

Campaign Breakdown

Location: Theed, Naboo

Starting NPC: RSF Captain Rane

Level Requirement: 15

Recommended Group Size: Solo

Overview

The lush and peaceful planet of Naboo is hiding a dark secret beneath the canopy of its deep swamps. An organized crime ring known as the Swamp Syndicate has been abducting Royal Security Forces (RSF) patrols and establishing heavily fortified outposts near ancient ruins. The RSF needs independent operatives to infiltrate the swamps, locate the missing patrols, and dismantle the Syndicate.

Campaign Breakdown

Part 1: The Missing Patrol

RSF Captain Rane in Theed has lost contact with one of his elite patrols. You are tasked with tracking their last known coordinates in the Naboo swamps, dealing with any Swamp Syndicate resistance, and bringing back any clues about the patrol's fate.

Part 2: Deep Cover

Upon returning, Captain Rane receives intelligence pointing to an old ruin where the Syndicate is holding prisoners. You must push deeper into the swamps, fight through the Syndicate mercenaries, and secure the access codes from their lieutenant to launch a full rescue operation.

Part 3: The Distraction

You will meet up with an RSF Specialist in the swamps to coordinate the rescue. Your job is to launch a frontal assault on the ruin's outer defenses, causing a massive distraction while the RSF specialist sneaks the prisoners out the back.

Part 4: The Inner Sanctum

With the prisoners secure, there is only one thing left to do: take down the Syndicate Boss. You must fight your way into the inner sanctum of the ruins and defeat the Boss, a rogue Gungan Outcast wielding formidable strength.

Rewards

Completing the Swamp Syndicate campaign awards substantial Combat Experience, high Credit payouts, and the honor of assisting the Naboo Royal Security Forces.

Revision #2

Created 2026-07-22 20:01:10 UTC by Brandon Calabro

Updated 2026-07-22 20:01:36 UTC by Brandon Calabro