

The PCs **IN** this adventure are racing toward jump point with two TIE fighters in immediate **PURSUIT** At least four more are beyond long range, but gaining.

Characters can be derived from any PC template. The only requirement is that some PCs or NPCs be experienced with starship skills. If the group lacks a starship, they are issued the *Transorb, a Rho*-class shuttle, detailed below. Run space combat using the basic rules and start at medium range. Please note that West End Games' rules upgrade **OF** tasks has been incorporated into this adventure. When rolling a task, inexperienced characters use the lower end of **THE** range, while veterans use the higher end.

Sometime during the pursuit, the player characters' ship is hit by a laser bolt (fudge the rolls, if necessary). While the shot does no critical damage to the ship, it does severely degrade several components in the ship's power plant and drives. Roll against the Starship Repairs skill, diagnosing the **UNEXPECTED** damage on a result of (6-10). The components should make it through the next jump (of course, don't tell the characters that), after which the team should consider finding a nice, quiet place to lay over for repairs. The Imperials will no doubt have broadcast a hypercomm containing the ship's description to surrounding systems, thus denying the bettertravelled systems to the PCs. **Star Wars**  **Muugrah:** Consulting the local nav charts will, on a roll of (6-10) against Planetary Knowledge, show a notation by Alliance intelligence that an extensive starship graveyard exists on the planet Muugrah. The parts needed to repair the ship can probably be found there. Lacking any sizable Imperial presence, slightly off the trade routes and within easy reach, the system provides the quiet place the characters need. Close out the episode by having one of the PCs make the Astrogation roll to jump to Muugrah.

Muugrah is located in the middle ground between the Imperial core and the frontier, although it's closer to the frontier than the core. The system is just off the established trade routes in a sector where piracy is a definite problem. The Imperial Navy devotes a substantial amount of its local resources to combating this criminal activity. The Empire, recognizing the threat to local shipping, has partially relaxed restrictions on starship weaponry for just this reason (meaning that the *Transorb's* weapons fit isn't technically illegal in the system).

Much of the planet is open grassland which is home to a fair number of ranchers and prospectors.

#### STARSHIP GRAVEYARD

You've encountered no major problems in securing clearance to land at Squarn's Junkyard. Squarn is apparently the owner of the junk heap visible outside the viewports. Off in the distance, about 10 klicks, is the city of Slaibo, its towering spires and gently curving domes reflecting the light of the system's twin suns.

As the Transorb drops closer to the landing pad, you look out over kilometer after kilometer of rusting, broken and tangled metal. Only the occasional recent arrival is noticeable for its lack of decay. There's a slight shudderfrom the ship as the hydrostasis modulators and flux capacitors begin to breath their last.

Squarn owns several square kilometers of land, almost all of it covered by starships in various states of decay. As new wrecks are brought in, they're dumped on old ships already there. The hulks are stacked so deep that the ones on the bottom have compacted to form a kind of humus of hull metal and ship steel.

**Guard** Force: Visible on the property is a contingent of six mercenaries employed by Squarn (use the Merc template if stats are required). They guard the yard and assist the junk seller if he runs into problems with unruly guests. They have access to two speeders should the need arise.

**Squarn:** The PCs will be met at the pad by an assistant of Squarn's. The assistant, Klev, will lead the characters to a permanently emplaced military surplus shelter module which serves as the junk seller's office. The assistant will "talk up" the services of the ship graveyard along the way.

Once there, Klev will introduce the PCs to Squarn. Filled with artificial friendliness, the junk merchant will undertake to negotiate a fee for allowing the team to browse about the property and for use of landing space. He is also willing to rent a repulsorlift skiff should the characters so desire. Refer to the Arrogant Noble template for Squarn's stats.

Negotiations: Squarn will set an initial price of Cr500 for "browsing rights" and Cr10 an hour for the skiff. This is subject to negotiation, which should be roleplayed in accordance with the rules set forth in the basic rulebook (see Star Wars, page 36, for more on the Bargain skill). Squarn will act as though every credit the characters shave off his proposed fee is taking food out of his corpulent mouth. The characters should have a small contingency account given them by the Alliance from which to draw upon (the exact amount of funds on hand depends on how tough the gamemaster wants to make negotiations). Squarn will give the PCs free of charge (which he goes to great lengths to point out) his most current computer map of the ships on his property. The cost for any parts found is the subject of future negotiations.

#### SEARCH AND RESCUE

Slogging through the uneven metal mountains, you try to orient yourself according to the map on the databoard Squarn gave you. It's tough going because the landmarks you've picked out aren't easy to find. Off to your left should be a Vellian drop ship, but instead there's a hummock denoting a partially collapsed cargo container. It's about then you hear the soft trilling whistle.

Care must be taken while walking through the lot. Otherwise, the PCs should roll a saving throw of (11-15) against Dexterity to avoid falling and cuttingthemselvesonthe exposed metal debris. There are also a number of hidden pits, weak spots where the underlying ships have succumbed to the forces of nature. A roll of (11-15) against Perception is needed to spot such a deadfall. Damage in either case should be minimal and not life threatening. The search can also be complicated by the presence of Mynocks or other creatures living in the junk heap. Stats for Mynocks can be found in the sample adventure in the rulebook.

Squarn's map is as accurate as possible given the circumstances. No one is terribly intent on accuracy when they dump a wreck or chart it. Rolls against Technical are required to determine the type of ships which should contain the needed parts (6-10), and to locate a specific hulk (11-15). Getting into the right ship and removing the required parts is dependent upon the task rolls devised by the gamemaster in accordance with a particular ship's age, condition and so on.

**Discovery:** In the process of scavenging for parts, one or more PCs will hear a whistling noise after rolling (6-10) against Perception. Those characters who do very well on their rolls will realize that the sound is produced by a droid, probably an astromech model. A Search roll of (11-15) is required to track the noise back to its source. Alter the roll to (6-10) if all the PCs cooperate.

What the characters find is a mostly buried cargo container which seems to be filled with nothing but junk. It is carbon-scored and open to the elements because of a large rent in the top. As the PCs peer inside, a Perception task (11-15) reveals the remains of a Y-Wing fighter with a droid still locked in its socket. The little automaton lets out a cry of relief upon being spotted.

**Rescue:** The characters should be more than a little curious as to how and why a Y-Wing ended up in Squarn's junkyard. Recovering the droid will go a long way toward answering these questions.

The hole in the container's hull is quite brittle. Also, the scrap the fighter is resting on is unstable. In both cases, a roll of (11-15) against Dexterity is required to avoid a mishap. (Falling damage is in accordance with the gamemaster's chart in the back of the rulebook. From the opening in the cargo container to the "floor" below is about five meters.)

It's up to the PCs to figure out how to get into the hulk and recover the droid. Such basic necessities as cutting tools and ropes are included as basic stores in the characters' ship's locker. Additionally, if the Rebels are in possession of a repulsorlift skiff, it can be modified for VTOL operation. This requires a roll of (16-20) using the Repulsorlift Repair skill. Task failure can result in damage to the skiff. (Squarn will attempt to bully the characters into compensating him for the damage, or some wildly unpredictable responses to the PCs' attempts to use it.)

**Y-Wing:** Complicating recovery of the droid is the fact that the clamps holding it in place have jammed tight. While the astromech was able to rewire the socket so that it could draw on what little power remained in the ship's energy cells, it can't free itself from its prison. A Technology roll of (16-20), as well as the proper tools, is needed to free the droid. Unless other measures are applied, it will take a total of 9D of Strength to pull the astromech free.

Looking over the Y-Wing, the characters will note the following details: First, it's obvious that the fighter has been on the short end of a fierce battle. One engine pod is missing, and the other is badly laser scored. Also, both ejection seats are missing from the cockpit. Second, there are indications that the fighter was carrying an externally mounted recon pod. All that's left of the pod is the ragged stub of its attachment pylon.

#### DEESIX

Finally, the battered and scraped little droid stands revealed in the light of Muugrah's twin suns. It's obviously low on power and wobbles slightly atop the cargo container. Both legs are warped, indicating possibly damaged acuators. Still, the feisty little astromech still seems full of spunk. Time to find out what it knows.

To communicate with the droid requires that it be hooked up to a display screen (its holoprojector is damaged). This can easily be accomplished aboard the characters' ship. Roll (3-5) against Droid Programming/Repair. Squarn will, of course, be willing to help for a fee. If a droid PC or NPC is available, it may also be able to translate for the party. The junk merchant will want Cr750 for the astromech, almost the cost of a new droid. If the PCs haven't become tired of the repeated haggling, conduct negotiations as described in the basic rules.

**Deesix's Story:** Once able to communicate with the Rebels, the astromech droid, Artoo Deesix, can relate the following information. The Y-Wing was conducting a reconnaissance for pirate bases in the region. The Alliance, which has itself lost ships to the pirates, was hoping to learn enough that it could chart routes around the areas of heaviest activity. Unfortunately, the fighter crew was a little too efficient in the search and became the target of a pirate attack. A vicious battle ensued which the Rebels subsequently lost. Their fighter mortally damaged, the crewmembers made for a nearby world, intending to attempt an emergency landing. Instead, they were forced to eject (they dumped the information from the recon pod to a storage unit before doing so). The crippled Y-Wing was tractored aboard the pirate ship, which then made for a covert outpost. Deesix "played dead" and, since it couldn't be easily freed from its socket, was largely ignored during the flight.

The pirate outpost commander, upon seeing what his men had brought in, panicked and ordered the fighter disposed of. Being wanted for piracy is one thing. You only get sent to the spice mines of Kessei for that. Being a Rebel means facing the likes of Darth Vader. The starfighter, with Deesix still aboard, was loaded into a cargo container full of junk and dumped at Squarn's yard.

Deesix managed to rewire its socket so that it could obtain enough power from the Y-Wing to keep its memory intact and monitor the area for any sign of help. With a single-minded determination (not unlike that displayed by R2-D2 in the movies), the droid resolved to somehow get back to the Alliance.

Burled Treasure: The information gathered by the recon pod was also dumped as a matter of course to the astromech droid. It still retains the data on the pirate bases, making its recovery and subsequent delivery to the Alliance vital. Locating the fighter's crewmembers, assuming they're still alive, is equally important. Damage to Deesix prohibits the characters from dumping the data on-site; they'll have to wait until they get back to base. Even the droid is prohibited from accessing the information. The characters, if they can get their ship repaired, are sure to earn high praise for this chance meeting on Muugrah.

## UNWANTED COMPANY

You're feeling pretty good as you carefully pick your way back to the landing pad. Bouncing along in your pocket

Transorb

The *Rho* class was the precursor to the *Lamda*-class shuttles currently used by the Imperial Navy and is now considered obsolescent. Agreat many vessels of the class, of which thousands were built, were sold off as surplus to commercial concerns or scrapped during the time of the Old Republic. A few remain in Imperial service in the outlying sectors of the galaxy.

The *Transorb* has been upgraded and refurbished by the Alliance in order to meet the Rebellion's demanding specifications. All such modifications have been discreetly made.

Craft: Rho-class shuttle Type: Space shuttle Crew: 2 Passengers: 10 Cargo Capacity: 2000 kg. Consumables: 1 month Hyperdrive Multiplier: [x2] Nav Computer: [Yes] Hyperdrive Backup: [Yes] Sublight Speed: [3D] Maneuverability: [1D] Hull: [3D] Weapons: Two dual laser cannons (each pair fire linked) Fire Control: [3D] Damage: [5D] Shields: [1D]

### PIRATE SHIP

The pirate ship is a stock light freighter which has had the following stats modified. All others remain as per the basic rules.

Sublight Speed: 3D Maneuverability: 1D+1 Weapons: 2 laser cannons *Fire Control:* 2D *Damage:* 4D Shields: 2D is the final module needed to bring the ship back on-line. The whole team is looking forward to quitting Muugrah and Squam, and getting back to base. Even Deesix seems happy as it shuffles along, whistling a nameless tune. It's at that point thatyou hear someone say, "That's about far enough. Turn over the droid and you won't get hurt.

After the team learns Deesix's secret, there's still the matter of ship repairs to attend to. Once again, the PCs undertake the search and recovery process detailed above. The droid will stubbornly, in its own way, insist on accompanying the team while it goes about its task (it's taken quite a liking to the Rebels). It's sufficiently determined to stay with the team members that it will try to slip off the ship to find them if it is intentionally left behind. This could lead to some interesting side adventures if the gamemaster so wishes. Keep in mind that the astromech could be very useful in expediting the repair process, a spur to the PCs to bring it along.

Just after the characters have recovered the last part they need, they're confronted in the junkyard by a team of eight individuals. All eight are pirates from the same band which shot up the Y-Wing. A particularly cagey Imperial intelligence agent learned of the encounter and is putting the squeeze on the band in order to secure both the fighter and the droid. He's promised to forget about the pirates if they get him what he wants (a lie, of course).

The pirates' stats are per the Pirate template. Weaponry varies with the individual, referee's choice, and at least one member of the team is carrying a heavy blaster rifle. The band as a unit forgoes sabers, seeing them as a silly affectation. Their ship, parked near the PCs', is a "stock" light freighter (see the sidebar).

Discreet questioning of Squarn and his men has led the pirates to believe they're on the right track. The junkseller referenced a group trailing a droid matching the proper description.

**Firefight:** The PCs and NPCs running into each other was a chance occurrence. Because of this fact, the pirates have not had the time to lay an ambush or formulate any kind of extensive plan. The pirate leader requests that the PCs turn the droid over to them and broadly hints that violence will be employed if they don't comply. Given the importance of the information in Deesix, the Rebels will soon have a fight on their hands.

How the adventure proceeds from here is dependent on how the PCs deal with the situation. Keep in mind the treacherous terrain of the junkyard, with its hidden pitfalls and animal denizens, while conducting combat or chases. If the gamemaster wishes to complicate matters, Squarn's mercenary contingent could enter the fray on either, or neither, side. It's even possible for Imperial stormtroopers, dispatched by the intelligence agent pressuring the pirates, to appear. This could easily turn the adventure into a wide-open melee.

Once the characters regain their ship, there's the matter of the remaining module to be installed. Time will likely be critical, and the gamemaster should take this into account while creating the appropriate task rolls. A final chase as the characters make a break for hyperspace is a good way to close out the adventure, dependent on events.

# CONCLUSION

"Buried Treasure" concludes with the PCs' ship making the jump to light speed. Barring gamemaster-imposed events, the characters manage to make it back to their home base safely. The Alliance will be quite pleased with the data stored in Deesix. Many Rebel lives will eventually be saved as a result of the information the PCs have recovered.

, Depending on their performance to date, the team may be rewarded with increases in rank or responsibility. They may also be tapped to locate and retrieve the missing Y-Wing crew, a leadin to another adventure.

Finally, the PCs will have made a friend in Artoo Deesix. GM permitting, the little droid could become a permanent addition to the Rebel team. Q



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