferably the light-and-sound kind, but any collapsible toy will do. Two will be issued at the beginning of the game, while the other three will be issued as necessary.

Power Supply Unit: preferably a lighted device/toy, though any flag will do. The "spare" Power Supply Unit (PSU) should be placed as indicated on Intelligence Card "Information Leak (6)" while the original PSU won't come into play until SCENARIO 3: COUNTER ATTACK.

Moff Ginnett: a non-player character (NPC), preferably played by a Moderator with role-playing experience.

Structural Weaknesses (4): additional sensors, preferably of the Radar Extreme model. Two should be placed outside the Imperial base [S-Bldg], one at each end as indicated in Intelligence Card "Information Leak (1)", while the other two won't be used until SCENARIO 5: BATTLE FOR MAKINJA.

APPENDIX 3: INTELLIGENCE CARDS

Suggested on 3x5-inch index cards, these items will be placed in partial cover (at least visible from two angles; 90°). The following text blocks indicate one card worth of text. Only the titles will be written on the cards and the complete text for each card will be read at the end of the scenario.

Credit Cache

Lost bankroll from robbery before Imperial occupation. Gain 500 Credits.

Force Nexus

Your Force Disciples receive one respawn at base. (One respawn for the campaign, regardless of the scenario).

Information Leak (1)

The infrastructure of the Imperial outpost is poorly constructed and weak. Rebels may destroy the structural weaknesses [sensors] at either end of the complex to weaken the outpost's stability; alternatively, Imperials may fortify the weaknesses [bringing them to the immediate inside area] to prevent accidental collateral damage.

Information Leak (2)

A Force Temple was discovered by the Resistance when the Imperials first annexed the settlement. It is in the westernmost area of the Battlefield (behind B-Bldg).

Information Leak (3)

The Imperial Navy is planning a surprise inspection of the Makinja Outpost. The Imperials will do well to prepare by having a high number of Royal Guard readied at his arrival [+200 Credits for every Royal Guard that survives the scenario]; alternatively, Rebel leadership would like to see this inspector turn up dead [+200 Credits for killing the inspector]. His arrival will be announced on Code Frequency: Beta-Sierra-153.

Information Leak (4)

General Calrissian is making a name for himself through risky maneuvers and diversionary tactics. Rebels should prepare by having their Jedi in the forest battlefield [+100 Credits shock-and-awe bonus if he survives]; alternatively, Imperials may send more troops into the settlement battlefield [+100 Credits counter-intelligence bonus if they can kill each Rebel in the settlement battlefield at least once]. The diversion will be initiated on Code Frequency: Gamma-Foxtrot-729.

Information Leak (5)

Intelligence operatives have had a stroke of luck. You may tap into enemy communications once [and randomly choose an Intelligence Card to from which to benefit alongside them].

Information Leak (6)

Scouts have identified a spare Power Supply Unit (PSU) stashed by the Majinka populace for the Rebels [A-bldg, top of "crow's nest"]. Imperials may retrieve the PSU to potentially hinder rebel operations; alternatively, Rebels may retrieve the PSU to potentially save operational capabilities.

Native Support

Your Elite Troops may be purchased at half the cost.

Secret Tunnel System (1)

"Underground Railroad" used to get people out during the early days of Imperial occupation. Grants alternate starting point for some or all of your forces at one end of the Battlefield (H-Bldg).

Secret Tunnel System (2)

"Underground Railroad" used to get people out during the early days of Imperial occupation. Grants alternate starting point for some of all of your forces at the middle of the Battlefield (L-Bldg).

Weapons Cache

Resistance weapons left by the "Underground Railroad" to help people escape Imperial occupation. Grants the unlimited use of Custom Weapons.