

SHOWDOWN IN A GALAXY FAR, FAR AWAY

Savage Worlds: Showdown! Scenario and Unit Cards for Your Rebel Storm™ Miniatures

George Lucas' Star Wars™ saga has thrilled and delighted generations of audiences the world over. Judging by discussion on the Pinnacle/Great White Games forums, many fans of Savage Worlds (including this author) have adopted the system to create their own galactic adventures set against this backdrop of an interstellar struggle between the forces of good and evil. The fast, furious, and fun pace of Savage Worlds does a great job of emulating the energy and excitement of the films! With the release of the Star Wars: Rebel Storm™ range of pre-painted plastic miniatures by Wizards of the Coast, gamers now have the opportunity to stage their own epic Star Wars™ tabletop battles. This article demonstrates how you can get even more use from your Rebel Storm™ miniatures by using them to enact tabletop skirmishes with the wonderful competitive miniatures rules Savage Worlds: Showdown!



Everything you need to play this scenario is available for free! This document contains the scenario details, a sheet of unit cards, and a map of the cargo bay in which all the action takes place. Go to: <http://www.peginc.com/Downloads/SavageWorlds/Showdown/Showdown.pdf> to download the Savage Worlds: Showdown rules. Please note that while the scenario and unit cards were designed to be used with the Star Wars: Rebel Storm™ miniatures, any 25-28mm plastic, metal, or paper miniature figures that you have lying around will do in a pinch. So without further ado, read on, grab your dice, assemble your forces, and let the "savage star wars" begin!

Scenario: Breakout at Gartooine: Sinister agents of the Empire have discovered a secret Rebel cell on the factory planet Gartooine. Most of the rebels have escaped the assault, but a small band of freedom fighters led by Luke Skywalker are pinned down in a spaceport cargo bay by Imperial troops, unable to reach the transport ship that was forced to leave without them. Realizing his friends' dilemma, Han Solo swoops back into the spaceport in his starship, the Millennium Falcon, in a daring attempt to rescue them from capture. Time is of the essence, as the Imperials have called for reinforcements. If the Rebels cannot escape before more Imperial troops arrive they are all certain to fall into the hands of the Empire!

The Map: This scenario takes place in a large cargo bay in the spaceport on Gartooine. The map can be drawn on an erasable battlemat with a pre-printed 1" grid (such as those manufactured by Chessex, Inc.) or a 24"x36" area of the table or floor can be marked out to represent the bay. Cargo crates, wall supports, and pillars can be represented by any appropriate improvised scenery like children's blocks or Lego-type blocks, or drawn directly on a battlemat. The bay is strewn with cargo crates and barrels that do not block line-of-sight but do provide cover against blaster fire. This cover is considered to be roughly waist high, and provides minor cover (-2) to any character standing within 2" and behind it (from the direction of the firing character) regardless of distance to the attacker. If the character goes prone, the crates and barrels provide substantial cover (-4). Characters may move into or through the cargo squares at half the normal movement rate. The wall supports and pillars (marked in black on the map) block line-of-sight and movement and also provide substantial cover to characters adjacent and behind them (as above) whether standing or prone. Characters may move into squares containing pillars at their normal movement rate. Characters may not move through the black wall support squares.

Special Rules: The Rebel player sets up Luke and his squad of troopers first. The Imperial player then sets up all his/her forces. The Rebel player sets up Han and his squad last. This scenario lasts up to 10 turns, after which Imperial reinforcements arrive and any Rebels left in the cargo bay are considered to have been captured and are treated as casualties.

Rebel Forces: The Rebels' goal in this scenario is to make their way to the Millennium Falcon and safety. Each character that can move off the map through the area marked 'M' is considered to have made it to the hangar containing the ship. Han Solo and his squad of troops may not retreat through this area until Luke and/or his surviving troops have retreated or been destroyed. The Rebels cannot retreat off the game board at any point other than this point.

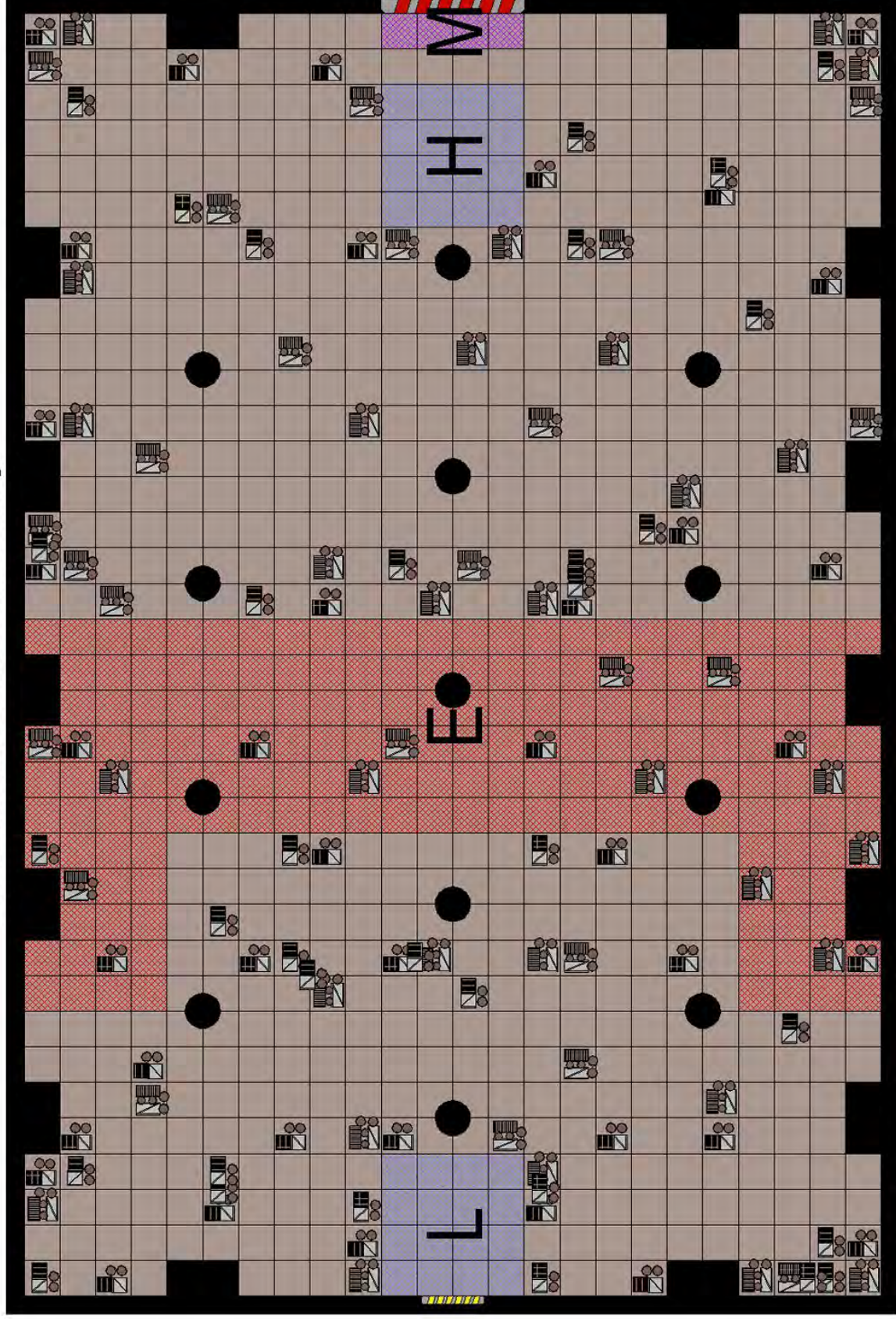
Luke Skywalker, Han Solo, and two squads of 4 Rebel Fleet Troopers. Note that Luke may only use his Quickness power on himself. Luke and one squad of Rebel Fleet Troopers set up within the area marked 'L' on the map. Solo and the other squad of Rebel Fleet Troopers set up in the area marked 'H' on the map.

Imperial Forces

The Imperials' goal in this scenario is to prevent the Rebels from escaping to the Millennium Falcon. The Imperials cannot retreat off the game board. The Imperial forces consist of one Imperial Officer, one squad of 2 Stormtroopers with heavy weapons, and three squads of 3 Stormtroopers. The Imperial forces may set up anywhere within the large area marked 'E' on the map.

Victory: The Imperial forces immediately win the scenario if they prevent at least half of the Rebels (27 points worth), including at least one Wild Card unit (Luke or Han), from reaching the Millennium Falcon before the end of turn 10. Calculate Bounty Points in the normal manner in order to determine the level of victory.

Breakout at Gartooine Map



Scale: 1 square = 1"

Han Solo

A:d6, Sm:d6, Sp:d8, Str:d6, V:d8
Fighting d6, Shooting d12, Taunt d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: Heavy blaster pistol (10/20/30;
AP:2; 2d8)

Abilities:

- Combat Reflexes: +2 to recover from being Shaken.
- Marksman: +2 Shooting if Han does not move.



12

Imperial Officer

A:d6, Sm:d8, Sp:d6, Str:d4, V:d6
Fighting d4, Intimidation d4, Shooting
d6, Taunt d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Blaster pistol (12/24/48; AP:1;
2d6+1)

Abilities:

- Command: Allies within 5" are +1 to recover from being shaken.



8

Luke Skywalker

A:d8, Sm:d6, Sp:d8, Str:d6, V:d6
Fighting d6, Shooting d8, Taunt d4, The
Force d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Blaster pistol (12/24/48; AP:1;
2d6+1)

Abilities:

- Dodge: Attackers -1 to Shooting or Throwing; +1 to evade area effect attacks.
- The Force (d4; 10 PP): *Quickness (self only)*.



10

Stormtrooper (heavy weapons) (x2)

A:d6, Sm:d4, Sp:d6, Str:d6, V:d6
Fighting d6-1, Shooting d6-1

Pace: 4; **Parry:** 5; **Toughness:** 9

Gear: Light repeating blaster (30/60/
120; RoF: 3; AP 1; 2d8+1),
Stormtrooper Armor (+4 armor)

Abilities:

- Combat Reflexes: +2 to recover from being Shaken.



11

Rebel Fleet Trooper (x4)

A:d6, Sm:d6, Sp:d6, Str:d6, V:d6
Fighting d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: Blaster pistol (12/24/48; AP:1;
2d6+1); Helmet & Flak Jacket (+1
armor)

Abilities: —



16

Stormtrooper (x3)

A:d6, Sm:d4, Sp:d6, Str:d6, V:d6
Fighting d6-1, Shooting d6-1

Pace: 5; **Parry:** 5; **Toughness:** 9

Gear: Blaster rifle (Range: 24/48/96;
AP:1; 2d8+1), Stormtrooper Armor
(+4 armor)

Abilities:

- Combat Reflexes: +2 to recover from being Shaken.



16

Rebel Fleet Trooper (x4)

A:d6, Sm:d6, Sp:d6, Str:d6, V:d6
Fighting d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: Blaster pistol (12/24/48; AP:1;
2d6+1); Helmet & Flak Jacket (+1
armor)

Abilities: —



16

Stormtrooper (x3)

A:d6, Sm:d4, Sp:d6, Str:d6, V:d6
Fighting d6-1, Shooting d6-1

Pace: 5; **Parry:** 5; **Toughness:** 9

Gear: Blaster rifle (Range: 24/48/96;
AP:1; 2d8+1), Stormtrooper Armor
(+4 armor)

Abilities:

- Combat Reflexes: +2 to recover from being Shaken.



16