



BE NOT AFRAID

By Roger Taylor II

Revised and expanded for use with *Far Trek* by C.R. Brandon 2015



"Be not afraid of greatness: some are born great, some achieve greatness, and some have greatness thrust upon 'em."

-Malvolio, Twelfth Night (II, v, 156-159)

William Shakespeare

WARNING!!

Be not Afraid is exclusively for the Referee to read, Players should not read any further as it will take away from the adventure ahead!

Adventure Synopsis

The adventure takes place aboard the *U.S.S. Xenophon*, en route to the Tannos System, in disputed territory near the Federation/Klingon border in the year 2268. While performing a routine health-and- welfare check on a Federation colony, the crew of the *Xenophon*, a Saladin class destroyer, become entangled with a powerful ancient artifact and Klingons who may seize it for themselves. The *Xenophon* is a ship with a reputation for being cursed and is on its first mission outside the Sol system.

Players

This adventure is for 4 to 6 players and assumes the players are all Federation crew from the *U.S.S. Xenophon*. A mix of gold, red, and blue shirts is necessary. This is a good adventure for starting Ensign class characters to undertake as the landing party. If you wish to run it as a one shot adventure, you can use the *U.S.S. Xenophon's* pre-made crew listed in the back of this adventure.

A creative Referee could flip the script and play this adventure from the Klingon perspective instead! This will require some work on the Referee's part, but does provide an excellent opportunity to Trek from a different point of view.

On board or on the planet

The adventure has both ship based and landing party elements. It is up to the Referee and players decision to determine where they spend the bulk of their time during the episode.

Referee Background

Tannos IV is a Federation agricultural colony founded in 2266. The 120 colonists were intended as the first planting in what will one day become a thriving Federation settlement. Intrigued by the mysterious mounds, Geologist Stewart unearthed the first of the six crystals in the array. When exposed to sunlight, the crystal began distorting space and time in the surrounding area, leading to the disappearances which decimated the colony and later plague the landing party. The crystal is also responsible for the gravimetric distortion surrounding the world and the ionization and subspace interference which interferes with both sensors and communications (which is why the effect is lessened during local night).

Displaced with little or no warning, the colonists were ill-equipped to survive on a harsh and untamed world. Note, a benevolent Referee may decide that survivors can be found (once the jamming has been lifted) scattered across the surface of Tannos IV, but you will have to make up the survivors and their story on your own. You can add to the mystery once the planet is scanned by shown the colonists dead bodies scattered randomly all over the planet. A Life Sciences test or Sensors test (TN 17) may find recently deceased (still warm) colonists scattered all over the planet.

Episode Conflicts:

Conflict #1: Man vs. Unknown- The players must determine what is taking place on Tannos IV in order to resolve the mystery.

Conflict #2: Man vs. Man- The players must overcome the Klingon attempts to wrest control of the crystals from the Federation.

Conflict #3: Man vs. Nature- Tannos IV will do its level best to kill the players if they are not cautious.

Conflict #4: Man vs. Self- The players must overcome *the* starship's alleged "curse" and resist the natural temptation to respond to the Klingon's provocations. The Federation cannot want afford war with the Klingons at this point. The destruction of the *puQmo' taj* in the disputed territories would undoubtedly trigger just such a war.

Act One

Captain's Log Stardate 3236.1: (read to players)

"U.S.S. Xenophon now arriving on the outskirts of the Tannos System. While patrolling the area, Xenophon has diverted to conduct a routine health-and-welfare check of a Federation colony on the fourth planet, Madsen's Hope. Starfleet Regulations mandate an annual medical check of all colonists, but the opportunity for the crew to stretch their legs ashore is also a powerful incentive for the stop over.

Xenophon has spent the last ninety-five days patrolling the area- disputed territory between the Federation and the Klingon Empire. Although the Federation neither wants nor needs a war with the Klingons, tensions remain high.

Thus far, ship and crew have performed ably and without incident.

Federation starship *U.S.S. Xenophon* arrives on outskirts of the Tannos System having been ordered to check in with a Federation colony on the fourth planet. The players should receive the System and Planetary Profile in Appendix I.

Heavy Weather

As *Xenophon* passes Tannos V (en route to planet IV), she should begin encountering increasingly violent gravimetric shears, which become severe enough to threaten to damage the ship as she struggles to make orbit.

The initial impact should take all hands by surprise, rattling *Xenophon* down to her keel, tossing the crew about like dice, and (if she is traveling at warp speed) knocking the ship back to sublight speed. As soon as the shear impacts, the Red Alert klaxon begins sounding and the lights on the bridge begin flashing red.

The shears appear to be arriving every twelve to eighteen seconds (every second or third combat round). For each shear, the Referee should roll 2d6+5. The result then becomes the TN for ST or DX tests for crew to remain at their stations. A Disastrous failure (by 6

points or more) should cause damage to the character (twisted ankle, broken limb) as he or she lands badly after being tossed about by the shear. A simple (TN 5) Space Science test will confirm that the ship was hit with a gravimetric shear.

One shear in three (at the Referee's discretion) should be sufficient to cause DL1 damage to the *Xenophon* herself. The Referee should assign system damage at random to a system like the hull, sensors, weapons, or impulse engines.

A challenging (TN 15) Engineering or Sensors test and five minutes work will allow the crew to re-tune the sensors to detect the incoming gravimetric distortions. Once the crew is able to detect the shears, they will be able to determine that the turbulence appears to be centered on Tannos IV itself, and time their arrival. (Characters who are forewarned of a shear's arrival may add a +5 circumstance bonus to their ST or DX test). A challenging (TN 15) Starship Navigation test with each wave will allow the helmsman to turn *Xenophon* in order to minimize the impact of the gravimetric distortions. If successful, the characters need not make a ST or DX test, and *Xenophon* herself will incur no damage from the wave. The sensation is still akin to riding a roller coaster (or a sailboat in very heavy seas).

Eye of the Storm

As *Xenophon* moves into orbit over Tannos IV, the shears abruptly disappear- with an eerie calm like the eye of a storm. Subspace interference levels remain fairly high, rendering sensors unreliable. RF and subspace communications are impeded, but not blocked. Transporters can be used safely by locking onto either a communicator signal or the colony's neutrino beacon.

A Sensors test (TN 8) locates the beacon on the surface, but does not reveal any life signs. The colony, Madsen's Hope, does not respond to hails.

Tannos IV

Should they choose to beam down immediately, the players (plus one or two generic red shirts) arrive at the colony site roughly a half-hour before sunset. Both of the planet's moons are visible from the beam- in site, one high in the sky, the other just rising on the eastern horizon.

The site is lush and green-brown, with tall grasses and sparse leafy trees scattered around. It is eerily quiet, save for a faint, eerie moaning that comes and goes, and rises and falls with the wind.

The colony is set into a shallow bowl approximately two kilometers across. The colony is constructed of various pre-fab buildings and semi-permanent equipment tents. The colony is laid out in a rough grid square and surrounded by garden plots and a five foot tall perimeter fence (essentially a split- rail fence rather than a real obstacle).

A quick search confirms that the colony site is intact, but abandoned. The buildings and equipment (except where disturbed afterward) are precisely as they were left.

The only signs that the colonists did not leave willingly are several unfinished meals, a

shower that was left running (but has since run dry), and a badly scorched tea kettle on a camp stove- it was apparently left on until all the water boiled away and then scorched before the safety sensor tripped and shut down the stove.

An average (TN 11) Medical or Life Sciences test confirms that meals are long-since spoiled. They've been exposed for several weeks. Based on the decomposition rate, the colony has been abandoned for roughly six weeks.

An average (TN 11) Life Science test suggests that the fields/garden plots have been left untended for at least five weeks, and becoming overgrown with weeds. Several of the more delicate plants (the tomatoes in particular) are dying for lack of water.

An average (TN 11) Investigate test confirms that 1) several of the tents and prefab buildings have been disturbed- most like by small scavengers, and, 2) that numerous small implements (research tools, farm implements, and the like) are also missing. Should the players think to check the colony's small arms case, they will discover that three hand phasers are missing. One of the colony's tractors is also missing.

Administration

The colony's administrative computer is in the administrator's hut. This (like most of the other colony buildings) is a pre-fabricated shack about twenty feet on a side. It consists of a sleeping room with bunk, a shower/restroom cubical, and a larger work/living area. A central table has four chairs and is scattered with an unfinished chess game and various nick-nacks. The desk on the west side is cluttered with various printouts indicating likely weather patterns, projected crop yields, and geophysical surveys (notably, locations for drilling wells and projected land plats).

The computer is a standard-issue desk-top model, with a central processor/monitor module and several linked PADDs and styluses. Interestingly enough- the unit is physically intact but non-functional. A challenging (TN 15) Electronics test reveals that the solid state duotronic memory chips are damaged on the molecular level. Given that the chips are designed to be extremely resilient and chemically non-reactive, this is extremely unusual. Despite the damage, a careful analysis of the memory chips should be sufficient to recover the colonies records. This will, however, take time- a challenging Electronics test (TN 15) with a period measured in 8 hours minus skill level of person analyzing.

Nothing But The Wind

As the party moves about the colony site investigating, they should take note of the same eerie wail carried on the wind. (The Referee is advised to use the "Space Wind" sound effect from the Original Series).

An average (TN 11) Planetary Science or challenging (TN 15) Physical Science test suggests that the sound is harmonic interference- similar to the moan caused by air being blown over the mouth of a bottle. Sensors set to detect pressure variations or localized atmospheric distortions will be able to detect the phenomenon out to a range of fifty meters.

Disappearance

Shortly after the party separates to conduct their investigation, one of the NPC Red shirts steps into one of the buildings and disappears with a choked off cry. An average (TN 11) Investigate test reveals no trace of the man. There are no hidden exits, no trap doors, no way out of the pre-fab structure. He has simply vanished.

A tricorder scan combined with a (TN 20) Planetary Science or Physical Science test reveals a very faint Theta band radiation signature. Otherwise, there is no detectable particle residue to indicate the crewman's fate.*

The tricorders will detect atmospheric/pressure variations. A challenging (TN 15) Planetary or Physical sciences test will discover that a 4 in/HG (2-pound) pressure differential coincided with the red shirt's disappearance.

Unwelcome Strangers

Roughly at the same time as the players are exploring the Administrator's office, *Xenophon's* sensors should detect an uncloaking Klingon Bird of Prey approaching the planet, fighting its way through the turbulence.

As the vessel takes up a close orbit, the ship's sensors identify her as the *I.K.V. puQmo' taj* (which translates roughly as Star Knife).

An average (TN 11) Computers test should earn the players the following information: The vessel is reported to be under the command of Captain D'Kar- a noted warrior and foe of the Federation. D'Kar is reported to be an experienced and savvy combat commander, and has clashed with the Federation on at least three occasions, resulting in the destruction of the Kolaris Subspace Observatory, the capture/destruction of a Federation convoy near the Lambdor colony, and the loss of the destroyer *U.S.S. Bennion* and heavy damage to the light cruiser *Rochester*. Clearly, the *puQmo' taj* and her commander are not to be underestimated.

The Klingon's shields are up and weapons are charged but not locked on the *Xenophon*. They begin a series of intense scans of the planet's surface. They will not attack first.

The Klingons ignore attempts to hail them for the first half- hour while scanning the planet. When they finally do make contact, Captain D'Kar demands to know what the Federation is up to.

Upon failing to receive a satisfactory answer, D'Kar announces that he, too, is sending a landing party to the surface. As this planet lies in disputed territory, Starfleet has no right to object.

Rivals

The Klingon landing party is comprised of six Klingons led by Lieutenant Klaag. They are dressed in the standard uniform of the era- black under suit with a gold-metal tabard.

The Klingons are armed with basic Klingon gear: disruptor pistols, knives, and communicators. One of the Klingons (Kral) is carrying a basic science kit. Upon

materializing, the Klingons will take up a basic defensive stance, then begin moving to either confront the players or search the compound.

Klaag is under orders to find out what the Federation is up to on the planet, rather than to start a war. As a result, he will be belligerent, rude, condescending, and (comparatively) straightforward. He states bluntly that he and his people are there to determine what the Federation is up to on Tannos IV and is bluntly dismissive of protests of innocence.

Unless the players attempt to physically interfere with the Klingons, they make a thorough (if chaotic) search of the encampment.

Starry Starry Night

As the sun sets over the encampment, the crew must decide how they wish to proceed. Do they wish to return to *Xenophon* and leave the encampment to the Klingons? Do they wish to search the surrounding area on foot for any trace of the missing crewman?

The Klingons, for their part, beam down bedrolls and other gear and prepare to make camp on the surface.

If the players decide to remain on the surface, they must decide whether to bunk in the abandoned colony or bunk out under the stars.

An average (TN 11) Investigate test will reveal that although the wind has picked up, that eerie moaning noise has disappeared entirely, as have any attendant pressure differentials.

Roughly a half hour after sunset, the interference subsides slightly, and *Xenophon* can begin using her sensors to scan the planet- but a complete survey will take her out of contact with the landing party for up to twelve hours at a stretch.

Initial scans of the immediate area are hard (TN 14) Sensors test. Success reveals the missing tractor located in the foothills five kilometers west southwest of the colony site.

Records Search

Once the repairs to the colony's computer is completed, the expedition logs can be read.

The records indicate that the colonists were doing so basic survey work around the colonies, and that the colony's geologist, a man named Stewart, had uncovered a series of regular mounds about five kilometers to the west. Stewart thought the mounds might be artificial, but others were skeptical.

Later records indicate that the disappearances began the next day, but no real notice was taken until people began disappearing from the colony encampment itself. The final log entry is nearly incoherent with panic and was made just four days later.

Security Breach?

During the mid-watch of the *Xenophon*, someone discovers Ensign Makarov (Red shirt, Security) unconscious on Deck 6, near Main Engineering. A nearby relay panel cover is open but there is no evidence of intruders.

A challenging (TN 15) Medical Sciences test reveals the Ensign is suffering from acute neurological trauma- consistent with either a low-power disruptor blast or brief exposure to the ship's EPS grid. Should any of the players think to ask, this particular array behind the panel feeds *Xenophon's* weapons grid and shields. Makarov himself remembers nothing useful, he was standing outside engineering and the a blinding pain knocked him out.

A deck-by-deck search of *Xenophon* will take six hours. An internal scan will require both a (TN 15) Engineering and (TN 15) Sensors test which takes 6 hours. Neither shows any evidence of Klingons (the most likely suspects if there was sabotage) aboard. So the rumors begin to also circulate that the *Xenophon* is cursed and "falling apart" due to the earlier rough ride into the Tannos system.

A complete diagnostic of all ship's systems requires a series of Computer and Engineering tests (TN 15) for each of the following main systems: Propulsion, Shields, Ops, Sensors, Weapons, and Life Support.

How long the check takes depending upon how thorough the engineers wish to be.

Referees should consult the table below:

Diagnostic Level	Duration	Bonus
Quick check	5 minutes	-2
Scan	30 minutes	+1
Research	1 hour	+2
Detailed Review	4 hours	+4

If the Klingons somehow beamed aboard, could they have tampered with *Xenophon's* weaponry? If so, what else might they have tampered with?

The Referee can decide if it was sabotage or just a quirky system issue. If sabotage, damage to *Xenophon's* weapons system is extremely subtle: an extraordinarily small sleeper bomb planted on the relay leads. Discovering the sabotage will require an extreme (TN 18) Engineering test.

The players do (as always) have the option to focus their efforts on the Weapons and Shields grid, but the Referee is encouraged to play up the uncertainty involved in this short of focus.

If it was just a ship malfunction, this should play up the idea the *Xenophon* is a troubled vessel and potentially unreliable or even dangerous. There is NO reason to define the nature of the trouble to the players, let their imaginations fill the gaps and create dread.

Act Two

Sunrise Surprise

As daylight dawns on the encampment, an average (TN 11) Investigate test reveals that the atmospheric harmonic has returned (as do the subspace fractures). If the players do not notice, the Klingons should tip them off.

Within two hours of sunrise, one of the Klingon guards is gone and the Klingons suspect the players. Lieutenant Klaag will deal with the disappearance in the most direct means available to him- by attempting to seize the Federation party. Any fighting should be short, sharp (both sides are equally matched) and inconclusive. The players have the choice of surrendering, subduing the Klingons, or merely fighting to drive them off. They also have the option of talking the Klingons down by sharing what they know and telling about the disappearance of their red shirt. An average (TN 11) Diplomacy test is necessary to convince Klaag to stand down. The Referee is advised to award a circumstance bonus (up to +3) for good role-playing.

Even if dissuaded from doing something foolish, Klaag is still unwilling to cooperate with the Federation team, and will content himself to following them and monitoring their progress.

The Dig Site

The players finish their march to the dig site (trailed closely by the Klingons). As the players crest the last ridge they find a small plateau marked off with surveyors stakes and numerous large furrows carved into the surface. An average (TN 11) Physical Sciences test suggests that these furrows are the first step in laying down concrete foundations.

The missing tractor is wedged on its side against a large mound of dirt and rock. An easy (TN 8) Investigate test marks the furrows the machine dug with its treads. Apparently it was left running after it toppled over. The cab is empty and the power cells are completely drained- the machine was left running until it exhausted its fuel.

The Next Emanation

At this point, the Referee is encouraged to have the characters on the surface roll a d6. Low number is the "winner". Ties should be re-rolled. If possible, the Referee should take the "victim" aside to discuss what happens next.

The loser is confronted by a wailing apparition- essentially a tall, shimmering distortion that appears only inches away. A Virtually Impossible (TN 20) DX test is needed to avoid being sucked in.

After a brief flash of light and a dizzying moment of disorientation, the player finds himself alone on a high mountain plateau. The wind is extremely cold and fierce, and a light dusting of snow is decorating the mountain side. Looking up, the player can make out both of Tannos IV's moons. An average (TN 11) Survival test will reveal that the character has been displaced nearly 300 kilometers from his last position.

From the rest of the party's perspective, the character has simply vanished. Tricorders previously set to detect atmospheric distortions will sound the alarm seconds too late but will record the same 4 in/HG (2-pound) pressure differential seen in the red shirt's disappearance earlier in the episode.

While the character is (for the most part) potentially removed from the remainder of the adventure, the Referee should not neglect the character or the player.

The Referee should inquire what efforts the character is making to find shelter, contact the *Xenophon*, or even to return to the landing party. The character is likely working under the same constraints as the missing red shirt. Survival, Athletics, Investigate, and other skill tests should be made as necessary.

If the character/player thinks to scan for the tell-tale atmospheric distortions, the Referee should allow the character the option of returning through the distortion by making an average (TN 11) Investigate, or other appropriate skill test to locate a nearby portal. The character should have only a small window in which to act, and must make an average (TN 11) DX or suitable Athletic test to re-enter the distortion and return back where he belongs).

Referees with a strong sense of the dramatic may choose to time the return with the conflict in Act 3 "Seizing the Find".

The Mounds

Just half a kilometer west of the dig site, the players find a series of six two-meter high mounds in a pyramid pattern in a small valley. One of the mounds has been cleared of dirt and debris to reveal a 1.5 meter high, shimmering, golden egg-shaped crystal.

A tricorder scan, (TN 11) Physical Science test, reveals that the remaining five mounds also contain large crystals. The crystals themselves defy classification (they are made of a material unknown to Federation databanks) and appear to be chemically non-reactive. Carbon dating on the mounds themselves suggest that the crystals are at least 150,000 years old.

The exposed crystal is glinting in the sunlight, and is surrounded by concentric rings of what look like floating, ragged panes of glass. They orbit the central about .25 meters from the crystal surface. The moaning/atmospheric distortions appear to be concentrated here.

Should any of the players wander too close (make contact with one of the floating "panes") there will be a brief flash of light and the character will disappear. As with the previous victim, the Referee should take the player aside and describe his location and circumstances.

The Referee is encouraged to indulge his creative side in where and when the character arrives (yes, the distortions work across temporal barriers, as well), but only to a certain degree. Killing the character outright or placing him more than a day outside of the current time frame is not recommended.

A malicious Referee will toss the player far out to sea in one of the (warm) equatorial oceans.

A particularly merciful Referee will also leave the character a small window (6-12 seconds) in which to attempt an average (TN 11) DX test or suitable Athletic test to re-enter the distortion and return back where he belongs).

Here, where the disturbances are localized, an average (TN 11) Planetary Science or Engineering test will detect a considerable subspace distortion (varying between fifty millicochranes and 5 cochranes of distortion).



Act Three

A Blazing Mistake

One of the players (or the Klingons) opens fire on the crystals, inviting a high-energy backlash. The shock wave of gravimetric distortion ripples out in an expanding dome pattern which knocks both landing parties off their feet and grows stronger as it expands. By the time it reaches the horizon (from the players' point of view) it is ripping up trees and toppling buildings.

By the time it reaches the orbiting starships...*Xenophon* and her Klingon counterpart will have six seconds warning before impact. The expanding subspace shock wave is at WR+3 to any vessels in orbit.

A challenging (TN 15) Starship Navigation will also allow the helmsman to turn *Xenophon* in order to minimize the impact of the shock wave, cutting the WR to WR+1. As the players get to their feet on the planet, the crystal is undamaged.

Seizing the Find

Realizing the potential of the find, the Klingons attempt to seize the site by eliminating the Federation characters. The Referee should resolve this conflict using the standard combat rules. Although they are very nearly transparent, the "distortion panes" provide three-quarters cover (+4 difficulty to ranged combat). At the Referee's discretion, shots that are directed in the general direction of the crystal and which miss their intended targets by more than seven points strike the crystal itself, with consequences. Characters who get too close to one of the panes risk being displaced, as noted above.

Battle Royale

As battle erupts on the surface, the *puQmo' taj* joins the fray in space as well. Both starships should be pretty thoroughly beaten up by now- but should still be (roughly) evenly matched. If *Xenophon* gains the upper hand too quickly (and sabotage was not discovered or the *Xenophon* "curse" occurs), the Referee has the option to temporarily cripple her weapons systems until a patch or bypass can be rigged. This could be a DL1 or DL2 level damage issue as needed by the Referee. Full repairs will take several hours, but will have to wait on the outcome of combat. If *Xenophon* is destroyed, full repairs to the weapons grid are something of a moot point.

The Nuclear Option

Should the battle go badly awry, *Xenophon* has one other option to prevent the Klingons from seizing the find. A photon torpedo salvo targeted on the valley may (or may not) destroy the crystals themselves, but it will bury the site between millions of tons of rubble and debris. The affect on the landing party goes without saying. You may try to drop shields and beam the crew up as Torpedoes hit the crystals, but this should require 3 TN 15 rolls , one each for: Sensors, Starship Combat, and Starship Engineering. All 3 must be passed to get the crew on board while destroying the crystals.

Resolution

Assuming that the crew has played their cards correctly, the crystal mounds are either destroyed or are firmly under Federation control. Depending upon their course of action, the *puQmo' taj* has either been destroyed or if wounded, cloaks and escapes.

Special Victory Conditions

Xenophon is operating in territory claimed by both the Federation and the Klingon Empire. Neither Starfleet nor the Federation want war with the Klingons at this time, but Klingon aggression is on the rise.

Per Starfleet regulations, *Xenophon* may fire in defense of herself or others- but may not fire first. Even then, Captain Bristol must exercise restraint. The destruction of the *puQmo' taj* by a Federation vessel would trigger the very war they are trying to avoid.

Finally, the crystal array on the surface comprise a powerful weapon (if properly understood and configured). Allowing that weapon to fall into Klingon hands could be a disaster for the Federation.

There are three conditions under which the players will automatically lose the scenario:

- 1) *Xenophon* fires first or without provocation,
- 2) The players are directly responsible for the destruction of the *puQmo' taj*
- 3) The crew allows the weapon to fall into Klingon hands.

Should any of these events occur, Captain Bristol and his crew will face a Board of Inquiry- and more likely, a General Court- martial- upon their return to base.

APPENDIX I: TANNOS SYSTEM & PLANETARY PROFILE

The Tannos System is comprised of eleven unremarkable planets orbiting a Type G2 V type star (a fairly bright, yellow-white dwarf star much like Earth's sun).

Tannos I and II are Class F, Mercury-like balls of molten lead and rock. Tannos III is Class D, a small, airless, rocky world much like Earth's moon. Tannos V is Class K- much like Venus, save for that the atmosphere is a thick soup of poisonous gases and clouds of corrosive acids.

Tannos VI thru IX are Class J worlds, much like Jupiter and Neptune. Tannos X is Class T- a "super-jovian" rivaling a small star in size, and possessing an extensive orbital ring.

Tannos XI is a Class G in an elliptical orbit at the edge of the star system. Tannos XI orbits in an elliptical path some thirty degrees of the orbital plane shared by the other worlds of the Tannos system. Federation astrophysicists speculate that this path may be due to a close encounter with a rogue planet or star sometime in the distant past.

Tannos IV is Class M (Earth-like), and the sole habitable world in system. It is orbited by two small moons. Tannos IV is covered by extensive oceans and five continents, three with extensive "young" mountain ranges. Climates range from thick equatorial jungles to barren arctic polar caps- and cover most of the terrestrial range in between.

The Tannos colony was set in a depression on high foothills at roughly 35° latitude in order to take advantage of fertile soil, good climate, and favorable weather patterns.

Class M System Data 3 small moons

Gravity 1.002 G Year and Day 866 days / 23 hrs

Atmosphere Thick Terrestrial Hydrosphere 76%

Climate Warm Temperate Sapient Species None

Government: Colonial Administration

Culture Federation
Standard (Predominantly
Human)

Affiliation: Federation
Colony World

Resources Scarce- primarily
intended as an agricultural
settlement

Places of Note: Tannos IV
colony/"Madsen's Hope"

Ship Facilities: None



APPENDIX II: U.S.S. XENOPHON

The last of the original builds of the Saladin class destroyers, *Xenophon* was “tacked on” to the construction program. Her construction was plagued by funding shortfalls and poor management, and a number of compromises were made in her design.

A “short hull” vessel, *Xenophon* is slightly smaller and more cramped than her full-sized sisters. *Xenophon*’s been disparaged as the “runt of the litter” and thanks to a series of accidents has been marked as a “bad-luck” vessel.

During her launch, being moved from the Norfolk Orbital Yard to the San Francisco Yards for commissioning, a tractor beam emitter malfunctioned and pulled *Xenophon* into the dry dock wall. An inspection pod was crushed between *Xenophon* and the dock wall and three men were killed.

Xenophon spent the first ten years of her career in and around the Sol system, serving as a “test-bed” vessel testing equipment and procedures, and acting as an auxiliary training vessel for Starfleet Academy.

Two years after her commissioning, *Xenophon* experienced a serious engine room fire which could not be contained. Captain Hart was forced to vent the compartment to space, and eight men were killed either by fire or exposure. A Starfleet Board of Inquiry determined that the ship’s fire fighting system failed due to neglected maintenance and both Captain Hart and his Executive Officer were reprimanded for “neglect of duty” and reassigned.

Three years later, while being prepared for a deep-space assignment, *Xenophon* collided with the civilian transport *Etharan Naru*. Though no lives were lost, *Xenophon* spent three months in dry dock for repairs. Her five-year-tour was given to *U.S.S. Cyrus* instead.

Now, under the command of Captain Bristol, *Xenophon* has finally been given a deep-space exploratory assignment.

Saladin Destroyer Class: *U.S.S. Xenophon*

Size: 300 kilotons, 226.5m long, 121.1m wide, 58m high, 15 decks.

Typical Crew: 180 total, Gold shirt Captain, 40 Gold Shirt, 50 Blue Shirt, 85 red shirts, 5 Green shirts.

Cruise Speed: Warp 6

Emergency Warp: Warp 8

Impulse: 0.60c maximum impulse (1,080,000 km/round)

Shield Rating: SR+2

Armament: 5x Type VI phaser banks (WR+2), 2 Photon Torpedo Banks (WR+2 per torpedo).

Crew of the *U.S.S. Xenophon*

NAME	Position	Rank	Species
Anthony Bristol	Commanding Officer	Captain	Human
Tholon	Exec. \ Science Officer	Commander	Andorian
Crockett Davis	Chief Engineer	Lieutenant	Human
Peter McCrae	Helm Officer	Lieutenant, JG	Human
William Anton	Navigator	Lieutenant, JG	Human
Leah Holt	Communications Officer	Lt. Commander	Human
Dr. T'Vey	Chief Medical Officer	Lieutenant	Vulcan

Captain Anthony Bristol (Human, Gold Shirt)

ST+0 IQ+2 DX +1 CA+1

Skills: Administration +3, Computers +2, Marksmanship +1, Diplomacy +2, Starship Combat +2, Sensors +2

Talents: Command, Agile, Measure of a Man

Bristol is an experienced and seasoned commander and has excellent instincts. His manner is occasionally gruff and distant- he feels the burden of his command- but is, at heart, a kindly man who thinks well of his officers and crew. In point of fact, Bristol used his political connections and professional ties to hand-pick his officers- a rare privilege.

Although he cannot give them any sort of official credence, Bristol is aware of the rumors surrounding *Xenophon* and of both her short-comings and strengths- and must find a way to both unite his crew and forge confidence in themselves and their ship. As commanding officer, Bristol is the rock upon which the morale and spirit of his crew must depend.

Exec. \ Science Officer Tholon (Andorian, Blue Shirt)

ST+0 IQ+2 DX +2 CA+0

Skills: Computers +2, Marksmanship +1, Planetary Science +2, Physical Science +2, Investigate +3

Talents: Pure Logic (Planetary Sci), Plan

As Executive Officer, it is Tholon's job to ensure that the Chesapeake and her crew function efficiently- freeing Captain Bristol to worry about their overall mission. As such, he functions as the ship's disciplinarian and a steadfast supporter of the Captain. Normally a passionate man (like most of his people), Tholon has cultivated a thorough, professional stoicism and calm- though his feelings still run deep. One or two of the younger crew call him "the Blue Vulcan" when they think he cannot hear. Tholon, like his captain, is aware of the rumors surrounding Chesapeake and her

reputation, and is torn in his own mind. On the one hand, Tholon is a rationale and objective scientist- scornful of metaphysical nonsense like “bad luck”. On the other, he comes from a passionate and superstitious people who still resort to bloodshed to settle matters of honor.

Chief Engineer Crockett Davis (Human, Red Shirt)

ST+2 IQ+2 DX +0 CA+0

Skills: Computers +1, Marksmanship +1, Starship Engineering +3, Engineering +2, Electronics +2

Talents: Durable, Intuition

Davis is straightforward, often blunt, and prefers simple solutions to finesse. An inherently gentle person, he is often unaware of his own strength and sometimes clumsy. He is a confident and capable engineer, but has little ambition to more, he desires neither higher rank nor more prestigious post.

Davis is well aware of the *Xenophon's* reputation, but (almost) dismisses the rumors out of hand and believes that the ship will prove herself if given the chance.

Helm Officer Peter McCrae (Human, Gold Shirt)

ST+0 IQ+2 DX +1 CA+1

Skills: Computers +1, Marksmanship +1, Starship Navigation +1, Space Sciences +1, Starship Combat +2

Talents: Heroic, Judo

McCrae is an eager young officer in need of a great deal of seasoning and tempering but the seeds of future greatness are already emerging. McCrae, for all his youth, is a steady, reliable officer, excellent in a pinch and level-headed in a crisis.

That having been said, McCrae is a romantic full of heady notions of duty, honor, and all the passions of youth. While officially dismissive of the rumors and whispers, McCrae is nonetheless troubled by the *Xenophon's* reputation as a “bad luck ship”.

Navigator William Anton (Human, Gold Shirt)

ST+0 IQ+1 DX +2 CA+1

Skills: Computers +1, Marksmanship +1, Starship Navigation +2, Space Sciences+1

Talents: Space Jockey, Brawler

Anton is a rough-cut stone- brash, impetuous, and willful. With sufficient polishing and experience, however, he'll make an excellent officer.

Anton completed his midshipman cruise aboard Chesapeake, and knew Captain Hart through family connections, making him intimately aware of the ship's reputation. Anton prefers not to discuss the matter, and is torn between his fears over the ships reputation and the potential glory of a successful five-year mission.

Communication Officer Leah Holt (Human, Red Shirt)

ST+0 IQ+2 DX +0 CA+2

Skills: Computers +2, Communications +2, Investigate +1, Athletics +1, Sensors +2

Talents: Intuition, Stiff Upper Lip

Holt is confident, sophisticated, and elegant, but she is also quite willful. She has the confidence of her convictions, and will advocate strongly for her beliefs without being insubordinate.

Holt is aware of Chesapeake's reputation and the effect that this has on the crew, but is skeptical without being dismissive. She doesn't believe that the ship is cursed, but does recognize that the crew's fears can become a self-fulfilling prophecy.

Chief Medical Officer T'vey (Vulcan, Blue Shirt)

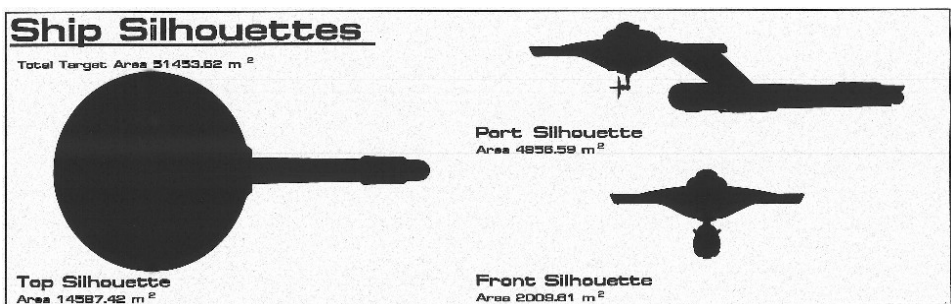
ST+1 IQ +3 DX +0 CA -1

Skills: Computers +2, Medical Sciences +3, Life Sciences+2, Investigate +2

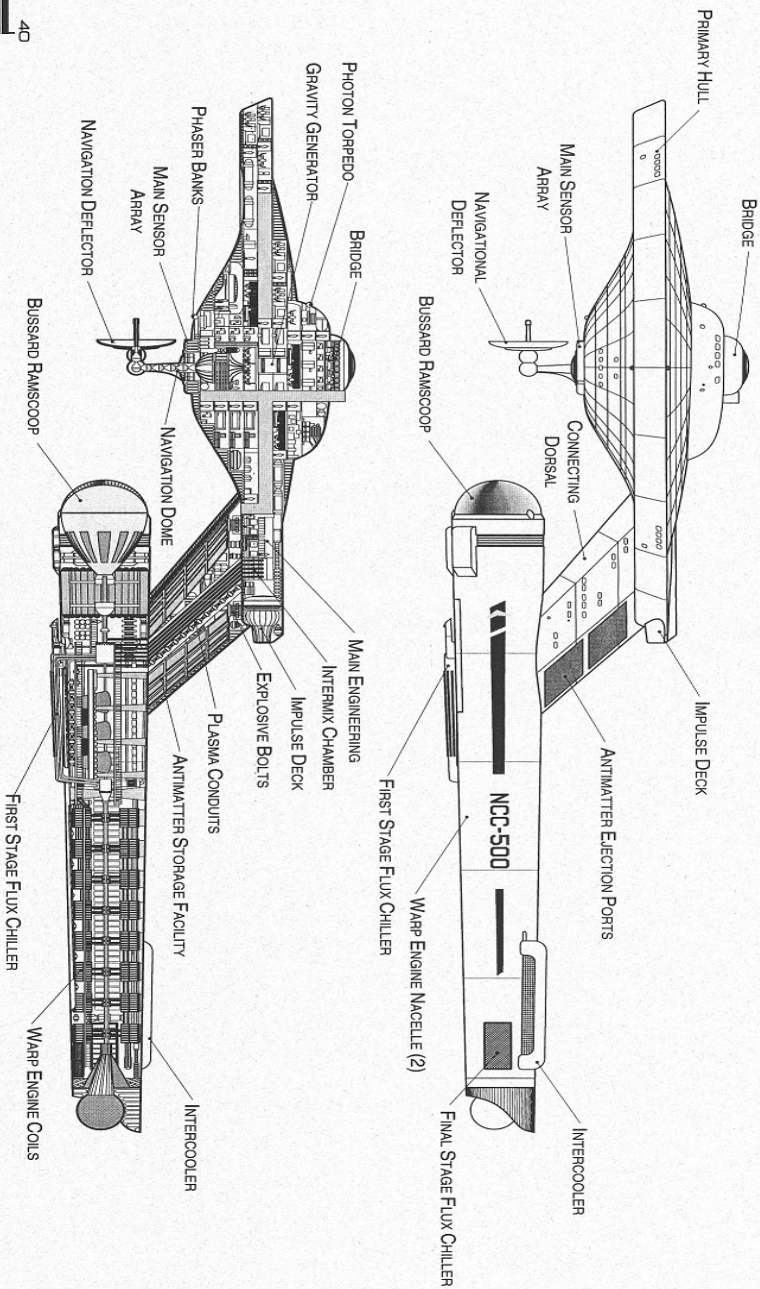
Talents: Psychic, Nerve Pinch, Field Medic, Bedside Manner

T'vey is in her mid forties- though legally an adult, it is rare for a Vulcan so young to travel off-planet. Exposure to off-worlders and rigorous mental discipline have allowed T'vey to cultivate the leonine grandeur and granite will common to Vulcans far older than she. T'vey has little patience for fools and conveys a general air of disapproval towards "lighter" or "frivolous" pursuits, but is a dedicated and capable healer nonetheless.

T'vey is aware of the *Xenophon's* reputation and the effect that this has on the crew, but is dismissive of this base superstition.

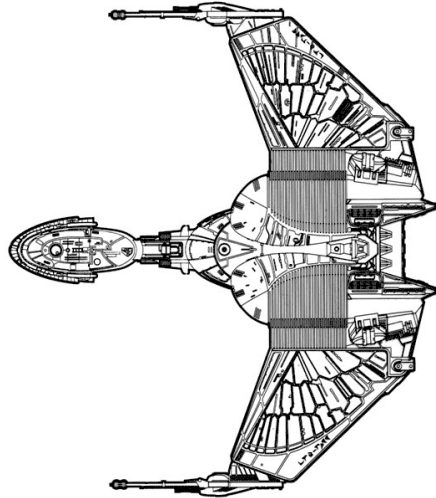
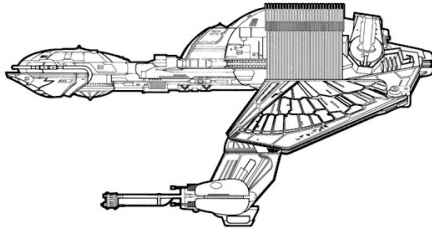


Saladin Class Destroyer *Xenophon*



APPENDIX III: KLINGONS

I.K.V. *puQmo' taj*



The Bird of Prey is the heavily armed scout and reconnaissance vessel in Klingon service. It is considered the equivalent, but more powerful, to the Federation's Saladin Class Destroyer and is considered to have comparable armament, including heavy disruptor batteries and photon torpedoes.

The Imperial Klingon Vessel *puQmo' taj* (roughly translated as “Star Knife”) is reported to be under the command of Captain D'Kar- a noted warrior and foe of the Federation.

D'Kar is an experienced and savvy combat commander with excellent family and political ties within the Empire. D'Kar is known to have clashed with the Federation on at least three occasions, resulting in the destruction of the Kolaris Subspace Observatory, the destruction and capture of a Federation convoy near the Lambda colony, and the loss of the destroyer U.S.S. *Bennion* and heavy damage to the light cruiser *Rochester*.

I.K.V. *puQmo' taj*

Size: 30 kilotons, 109m long, 92m wide, 20m high, 4decks.

Crew: 24

Cruise Speed: Warp 5

Emergency Warp: Warp 7

Impulse: 0.50c maximum impulse (900,000 km/round)

Shield Rating: SR+2

Armament: 6x Mark 6 disruptor cannons (WR+3), 2 Photon Torpedo Banks (WR+2 per torpedo).

Note: Will likely have cloaking device

Klingon Non-Player Characters

Captain D'Kar

ST +2 IQ +2 DX +2 CA -2

Skills: Leadership +2, Starship Combat+4, Marksmanship+2, Unarmed Melee +2, Investigate +2, Computers +1

Talents: Command, Klingon Diplomacy

D'Kar, son of Molor, is an experienced and savvy combat commander, who has spent his career along the Federation border. D'Kar has clashed with the Federation on at least three occasions, resulting in the destruction of the Kolaris Subspace Observatory, the pillaging of a Federation convoy near the Lambdor colony, and the loss of the destroyer U.S.S. Bennion and heavy damage to the light cruiser Rochester. He is not to be underestimated.

D'Kar believes (based on the subspace distortions) that the Federation is up to far more in this system than a mere agricultural colony- and his suspicions will be exacerbated by the disappearance of one or more of his landing party. He is keenly interested in not only the Federation's "secrets" on IV, but also in driving the Federation from the system and solidifying Klingon control of the sector.

Lieutenant Klaag

ST +2 IQ +1 DX +2 CA -2

Skills: Computers +2, Electronics +2, Sensors +1, Armed Melee +1, Marksmanship +2

Talents: Power Attack, Klingon Diplomacy

The first officer of the puQmo' taj is Klaag, son of Braak. A typical Klingon of his generation, Klaag is ambitious, belligerent, rude, condescending, and (comparatively) straightforward. He is also under orders to find out what the Federation is up to on the planet, rather than to start a war, and realizes that his best bet for doing so is to observe the Federation team closely, while conducting his own search.

Lieutenant Kral

ST +1 IQ +2 DX +0 CA -2

Skills: Life Sciences +2, Physical Science +1, Marksmanship +1, Computers +1, Investigate +1

Talents: Institution, Exploit Weakness

The science officer of the puQmo' taj is Kral. Slim, and unimposing, Kral is looked down upon by the more traditional warriors among the crew. Kral is cerebral and slightly fussy, but is also observant and pays excellent attention-to-detail. He is likely to be the most approachable of the Klingons, but will be cooperative only insofar as it serves his needs and those of his commander.

Generic Klingon Crew

ST +1 IQ +0 DX +1 CA -2

Skills: Marksmanship +2, Subterfuge +1, Investigate +1, Armed Melee +2

Talents: Durable, Brawler

Crew will be armed with disruptor pistol, knife and communicator. Arrogant, stern, they will taunt and get under the skin of Federation landing teams. They are ready to fight if an excuse is given.

