

STAR TREK ROLEPLAYING GAME

Unauthorized Entry



**A Starfleet Rapid Response Team
Adventure**

SHATTERED STARS #07

Introduction

"Unauthorized Entry" is an adventure for use with the *Star Trek: Roleplaying Game* by Decipher. It is the seventh adventure in the "Shattered Stars" campaign and is suitable for a crew of 1-4 players playing a Starfleet crew.

"Unauthorized Entry" is intended for use with a Starfleet Marine Force Recon Team, but with some modification, this adventure could be adapted for other crews.

Narrators will require the use of the *Star Trek: Player's Guide* and *Star Trek: Narrator's Guide* in running this adventure. A number of pre-generated characters are available at the end of the campaign. Alternately, players may substitute their own characters with the approval of the Narrator.

The adventure takes place on and near the Romulan Neutral Zone in the year 2388, following the completion of the Dominion War. Players who wish to take part in this adventure should not read any further.

Although the initial reports proved false, Starfleet remained concerned that research was being carried out in a secret location within the Cardassian Union. With the collapse of the Cardassian Central Command during the Dominion War, numerous rumors surfaced of former military officials and independent operators offering the materials for sale. Despite repeated warnings from the galactic community, the Toren Ascendancy has made it clear it wishes to buy the technology.

Adventure Synopsis

Starfleet Fleet Recon Team Seven-One has been tasked with covertly boarding and inspecting a cargo ship headed for the Toren Ascendancy and taking whatever action is necessary, should the freighter be found to be carrying contraband.

Recommended Date/Season/Stardate:

2388/ SD 65389.3 (Voyager 17th Season)

Setting:

Deep Space near the Safe Transit Corridor- A relatively empty stretch of Federation space between the Toren Autonomy and the Safe Transit Corridor into Romulan space. The specific rendezvous point is 1 light year above outpost K-12 (roughly even with Iaba).

Background:

On Stardate 46357.4, the United Federation of Planets became concerned that the Cardassian Union was experimenting with metagenic weapons, devices that could destroy all life on a planetary scale, then decay into harmlessness, allowing an enemy force to take the technological elements of a target intact. Metagenic weapons were outlawed by treaty between all of the major powers.

ACT ONE

The Briefing

The mission opens at Starbase 153, with the team being briefed by a Mister Patterson. Vice Admiral Thol (current commander of the starbase) is also in attendance.

Elements within the Federation government have become concerned that the Toren might be attempting to acquire metagenic weaponry- a situation that poses a direct threat to Federation security and the stability of the Otorin Sector.

Metagenic viruses, when delivered, mutate rapidly and attack the genetic structures of all living things- destroying an entire ecosystem in a matter of days. Once all life has been destroyed, the virus decays into harmlessness, allowing an invading force to seize any technological assets with ease.

Starfleet Intelligence is concerned that the Toren may have conspired with Romulan dissidents and/or former Cardassian operatives to acquire the material necessary to develop metagenic weaponry. There's also a remote chance that they might also have acquired a functioning metagenic weapon.

Starfleet Intelligence believes the shipment may be aboard a warp transport called the *Gosovan*- and Team Seven-One has been selected to find out for sure. Admiral Thol will take over the briefing at this point.

The heroes will be assigned the *USS Lethe*, a *Danube* Class runabout modified to be nearly invisible on sensors. Their orders are to approach, board, and inspect the *Gosovan* without being detected- and take whatever action is necessary. Deniability is absolutely essential. Simply blasting the starship into particles using phasers or torpedoes would leave too much evidence.

If metagenic weaponry or research materials are discovered aboard, the ship, her passengers, and crew must be destroyed- and it must happen in such a way as to be utterly deniable by the Federation. The Toren must not gain access to metagenic weaponry.

After giving the heroes the opportunity to ask any questions they might have, Admiral Thol will dismiss them to prepare for their mission.

USS Lethe

With their target on sensors, the heroes

should be given Handout #1 (Mission Log) and Handout #2 (Equipment Summary). The heroes must determine how best to approach the *Gosovan* and how best to board her.

The *Gosovan* is on her expected course and speed, and is making Warp 4. A TN 5 *System Operation (Sensors)* test reveals that she is creating a powerful subspace fields, presumably to obscure sensor data. A Complete Success (or a specific scan) will reveal forty-one lifeforms aboard.

An Extraordinary Success (a roll of 16 or higher)- or a specific scan- will reveal that the *Gosovan* appears to have a modified operations and security system aboard. The net effect is that any weapon's fire (heavier than medium stun) or unauthorized intrusion into the cargo holds will set off the alarms. A TN 20 *Systems Engineering (Sensors)* test (if the PCs research the matter using the ship's computer, they get a +5 bonus) suggests that a rotating thoron field will temporarily, but effectively, circumvent the *Gosovan*'s sensors.

If the PCs scan for other vessels in the area, they must make a TN 18 *System Operation (Sensors)* test. If successful, the scan reveals what might be a cloaked vessel following some 12 million kilometers behind the *Gosovan*. More detailed scans are possible, but will likely reveal the *Lethe*'s presence and position.

A TN 10 *System Engineering (Sensors)* or *Tactics (Space)* test should reassure the PCs that, under current conditions (and unless the cloaked vessel closes to within fifty thousand kilometers of the *Gosovan*), the *Lethe* should remain undetected. The ion emissions of the *Gosovan*'s engines should hide the *Lethe*'s presence.

The PCs must ensure, however, that the cloaked intruder stays dumb about what happened aboard the freighter. Ultimately, the PCs must decide whether to proceed or abort.

Approaching the *Gosovan*

A decision made, the PCs must approach the *Gosovan* in order to board her. The vessel is currently at Extended range.

A series of opposed *System Operation (Conn)* tests are in order. If the PCs score matches or exceeds the *Gosovan*'s roll, the *Lethe* closes by one range increment. If the roll succeeds by five or more points, the *Lethe* closes by two increments. If the roll fails, the

range remains the same. If the rolls fails by five or more, the *Lethe* loses one range increment. If the roll fails by ten or more points, the *Gosovan* may attempt a TN 14 *System Operation (Sensors)* test to detect the *Lethe*. If that test is a success, the PCs have been discovered and must now attempt to flee.

If at any point, the *Lethe* is detected, Gamemasters are advised to double the numbers of guards encountered should the PCs manage to board the *Gosovan* later.

ACT TWO

Stepping Off The Ledge

Boarding the *Gosovan*.

In order to board the *Gosovan* undetected, the PCs must first set up a rotating thoron field to confuse her sensors. This may be done by creating a device from scratch, or by modifying one of the field modulators listed in Handout #2

To modify the field modulator, the PCs must make a TN 35 *System Engineering (Deflectors)* test. To build a thoron field generator requires a TN 50 *Construct (Electronics)* test. Each test requires five minutes of work.

Beaming the thoron field generator in requires a TN 10 *System Operation (Transporter)* test. Beaming in the crew thereafter requires a TN 15 *System Operation (Transporter)* test. If the test results in a Failure (but not a Complete Failure), the PCs are aboard, but the *Gosovan* sentries are permitted a TN 15 *Observe (Listen)* test to detect the intruders. On a Complete Failure, the PCs rematerialize back aboard the *Lethe*. A Disastrous Failure results in 3d6 points of damage to each character. The PCs may beam in two at a time.

Depending upon how much time the heroes spend studying their target and preparing for the attack, the crew should be beaming in before 0400 and 0500 in the morning (ship's time). Most of the crew will still be asleep when they beam in- but a general alert will correct that in a hurry.

Despite the early hour the captain of the *Gosovan* has men conducting patrols, armed with e-pulse pistols. A TN 10 *System Operation (Sensors)* test will allow the PCs to locate and evade the patrols.

The Cargo Holds

The *Gosovan* cargo holds consist of eight large, cavernous pods separated from the rest of the ship by pressure hatches and collision bulkheads. The pods are designed for ease of transfer and can be jettisoned in the event of emergency. The heavy concentration of metals and electronic in this area creates a -4 penalty to tricorder scans for lifeforms.

A state-of-the-art magnetic lock seals each hatch and requires a TN 25 *Computer Use (Hacking)* or *Systems Engineering (Security)*, or a TN 30 *Repair* test to disable. A Complete Failure will lock the device down for thirty minutes, preventing further hacking attempts. A Disastrous Failure will sound an alarm.

The hatch can be blown with a Challenging TN 15 *Demolitions* test and plasma charge, but will almost certainly sound an alarm- thoron field or no.

Cutting through with phasers requires a full minute, phasers on setting 6, and pair of Easy (TN 5) *Energy Weapon (Phaser)* tests. (Cutting through will use a total of 120 charges from the phaser). Two crewmen can attempt to cut through at the same time, halving the time required, the energy costs, and allowing each character to make a single *Energy Weapon (Phaser)* test.

The narrow corridors make more than two cutters impractical. Cutting through will also alert the soldiers patrolling on the other side- who might or might not sound the alarm.

A pair of Toren soldiers patrols each cargo hold, though there is a one in six chance that each is asleep. Wakened soldiers are groggy and suffer a -5 penalty to all tests for the first three rounds. Both men are armed with e-pulse pistols, and the Petty Officer 2nd Class (the sole Toren patrolling the mid-deck) has an e-pulse rifle.

If the PCs manage to enter the hold silently, they must make TN 5 *Stealth (Stealthy Movement)* test to void waking any sleeping soldiers. If one or both of the troopers is awake the TN increases by 5.

The starboard aft hold has been modified with extensive detection gear (to detect leaks, not intruders), and is filled with nine large containers (each 30 feet on a side) filled with some kind of biochemical gel.

A TN 15 *Life Science (Biology)*, *Physical Science (Chemistry)*, or TN 20 *Medicine*

(*Pathology*) test will confirm that the containers are filled with the basic research components needed to develop and create metagenic weaponry. The markings on the containers are in both Toren Common and Cardassian. Once this stockpile has been located, it is preferable, but not necessary for the PCs to confirm the contents of each hold. The other holds contain comparatively mundane (but still illegal) weapons- mostly Romulan and Cardassian-surplus small arms and explosives that the Toren cannot manufacture themselves.

Placing the demolition charges in the starboard aft hold is guaranteed to make a hell of a mess, but will not otherwise harm the *Gosovan*.

ACT THREE

First Deck Crew Lounge

This room is unoccupied.

Galley

A single crewman who is sipping coffee prior to preparing breakfast for the crew occupies this room. Compared to most of his shipmates, he is awake and alert- but isn't armed with anything more dangerous than a butcher's knife. (1d6+3 damage).

Bunkrooms

The port and starboard bunkrooms are relatively quiet in the middle of the night watch. A dozen or so Toren spacers and soldiers are sleeping in these compartments. If awakened, they suffer a -5 penalty to all tests for the first two rounds due to surprise and sleep. Only the soldiers (twelve men scattered unequally between the two rooms) have weapons (e-pulse pistols) at hand.

Wardroom

A pair of Toren officers armed with e-pulse pistols occupy this room, drinking coffee and discussing security arrangements. An encrypted, Toren issue datapad on the table contains a list of names and dates of prominent Cardassian and Romulan citizens, and note about a shipment being prepared for transport from the Toren homeworld to the Cardassian border world of Levan IV. The older of the two officers (an operative or Toren Intelligence)

has an electronic key cylinder which will open the cargo hold hatches.

Computer Core

This room is locked and unoccupied. A TN 20 *System Engineering (Security)*, *Computer Use (Hacking)*, or TN 25 *Repair* test is required to open the door quietly. Placing the demolition charges here will cripple the *Gosovan*, but she is still likely to survive.

A further TN 10 *Computer Use (Invasion)* test will allow the heroes access to the ship's cargo manifests, contact data, transporter records, and automatic and personnel logs- all of which will prove useful in reconstructing from whom the Toren acquired the research components.

Transmitter Room

This room is locked and unoccupied, and contains the *Gosovan*'s primary subspace transmitter links. A TN 20 *System Engineering (Security)*, *Computer Use (Hacking)*, or TN 25 *Repair* test is required to open the door quietly. If the transmitter is disabled, the *Gosovan* will be deaf and mute. Because of the critical nature of the transmitter, it is fitted with an alarm- if the transmitter goes off-line for whatever reason, the bridge will automatically be alerted. A TN 20 *System Engineering (Security)*, or *Computer Use (Hacking)* test is required to disabled the alarm (by sending a false signal). Placing the demolition charges here will do little to affect the *Gosovan*.

Auxiliary Control

This room is locked and unoccupied. A TN 20 *System Engineering (Security)*, *Computer Use (Hacking)*, or TN 25 *Repair* test is required to open the door quietly. Placing the demolition charges here will do little to affect the *Gosovan*.

Captain's Cabin

This room is locked and occupied by the Captain, who is asleep. A TN 20 *System Engineering (Security)*, *Computer Use (Hacking)*, or TN 25 *Repair* test is required to open the door quietly. If awakened, the Captain is groggy from sleep (but a little quicker on the uptake than the sergeant in the cargo hold) and suffers a -3 penalty to all tests for the first two rounds. The captain keeps an

e-pulse pistol in easy reach on the shelf behind his bunk. If he is captured and suitably induced, the Captain can assist the heroes in accessing other areas of the ship and her systems.

Ship's Office

This room is locked and unoccupied. A TN 20 *System Engineering (Security)*, *Computer Use (Hacking)*, or TN 25 *Repair* test is required to open the door quietly. A further TN 10 *Computer Use (Invasion)* test will allow the heroes access to the ship's cargo manifests, contact data, and logs- all of which will prove useful in reconstructing from whom the Toren acquired the research components.

The Bridge

A messenger, Officer of the Deck, his assistant, and a Helmsman are on duty on the Bridge. The Officer of the Deck and his assistant are armed with E-Pulse pistols. If any of the Bridge watch survives to the third round (and is not restrained), an alarm is sounded and all merry hell breaks loose.

The Officer of the Deck has a master key cylinder, which will open any lock on the ship- except the starboard aft hold.

Placing the demolition charges here will send her off course and disrupt operations, but do little to permanently affect the *Gosovan*.

The Engineroom

The constant noise of the warp engines fills this room, providing a +15 to all *Stealth (Stealthy Movement)* tests. Two crewmen are on duty here, monitoring the engines and doing some maintenance work. If either crewman survives to the fifth round, is not restrained, and either the Captain or the Bridge watch is still alive, an alarm is sounded. Equipment and machinery provides $\frac{1}{2}$ cover to both sides equally (+6 bonus to Defense) at ranges greater than ten feet.

A miss has a 1 in 3 chance of striking something vital to the operation of the ship and slowing the *Gosovan* to sublight.

An extended TN 35 *Propulsion Engineering (Warp Drive)* test should be sufficient to bypass

the safeties on the warp drive and create the conditions necessary for a core breach (though a single demolitions charge on the main core and a Routine TN 10 *Demolitions* test will do it just as nicely).

Each test requires one minute of time. Otherwise, the PCs can make a TN 10 *Demolitions* test to place charges around the warp core. A minimum of three charges are needed. A warp core breach will utterly destroy the *Gosovan*.

Resolution

Once the heroes have decided on a plan of action and placed the charges, they can return to *Lethe*.

Despite the myriad possibilities involved in exploring and disabling the *Gosovan*, there really are only a few outcomes: First, the heroes are captured or killed. Second, the heroes escape, but leave behind evidence of their intrusion. Third, the heroes destroy the *Gosovan* and get away clean.

Clearly, the third option is the most preferable. Even if the heroes use *Lethe* to attack the mysterious vessel shadowing *Gosovan*, the only response they will provoke is for the vessel to turn away and head back to the Neutral Zone. Their borrowed runabout simply doesn't have the sensors necessary to track the vessel beyond a certain range.

How Starfleet decides to reward (or punish) the heroes depends entirely upon how well they accomplished their mission.

Special Victory Conditions

The following special conditions also apply to the mission:

- If the *Gosovan* is able to transmit a distress signal- or if any crew survives indicating a Federation presence aboard, the mission is an automatic failure.
- If the *Gosovan* makes port with her cargo aboard and intact, the mission is an automatic failure. Simply destroying the samples isn't enough- *Gosovan* is also carrying all of the basic research necessary to recreate the materials.

(Non-Player Characters)

Toren Lieutenant

A junior officer assigned to the freighter *Gosovan*, this character is really little more than a (slightly) well-educated bully boy. Part of the ruling class, he's not above abusing his position for his own gain- though his tastes are only a little more refined than those of the troops he leads.

Agl 10 (+2)* Int 5 Per 7 Prs 6 Str 8(+1) Vit 9(+2)

Quickness +2* Savvy +0 Stamina +1 Willpower +1 Defense: 9

Skills: Armed Combat (Simple Weapons) 1, Athletics (Run) 1, Conceal 1, Computer Use (Retrieve) 3, Observe (Spot) 2, Ranged Combat (E-Pulse Pistol) 2, Repair 2, System Engineering (Warp Drive) 3, System Operations (Flight Control) 3, Tactics 2, Unarmed Combat (Brawling) 1

Professional Abilities: Evasion.

Edges/ Flaws: Dodge, Proud.

Toren Trooper

A low-level Toren military operative, this trooper joined the service to escape the squalor and poverty of the rest of Toren society. Though by local standards he's considered an elite trooper (mostly by dint of owning a gun), he's much more adept at bullying unarmed civilians than engaging real soldiers. Still, an idiot with a gun

is almost as dangerous as a professional with a gun- best you take him out quickly.

Agl 10 (+2)* Int 5 Per 7 Prs 6 Str 8(+1) Vit 9(+2)

Quickness +2* Savvy +0 Stamina +1 Willpower +1 Defense: 9

Skills: Armed Combat (Simple Weapons) 4, Ranged Combat (E-Pulse Rifle) (E-Pulse Pistol) 4, Unarmed Combat (Brawling) 3, Observe (Spot) 2, Tactics 2, Athletics (Run) 1, Conceal 1, Demolitions 1, Survival (Urban) 1

Professional Abilities: Evasion.

Edges/ Flaws: Dodge, Proud.

Toren Energy Pulse Weapons

E-Pulse Pistol	5d6 +18	5 / 20 / 50 / 100 / +10
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E-Pulse Rifle	6d6 +24	5 / 40 / 80 / 160 / +40
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Rewards:

Experience Points and Renown Points are to be totaled (except where indicated otherwise) and divided equally among the PCs. The minimum renown award (before any penalties) is +1.

Experience Awards

PCs successfully create a thoron shield generator:	100 exp. points
PCs successfully board the <i>Gosovan</i> :	200 exp. points
PCs discover proof of the metagenic weapons components:	500 exp. points
PCs recover datapad with names of Romulan and Cardassian contacts:	200 exp. points
PCs download copy of the <i>Gosovan</i> 's computer core:	200 exp. points
PCs scuttle the <i>Gosovan</i> :	500 exp. points

Renown Awards

PCs successfully create a thoron shield generator:	Renown +1
PCs successfully board the <i>Gosovan</i> :	Renown +1
PCs discover proof of the metagenic weapons components:	Renown +2
PCs recover datapad with names of Romulan and Cardassian contacts:	Renown +2
PCs download copy of the <i>Gosovan</i> 's computer core:	Renown +2
PCs scuttle the <i>Gosovan</i> :	Renown +2
PCs are detected tampering with the <i>Gosovan</i> :	Renown -10

Per player character killed during the mission:

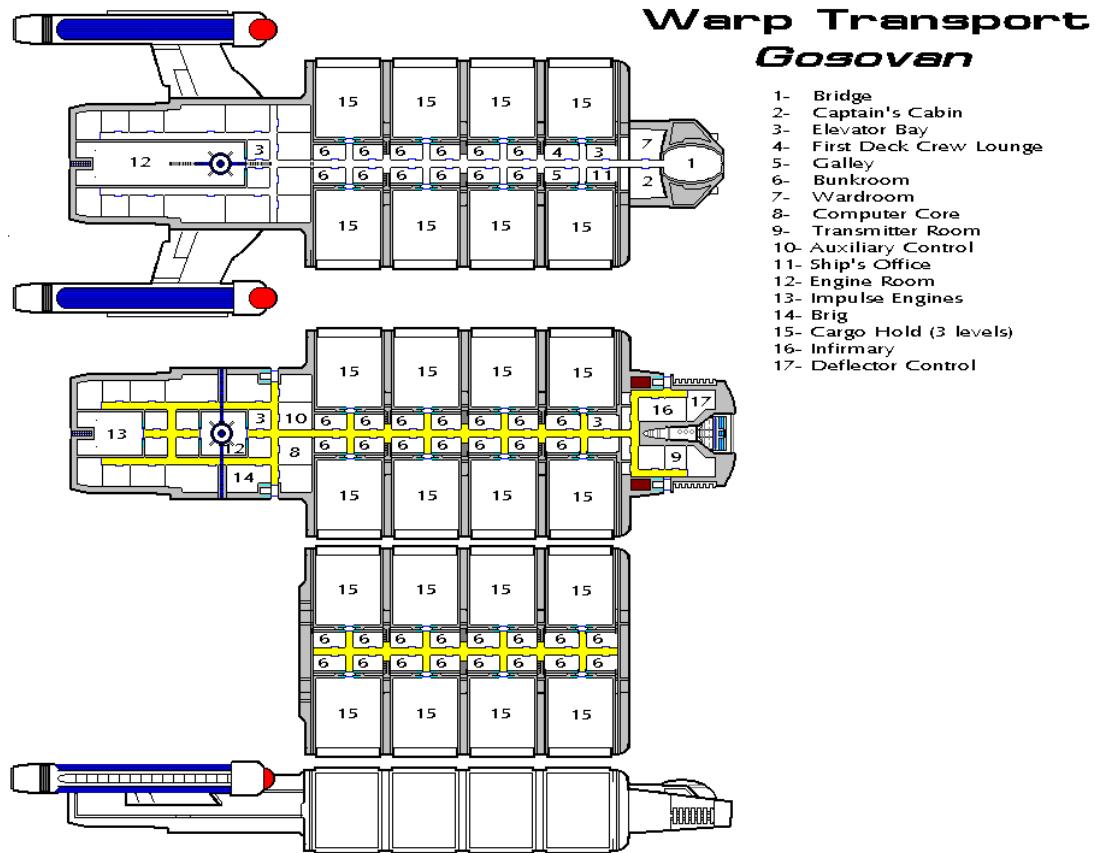
Optional Renown Results (per Officer):

-6 or less	Officer is court-martialed, Infamy Flaw possible (GM's discretion).
-3 to -5	Inquiry by Starfleet Command, possible reprimand.
0 or -2	Nasty message from Starfleet Command
1	Acknowledgment from Starfleet Command, next assignment.
2 to 4	Acknowledgment from Starfleet Command, well done.
5 or better	Commendation from Starfleet Command (Commendation 1 edge).

Maps

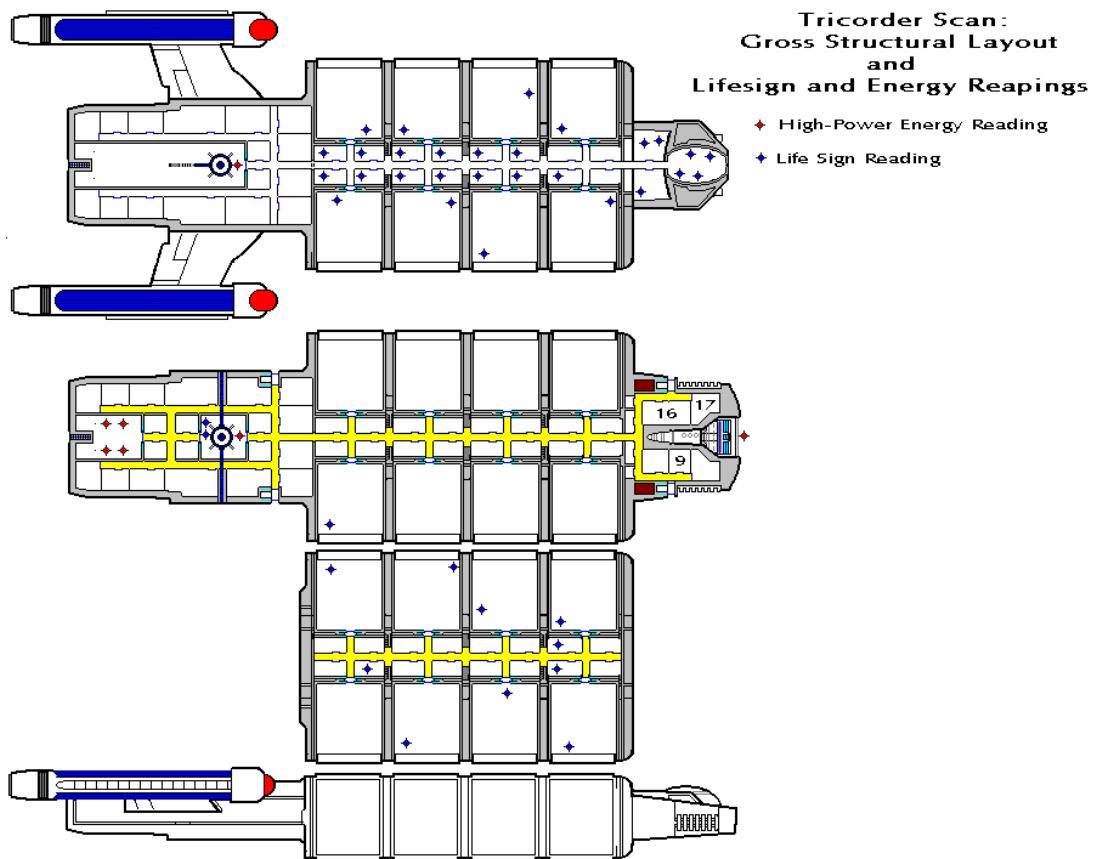
Map #1

Gosovan Gamemaster Map



Map #2

Gosovan Player Map



Handouts:

Handout #1: Mission Log

Mission Log, Stardate 54389.3 "1st Lieutenant Daniel Hobbs recording.

Lethe on course and speed to intercept target. The Toren freighter Gosovan has left Romulan space and is bound for home.

Our orders are to approach the Gosovan without being detected, board her, and take whatever action is necessary. Should we determine that the Gosovan is carrying metagenic weapons or research materials, we are to ensure the complete destruction of ship and crew.

Deniability is absolutely essential, and nothing we do should point in anyway towards the Federation nor the Romulan Empire needs a scandal right now, but the Toren must not gain access to metagenic weaponry.

We are tracking the Gosovan on sensors. She has cleared the Safe Transit Corridor and we should begin our approach soon."

Handout #2: Equipment Summary

- 1 ea Starfleet Uniform and Credentials
- 1 ea Starfleet issue communicator
- 1 ea Starfleet Issue Standard Tricorder (TR-590 X) (PG pp. 175) (optional)
- 1 ea Type I **or** Type II Phaser Pistol
- 1 ea Type IIIb Compression Phaser Rifle (optional)
- 1 ea MI-5 **or** MI-6 Starfleet Combat suit.
- 1 Medical Kit (PG pp. 176, DS9TM pp. 115) (Medical Officer only)
- 1 Engineering/Repair Kits (PG pp. 177) (Engineer/Technical Officer only)
- 2 Field Modulators (PG pp. 179).
- 6 Plasma Charges (6d6+25 damage, 20 meter radius, -20/m drop off) (NG pp. 229)

Fleet Recon Team Seven-One



Starfleet Marines

Starbase 153

Fleet Recon Team Seven-One

Fleet Recon Team Seven-One is a covert/special operations team which originally "stood to" at the order of Starfleet Admiral Thomas Kincaid, Commander of the 14th Starfleet.

Force Recon Team Seven-One is a special operations team attached to the 22nd Marine Expeditionary Unit, 4th Starfleet Marines, operating on detached duty. Organized, recruited, and trained at Starbase 153, Team Seven-One remains homeported at that same facility.

Fleet Recon Team Seven-One saw extensive action during and following the Dominion War, and conducted a variety of missions, including the rescue of Federation Ambassador Thomas Greene, the destruction of a Jem'Hadar ketracel white shipment, the destruction of the Dominion communications relay over Ivor Prime, and the rescue of the passengers of *Princess Olivia*, taken hostage by Orion pirates.

Operating under the authority of Commander, 14th Starfleet, Fleet Recon Team Seven-One carries out diplomatic escort, intelligence-gathering, hostage rescue, demolitions, sabotage, and hazardous-environment missions throughout the three sectors administered by Starbase 153.

Fleet Recon Team Seven-One Roster

Position	Name	Species	Rank
Commanding Officer/Six	Daniel Hobbs	Human	1 st Lieutenant
Executive Officer/Five	Donald Brooks	Human	Gunnery Sergeant
Medic/Four	Timor Gatan	Trill (Unjoined)	Petty Officer 3 rd Class
Engineer/Tech/Three	Blake	Human	Lance Corporal
Sciences/Computer/Three	Spencer MacKenzie	Human	Corporal
Scout/One	Emari ir' Idrani	Andorian	Corporal

Hobbs, Daniel- 1st Lieutenant, FRT 7-1. Daniel Hobbs is an orphan raised by his maternal uncle- Starfleet Admiral William Lars. Upon coming of age, Hobbs joined the Starfleet Marines, graduated near the top of his academy class, and completed several tours of duty with the Federation embassies to the Deltans and to the Klingon Empire with high marks.

Excelling at his duties, Lieutenant Hobbs was recruited for the Fleet Recon force, where his skill and leadership led to his assignment as Commanding Officer, Fleet Recon Team Seven-One.

Brooks, Donald- Gunnery Sergeant, FRT 7-1. At age thirty-four, Gunnery Sergeant

("Gunny") Brooks is the oldest member of the Fleet Recon Team. He is also a consummate professional and an experienced veteran. While 1st Lieutenant Hobbs concentrates on accomplishing the mission at hand, Chief Brooks (as senior NCO) ensures that all hands work together efficiently as a team. Alternately serving as a drill instructor, father-figure, technical expert, and on-call pain-in-the-butt, Brooks works as hard as any officer to mold the crew into an efficient fighting unit.

Blake- Lance Corporal, FRT 7-1. Blake's specific background remains classified by order of Starfleet Command- though it has been confirmed that he is phenomenally healthy and fit, and lacking in basic socialization and cultural skills.

Blake joined the Starfleet Marines because he was (in his own words) already accustomed to the regimented lifestyle involved, and because it allowed him "to make a difference".

Gatan, Timor- Corpsman Petty Officer Third Class, FRT 7-1. Gatan was rejected as a candidate for joining under mysterious circumstances, and left the Trill homeworld soon thereafter. After a number of years wandering in a variety of capacities (mostly as a merchant crewman), he enlisted in Starfleet in the wake of the Dominion War.

ir'Idrani, Emari- Corporal, FRT 7-1. The sole female on Team Seven-One, Emari is a consummate hunter and stalker- skills she's honed to near perfection. As the Team's scout, Emari tends to operate semi-independently of the group in the field, using her skills at stealth and stalking (and her keen senses) to their fullest advantage. A passionate woman, Emari effects an amused tolerance and cool detachment at the exploits of her team mates.

MacKenzie, Spencer- Corporal, FRT 7-1. MacKenzie is Team Seven-One's resident practical joker.

There's nothing he likes more- not wine, women, nor song- than a bit of technically induced mischief. A naturally talented engineer and technician, the reports are that MacKenzie was denied an application to Starfleet Academy due to criminal prosecutions for some of his earlier exploits. MacKenzie exudes a devil-may-care nonchalance, and displays proper military discipline only under duress- but keeps his uniforms, equipment, and weapons meticulously clean.

Starfleet Bureau of Personnel

Starfleet Command

Daniel Hobbs

Age: 28
Species Human
Homeworld: Earth
Gender: Male
Eyes: Brown
Hair: Red

Rank: 1st Lieutenant, Starfleet Marines

Current Assignment:
 Commanding Officer/Six, Force Recon Team Seven-One

Profile/History:

1st Lieutenant Daniel Hobbs was orphaned at age eight when his parents were killed under mysterious circumstances, and was left in the custody of his uncle- Starfleet Admiral Phillip Lars.

Upon coming of age, Hobbs joined the Starfleet Marines, graduated near the top of his academy class, and completed several tours of duty with the Federation embassies to the Deltans and to the Klingon Empire with high marks.

Excelling at his duties, Lieutenant Hobbs was recruited for the Fleet Recon force, where his skill and leadership led to his assignment as Commanding Officer, Fleet Recon Team Seven-One.

Psychological Profile:

At age twenty eight, Lieutenant Hobbs is a man with a mission and a secret- his parents were smugglers for the Orion Syndicate, and occasionally took him along for the ride. As much to cleanse his family name as from a sense of duty, young Daniel joined the Starfleet Marines without revealing his family's questionable past.

Attributes

Str 9 (+1) Agl 11 (+2)* Int 12 (+2) Vit 10 (+2) Prs 7 (+0)* Per 8 (+1)
Quickness +4 **Savvy** +1 **Stamina** +2 **Willpower** +2*

Miscellaneous Scores

Courage: 4 **Health:** 11 **Renown:** 4 **Advancements:** 7

Defense: 9
Initiative: +0

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat- Simple	AGL	+2	+2		+4	
Athletics	STR	+1	+1		+2	(Running)
Computer Use	INT	+2	+3		+5	(Retrieval)
Enterprise- Administration	INT	+2	+2		+4	(Starfleet)
Enterprise- Streetwise	INT	+2	+1		+3	
Influence	PRS	+0	+1		+1	
Knowledge- Politics	INT	+2	+5		+7	(Federation)
Knowledge:Culture	INT	+2	+3		+5	(Human)
Knowledge:History	INT	+2	+3		+5	(Federation)
Knowledge:Specific World	INT	+2	+3		+5	(Earth)
Language- Deltan	INT	+2	+4		+6	

Language- Fed Standard	INT	+2	+4		+6	
Language- Klingonese	INT	+2	+4		+6	
Negotiate	INT	+2	+1		+3	
Ranged Combat:Energy	AGL	+2	+4		+6	(Phaser) (Phaser Rifle)
Repair	INT	+2	+1		+3	
Stealth	AGL	+2	+4		+6	
Survival	PER	+1	+3		+4	(Tracking)
System Engineering	INT	+2	+3		+5	(Phaser Artillery)
System Operation	INT	+2	+2		+4	(Command)
Tactics	INT	+2	+3		+5	(Small Unit, Infantry)
Unarmed Combat	AGL	+2	+3		+5	(Starfleet Martial Arts)

Professional Abilities:

Covert Ops: Hobbs knows how to use cover to his best advantage and gains a +2 bonus to *Stealth* tests.

Insight: Having spent several years around diplomats and those who seek their favor, Hobbs has learned to see through lies. When making a *Savvy* check, Hobbs rolls 3 dice (instead of two) and keeps the highest two numbers.

Starship Duty: 1st Lieutenant Hobbs has received all the training necessary to serve aboard a starship.

Starship/Starbase Protocols: Growing up the favored nephew of a Starfleet Admiral gives 1st Lieutenant Hobbs an edge in navigating Starfleet bureaucracy. He receives a +4 bonus to *Administration (Starfleet)* tests.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Hobbs a +2 bonus to his *Quickness* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/ Flaws:

Command (2): 1st Lieutenant Hobbs is fully qualified to command Force Recon Team Seven-One.

Contacts (Orion Syndicate-Streetwise): Should he ever be desperate enough to use them, Hobbs has contacts in the Orion Syndicate (people who knew his parents) and gains a +2 to *Streetwise* tests when using these contacts.

Dark Secret (Orion Syndicate): Despite his own unblemished career, the involvement of his parents in the Orion Syndicate is an ongoing source of pain and shame to 1st Lieutenant Hobbs.

Dodge: Hobbs is especially fast on his feet and gains a +3 bonus to *Quickness* when making Dodge actions.

Innovative (2): Embassy duty (among the “movers and shakers” has allowed Hobbs to learn the *Starship/Starbase Protocols* and *Insight* Professional Abilities.

Promotion 2: Hobbs holds the rank of 1st Lieutenant in the Starfleet Marine Corps.

Fit: Hobbs's disciplined physical fitness grants him a +1 bonus to all Physical tests.

Starfleet Bureau of Personnel

Starfleet Command

Donald Brooks

Age: 34

Species Human

Homeworld: Earth

Gender: Male

Eyes: Brown

Hair: Red

Rank: Gunnery Sergeant, Starfleet Marines

Current Assignment:
Executive Officer/Five, Force Recon Team Seven-One

Profile/History:

At age thirty-four, Gunnery Sergeant Brooks is the oldest member of Fleet Recon Team Seven-One. He is also a consummate professional and an experienced veteran. While Lieutenant Hobbs concentrates on accomplishing the mission at hand, Chief Brooks (as senior NCO) ensures that all hands work together efficiently as a team.

Psychological Profile:

Gunnery Sergeant Brooks is a sixteen year veteran of the Starfleet Marines, and is a keeper of the tradition. In addition to carrying out the mission at hand, Brooks sees it as his job to shape the next generation of Starfleet Marine- both officer and enlisted man.

To Brooks, this is a sacred trust, and he will spare no effort and no amount of sweat or pain to achieve it. He keeps himself perfectly fit through rigorous exercise and is a recruiting-poster example of the perfect Marine NCO.

Alternately serving as a drill instructor, father-figure, technical expert, and on-call pain-in-the-butt, Brooks works as hard as any officer to mold the crew into an efficient fighting unit.

Attributes

Str 9 (+1) **Agl** 11 (+2)* **Int** 11 (+2)* **Vit** 9 (+1) **Prs** 7 (+0) **Per** 9 (+1)

Quickness +2 **Savvy** +1 **Stamina** +1 **Willpower** +4*

Miscellaneous Scores

Courage: 4 **Health:** 10 **Renown:** 13 **Advancements:** 10

Defense: 9
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+5		+6	(Running)
Computer Use	INT	+2	+3		+5	(Retrieval)
Demolitions	INT	+2	+4		+6	
Enterprise- Streetwise	INT	+2	+3		+5	
Enterprise-Administration	INT	+2	+3		+5	(Starfleet)
Investigate	PER	+1	+3		+4	
Knowledge:Culture	INT	+2	+3		+5	(Human, Romulan)
Knowledge:History	INT	+2	+4		+6	(Human, Romulan)
Knowledge:Specific World	INT	+2	+3		+5	(Earth)
Language- Fed Standard	INT	+2	+4		+6	
Language- Romulan	INT	+2	+3		+5	

Ranged Combat:Energy	AGL	+2	+4		+6	(Phaser) (Phaser Rifle)
Repair	INT	+2	+3		+5	
Stealth	AGL	+2	+5		+7	
Structural Engineering	INT	+2	+4		+6	(Architecture)
Survival	PER	+1	+3		+4	(Tracking)
System Operation	INT	+2	+3		+5	
Tactics	INT	+2	+4		+6	(Small Unit)
Unarmed Combat	AGL	+2	+7		+9	(Starfleet Martial Arts)

Professional Abilities:

Covert Ops: "Gunny" Brooks knows how to use cover to his best advantage and gains a +2 bonus to *Stealth* tests.

Mission Specialist: "Gunny" Brooks specialized in Structural Engineering early in his career, and developed this as a professional skill for the purposes of advancement.

Requisitioning- "Gunny" Brooks maintains an informal network of contacts in both Starfleet and the Starfleet Marines and may attempt to use those contacts (an *Enterprise-Administration* test) to gain special a/o unusual equipment for use during a mission. Target numbers are as follows: special equipment (TN 5), special weaponry (TN 10), and explosives or restricted weaponry (TN 15). On a marginal success, the gear is available in 1-3 days. On a complete success, 12-24 hours, and on an Extraordinary success, the gear is available in 4-8 hours.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Brooks a +2 bonus to his *Willpower* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/ Flaws:

Command (1): Gunnery Sergeant Brooks is fully qualified to act as executive officer of Team Seven-One.

Innovative (2): Through his long experience, "Gunny" Brooks has learned the Covert Ops, Mission Specialist, and Requisitioning Professional Abilities.

Promotion E-6: Brooks holds the enlisted rank of Gunnery Sergeant in the Starfleet Marine Corps.

Fit: Brook's long record of disciplined physical fitness grants him a +1 bonus to all Physical tests.

Starfleet Bureau of Personnel

Starfleet Command

Emari ir' Idrani

Age: 23
Species Andorian
Homeworld: Andoria
Gender: Female
Eyes: Blue
Hair: White
Rank: Corporal

Current Assignment:
 Scout/One, Force Recon Team Seven-One

Profile/History:

Emari ir' Idrani is the daughter of a clan chieftain in a remote section of northern Andoria, and has been hunting almost since she could walk. After several years with her clan militia, Emari decided that her calling lay off-planet and enlisted in the Starfleet Marines.

After excelling in several assignments, Emari was recruited for Team Seven-One.

Psychological Profile:

The sole female on Team Seven-One, Emari is a consummate hunter and stalker- skills she's honed to near perfection. As the Team's scout, Emari tends to operate semi-independently of the group in the field, using her skills at stealth and stalking (and her keen senses) to their fullest advantage. A passionate woman, Emari effects an amused tolerance and cool detachment at the exploits of her team mates.

Attributes

Str 9 (+1)	Agl 9 (+1)*	Int 9 (+1)*	Vit 9 (+1)	Prs 7 (+0)	Per 9 (+1)
Quickness +2*		Savvy +2	Stamina +1	Willpower +1	

Miscellaneous Scores

Courage: 3	Health: 10	Renown: 1	Advancements: 5
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Defense: 8
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat-Simple	AGI	+1	+5	+1	+7	
Athletics	STR	+1	+4		+5	(Running)
Computer Use	INT	+1	+2		+3	(Retrieval)
Demolitions	INT	+1	+3		+4	
Knowledge:Culture	INT	+1	+4		+5	(Andorian)
Knowledge:History	INT	+1	+3		+4	(Federation)
Knowledge:Specific World	INT	+1	+3		+4	(Andoria)
Language- Andorian	INT	+1	+4		+5	
Language- Fed Standard	INT	+1	+4		+5	
Ranged Combat:Energy	AGL	+1	+7		+8	(Phaser) (Phaser Rifle)
Repair	INT	+1	+3		+4	
Stealth	AGI	+1	+5		+6	
Survival	PER	+1	+6		+7	(Tracking)

System Operation	INT	+1	+3		+4	
Unarmed Combat	AGL	+1	+5		+6	(Starfleet Martial Arts)

Professional Abilities:

None

Species Abilities:

Antennae: Andorians sense a great deal about their environment through their antennae, and gain a +2 species bonus to tests involving sensing the area immediately around them (three meters or less) (including *Observe (Spot)* and *(Listen)* tests).

High Pain Threshold: Andorians are a hardy species accustomed to physical discomfort, and reduce TN penalties due to pain or injury by -2.

Keth- Indrani: The Indrani are trained as warriors from an early age and gain a +1 to either *Armed Combat* or *Ranged Combat* skill at character creation.

Redundant Circulation: Andorians have a two-layered circulatory system that allows them to ignore TN penalties for uncomfortable or extreme cold. This does unfortunately, render them more vulnerable to certain toxins (-1 to *Stamina* tests to resist poison).

Edges/ Flaws:

Promotion 3: Emari holds the enlisted rank of Corporal in the Starfleet Marine Corps.

Suit-Trained: Emari does not suffer the penalties normally associated with the use of an environmental suit.

Starfleet Bureau of Personnel

Starfleet Command

Timon Gatan

Age: 22
Species Trill
Homeworld: Trill
Gender: Male
Eyes: Brown
Hair: Brown
Rank: Corpsman Petty Officer Third Class
Current Assignment:
 Medic/Four, Force Recon Team Seven-One

Profile/History:

Gatan was a high-profile medical student and a candidate in the Symbiate program till he was caught experimenting with illegal narcotics, at which point he was dismissed from the program (though his record was sealed by the Commission).

Gatan flirted with severe depression and spent a number of years wandering in a variety of capacities (mostly as a merchant crewman), before enlisting in Starfleet.

Based on his prior academic record, Gatan easily qualified for the independent duty corpsman program, and was assigned to the 22nd MEU.

Psychological Profile:

Gatan has more or less recovered his equilibrium in the wake of his humiliating dismissal from the Symbiate Program, but remains closed and secretive about his past. He is aloof, but not morose, withdrawn, but not forbidding.

Starfleet Command is aware of his drug conviction, but has chosen not to make those prior events part of his public record. Despite this, Gatan lives in fear that his dark secret may come back to haunt him once more.

Attributes

Str 8 (+1) Agl 8 (+1)* Int 10 (+2)* Vit 8 (+1) Prs 9(+1)* Per 8 (+1)

Quickness +1 Savvy +1 Stamina +1* Willpower +2

Miscellaneous Scores

Courage: 3 Health: 9 Renown: 1 Advancements: 5

Defense: 8

Initiative: +1

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+3		+4	
Computer Use	INT	+2	+4		+6	(Retrieval)
First Aid	INT	+2	+5	+1	+8	
Knowledge:Culture	INT	+2	+4		+6	(Federation)
Knowledge:History	INT	+2	+4		+6	(Federation)
Knowledge:Specific World	INT	+2	+4		+6	(Trill)
Knowledge:Politics	INT	+2	+2		+4	(Trill Symbiosis Commission)
Language- Fed Standard	INT	+2	+4		+6	
Language- Trill	INT	+2	+4		+6	
Medicine	INT	+2	+5	+1	+8	(Combat Trauma)

Ranged Combat:Energy	AGL	+1	+4		+5	(Phaser)
Repair	INT	+2	+2		+4	
Physical Science	INT	+2	+3		+5	(Chemistry)
Survival	PER	+1	+3		+4	
System Operation	INT	+2	+3		+5	(Flight Control)
Unarmed Combat	AGL	+1	+3		+4	(Starfleet Martial Arts)

Professional Abilities:

None

Species Abilities:

Joined: Gatan (like most other Trill) can be joined to a symbiont, though he was rejected from the program by the Symbiont Commission.

Skilled: Trill place an emphasis on education from very early in life, and as a result, Trill characters gain +2 skill picks at character creation.

Edges/ Flaws:

Cultural Flexibility: Gatan is very cosmopolitan and is unfazed by other cultures, and gains a +2 to Social tests involving species other than his own.

Meticulous: Gatan gains a +1 to cumulative Extended tests.

Multi-Tasking: Gatan may treat a full-round action as two actions and take additional actions at the standard penalty.

Dark Secret: Despite the fact that Starfleet Command has chosen not to include his prior drug convictions in his official record, Gatan worries that word will leak out and destroy his reputation once more.

Promotion 3: Gatan holds the enlisted rank of Petty Officer Third Class in Starfleet.

Suit-Trained: Gatan does not suffer the penalties normally associated with the use of an environmental suit.

Starfleet Bureau of Personnel

Starfleet Command

Blake

Age: 8
Species Human
Homeworld: Nevari Prime
Gender: Male
Eyes: Green
Hair: Brown
Rank: Lance Corporal

Current Assignment:
 Engineer/Tech/Three, Force Recon Team Seven-One

Profile/History:

Corporal Blake is the result of a series of unauthorized cloning experiments conducted on Nevari Prime, with the intent of creating a super-soldier (much like the Eugenics programs of late 20th Century Earth).

Blake was rescued by Starfleet at age 5 (though he'd already achieved the physical maturity of a late adolescent), and following an "acclimation" period, he was released from Federation custody.

Blake's genetic resequencing endows him with above average physical attributes, but has severely and artificially curtailed his effective lifespan. Blake is not expected to live more than twenty years.

Psychological Profile:

Blake was raised in an extremely limited clinical environment, and as a result, was deprived of most cultural, historical, and social skills. This profound lack (along with his ingrained stoicism) and the clinical cultural conditioning has left him somewhat innocent, very stoic, and occasionally awkward. There is much about human society and customs that he still does not understand.

Lacking normal socialization skills, Blake joined the Starfleet Marines because he was already accustomed to the regimented lifestyle involved, and because it allowed him "to make a difference".

Attributes

Str 10 (+2) Agl 10 (+2)* Int 10 (+2) Vit 10 (+2) Prs 7(+0) Per 8 (+1)*
Quickness +4* **Savvy** +1 **Stamina** +2 **Willpower** +2

Miscellaneous Scores

Courage: 4 **Health:** 13 **Renown:** 1 **Advancements:** 5

Defense: 9
Initiative: +4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGI	+2	+2	+1	+5	
Athletics	STR	+2	+3	+1	+6	(Running)
Computer Use	INT	+2	+3		+5	(Invasion)
Demolitions	INT	+2	+4	+1	+7	
First Aid	INT	+2	+2	+1	+5	
Knowledge:Culture	INT	+2	+1		+3	
Knowledge:History	INT	+2	+1		+3	
Knowledge:Specific World	INT	+2	+1		+3	(Nevari Prime)
Language- Fed Standard	INT	+2	+4		+6	

Observe	PER	+1	+2	+1	+4	
Ranged Combat:Energy	AGL	+2	+4	+1	+7	(Phaser) (Phaser Rifle)
Repair	INT	+2	+2	+1	+5	
Survival	PER	+1	+3	+1	+5	
System Engineering	INT	+2	+5		+7	
System Operation	INT	+2	+4	+1	+7	
Unarmed Combat	AGL	+2	+4	+1	+7	(Starfleet Martial Arts)

Professional Abilities:

Battle-Hardened: Blake has learned to function despite pain and injury. He gained +1 Health (already factored in) and reduces his TN modifier from pain and injury by -1

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climates. Human adaptability has given Blake a +2 bonus to his *Quickness* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/ Flaws:

Addiction (Enhanced Metabolism): Blake's genetic modifications grant him a number of bonuses, but only at a cost- he must eat half again as much per day as a normal human being in order to fuel his voracious metabolism.

Excellent Metabolism: Blake gains a +4 bonus to tests to resist poison and illness.

Dark Secret: Blake is the result of illegal experiments in genetic engineering and is not expected to see his 20th birthday, neither of which fact does he want widely known.

Fit: Blake's great physical fitness grants him a +1 bonus to all Physical tests.

Great Vitality: Blake's metabolism grants him a +5 bonus to rolls to Stabilize him after injury, and a +4 to weekly (or bi-weekly) *Stamina* tests to recover lost wound points.

High Pain Threshold: Blake's clinical life and genetic dispositions has taught him to endure higher levels of pain than normal. He reduces all TN penalties due to pain and injury by -2.

Innovative: Blake has learned the Battle-Hardened Professional Ability.

Promotion 2: Blake holds the enlisted rank of Lance Corporal in the Starfleet Marine Corp.

Rapid Healing: Blake heals at twice the rate of a normal human (recovery 2 points per day of natural healing).

Suit-Trained: Blake does not suffer the penalties normally associated with the use of an environmental suit.

Starfleet Bureau of Personnel

Starfleet Command

Spencer MacKenzie

Age: 22
Species Human
Homeworld: Luna
Gender: Male
Eyes: Brown
Hair: Light-Brown
Rank: Corporal

Current Assignment:
 Sciences/Computer/Two, Force Recon Team Seven-One

Profile/History:

A naturally talented engineer and technician, the reports are that MacKenzie was denied an application to Starfleet Academy due to criminal prosecutions for some of his earlier exploits.

Psychological Profile:

MacKenzie is Team Seven-One's resident practical joker. There's nothing he likes more- not wine, women, nor song- than a bit of technically induced mischief. MacKenzie exudes a devil-may-care nonchalance, and displays proper military discipline only under duress- but keeps his uniforms, equipment, and weapons meticulously clean.

Attributes

Str 6 (+0) Agl 9 (+1)* Int 10 (+2) Vit 10 (+2) Prs 6(+0) Per 9 (+1)*
 Quickness +3* Savvy +1 Stamina +2 Willpower +2

Miscellaneous Scores

Courage: 4 Health: 11 Renown: 1 Advancements: 5

Defense: 8
 Initiative: +3

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGI	+1	+2		+3	
Athletics	STR	+0	+1		+1	(Running)
Computer Use	INT	+2	+5		+7	(Hacking)
Conceal	INT	+2	+5		+7	
Demolitions	INT	+2	+4		+6	
Knowledge:Culture	INT	+2	+4		+6	
Knowledge:History	INT	+2	+4		+6	(Federation)
Knowledge: Religion	INT	+2	+4		+6	
Knowledge: Specific World	INT	+2	+4		+6	(Luna)
Language- Fed Standard	INT	+2	+4		+6	
Physical Science	INT	+2	+3		+5	
Ranged Combat:Energy	AGL	+2	+5		+7	(Phaser) (Phaser Rifle)
Repair	INT	+2	+3		+5	
Survival	PER	+1	+2		+3	
System Engineering	INT	+2	+5		+7	Environmental Systems

System Operation	INT	+2	+4		+6	
Unarmed Combat	AGL	+2	+3		+5	

Professional Abilities:

Fix-It: MacKenzie may use any of the Repair specializations untrained.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given MacKenzie a +2 bonus to his *Quickness* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/ Flaws:

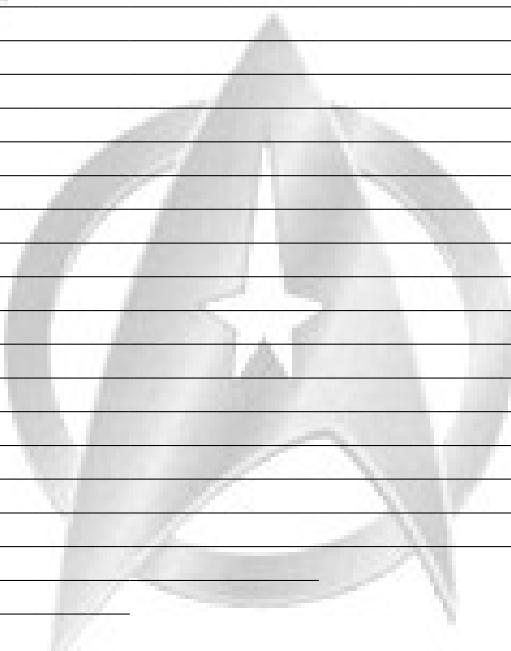
Innovative: MacKenzie has gained the Fix-It Professional Ability.

Promotion- E-3: MacKenzie holds the rank of Corporal in the Starfleet Marines.

7TH FLEET SCORING SHEET

Benchmark	Bonus	Achieved
PCs scan for other vessels in area (successfully or not):	+1	▢
PCs examine <i>Gosovan's</i> sensor patterns for blind spots:	+1	▢
PCs successfully create a thoron shield generator:	+1	▢
PCs successfully board the <i>Gosovan</i> :	+1	▢
PCs discover proof of the metagenic weapons components:	+1	▢
PCs recover datapad with names of Romulan and Cardassian: contacts	+1	▢
PCs download copy of the <i>Gosovan's</i> computer core:	+1	▢
PCs scuttle the <i>Gosovan</i> :	+1	▢
PCs investigate and scuttle <i>Gosovan</i> completed undetected:	+2	▢
Witnesses survive to report PCs tampering with the <i>Gosovan</i> :	-3	▢

Proctors Notes:



Proctor: _____

Crew: U.S.S. _____ **Final Score:** _____ / 8

Officers Present: _____

Reviewed By: _____
Commanding Officer

Fleet Commander