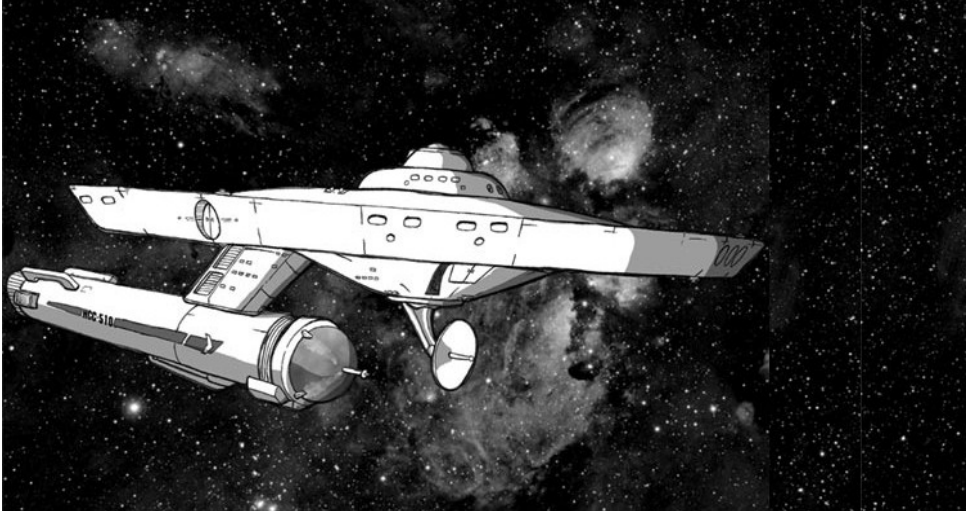


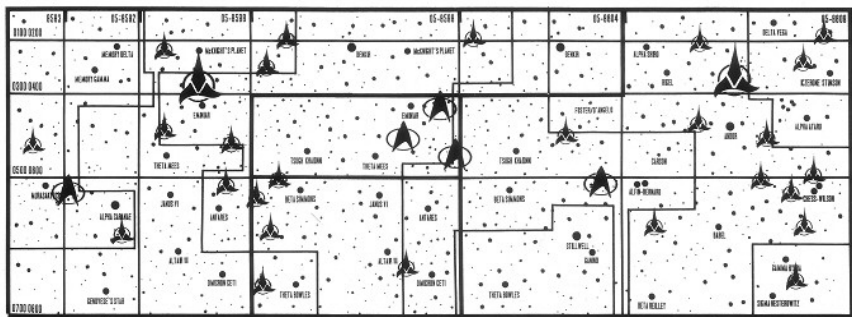


Words are not deeds

By Roger Taylor II

Revised and expanded for use with Far Trek by C.R. Brandon 2016

TACTICAL SITUATION MONITOR



***“Talking isn't doing.
It is a kind of good deed to say well; and yet
words are not deeds.”***

**Henry VIII (Act III, Sc ii)
--William Shakespeare**

WARNING!!

Words are not Deeds 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 during Stardate 2268 aboard the *U.S.S. Xenophon* along the Federation/Klingon Border. It is a good follow up adventure to "Be Not Afraid."

A space-borne life form (a cross between the Great Crystalline Entity and the Doomsday Device) is headed for a peaceful Federation colony world. Archaeological evidence indicates that the life form has visited the planet twice in the distant past with cataclysmic consequences on each occasion.

Ten thousand Federation colonists on the world live in threat of impending destruction. The *U.S.S. Xenophon* must assess and prevent the threat to the colonists. Simultaneously they must deal with an irate Klingon commander who wants to see the creature destroyed at all costs. They must resolve all of this while upholding the mission and philosophy of Starfleet.

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.

Referee Background

Gamma Evangeline III is a Class M planet, one of seven orbiting the system primary. The planet is unremarkable, and was surveyed by the *USS Soleta* in 2198. The Evangeline colony was established on Gamma Evangeline III in 2245, with the arrival of 850 colonists. The initial landing established a small town called Berkey's Landing, an agricultural base, and a geothermal power plant. The remaining 2500 colonists arrived over the following three years. Evangeline III has been both fortunate and prosperous, with a mild climate, abundant harvests, and few major problems. Between immigration and natural expansion, the colony hosts over 9,500 colonists at five major settlements.

Evangeline III has no major mineral, industrial, or technological wealth, Long-range planning hints at an eventual attempt to harvest the abundant hardwood forests for export, but those plans are at least fifty years in the future.

Note: Scientific survey teams from the *Soleta* noted a series of unusual and unexplained bowl-shaped geological formations. Each formation was lined with concentrations of mineral crystals, chemical salts, and trace metals, and each sat atop a major geothermal energy source. Lieutenant JG Costello (*Soleta's* Science Officer) theorized that the formations might be evaporated mineral pools left over from a more geologically active period in the planet's history.

Dramatic Conflicts

Conflict #1 (Central): Man vs. Unknown- The crew must determine why the creature is headed for the Evangeline Colony and determine a proper course of action.

Conflict #2: Man vs. Man- The crew must prevent the creature from destroying the Evangeline Colony.

Conflict #3: Man vs. Man- The crew must prevent the Klingons from destroying the creature.

Conflict #4: Man vs. Self- The crew must achieve all of these mission goals while working within the restrictions of Federation law and philosophy.

KEY EPISODE CONCEPT: THE PRIME DIRECTIVE

The Federation's Prime Directive, or Starfleet General Order #1 was enacted to protect developing (less technically advanced) societies from contamination. The Prime Directive expressly prohibits any Starfleet personnel or spacecraft from interfering in the normal development of any society- even at the cost of the ship and her crew, if necessary.

The rule was adopted and its wisdom proven- by several disastrous first contacts between Federation personnel and alien races unprepared to deal with the culture shock. The two greatest examples of a disastrous first contact are, of course, Sigma Iotia and the Ekosians and Zeons of M43 Alpha.

In 2265, Federation Cultural Observer (and noted historian) John Gill abandoned the Prime Directive and began making calculated changes to Ekosian society in an effort to unify the natives in a more efficient and effective central planetary government. Though his motives were pure, Gill's intervention proved disastrous. In order to unify the people, Gill patterned his nascent utopia on the zealotry and strong nationalistic tendencies of 20th century National Socialism- other wise known as the Nazi movement.

Gill's plan was to temper the strong militarism of the Nazi movement with compassionate principles and humane policies- but failed utterly when those closest to him were corrupted by the lure of power. An ambitious underling named Melakon drugged Gill, propped him up as a figurehead, and then subverted the movement. Melakon and changed the Ekosian movement from one loosely patterned on National Socialism to a horrific recreation of its basest evils- including the misguided notions of racial and genetic purity, and wars of genocidal aggression.

Only the timely intervention of the U.S.S. Enterprise in 2268 prevented interplanetary war between Ekos and neighboring Zeon, though a great many lives were lost before Gill was able to renounce the evil his experiment had become.

The U.S.S. Horizon visited Sigma Iotia II in 2168 and found a relatively peaceful, quiet world in the middle stages of an industrial revolution. When the Horizon departed, a crew member accidentally left behind a book called *Chicago Mobs of the Twenties*.

The Iotians then attempted to use the book as a “road map” to lead their society into space, and re- patterned their society on its example- with a corresponding breakdown in government and society. Huge swaths of native culture, practice, and custom were abandoned in favor of the example left behind by the Horizon, with the corresponding loss of life.

When the Enterprise visited in 2268, Captain Kirk was forced to resort to a “lesser” violation of the Prime Directive in order to steer the planet back towards a more ethical and socially healthy course. There have been at least eleven other notable (and questionable) violations of the Prime Directive, a surprising number of which involve starships named Enterprise.

The Prime Directive is one of Starfleet's simplest and most straightforward directives- but one of the hardest to adjudicate and enforce. While the law (and Starfleet Regulations) specify that a starship and her crew are expendable if necessary to uphold the Prime Directive, the law is not so clear (contradictory cases have been made) about whether Federation civilians are likewise bound.

In 2364, the survivors of the S.S. Odin violated the Prime Directive (though initially, not deliberately) by interfering with the natural development of Angel I , When the U.S.S. Enterprise-D attempted to remove them, Commander Riker and his party were hampered by the fact that the Odin survivors were not bound by the Prime Directive- and could not be forced to leave. On the other hand, when Cultural Observer Nikolai Rozhenko was slated to be prosecuted for violating the Prime Directive in 2370, he chose a virtual self-exile instead.

The basic thrust, is that for the best of reasons and the worst of arrogance, Federation personnel will face the temptation to impose their own values, their own judgments, and own “best outcomes” on circumstances on species and societies which are ill-equipped to resist. The Prime Directive exists to prevent people armed with advanced technologies and planet-cracker weapons from running around the Universe playing God.

In this particular episode, *Xenophon* and her crew are placed in what is essentially a “no-win” scenario whichever way they turn, they risk violating both the Prime Directive and lesser Federation laws.

Forcing the creature away from Evangeline III is arguably a violation of the Prime Directive, while simply destroying it is clearly a violation. But what about the Klingons? Is *Xenophon* responsible for a Prime Directive violation if she fails to defend the creature

from the Klingons? The *Ev'Rakt* is in Federation space (and in violation of numerous treaties) when it will attack the alien. Is the *Xenophon* obligated to uphold Federation law in Federation space?

On the other hand, what about the Evangeline colonists? Are they, as civilians, bound to give up their homes, livelihoods, or even lives in defense of the Prime Directive? Can *Xenophon* stand by and allow them to be destroyed in defense of a law to which they are not bound?

Whatever decision *Xenophon* and her crew make in dealing with the creature, they run the serious risk of violating the Prime Directive. In this episode, the Players should work diligently towards the least of all evils.

It is key for the Referee to insure the Players understand (and feel the pressure/difficulty of) this conflict between the needs of saving lives and maintaining the highest goals and responsibility of adhering to the Prime Directive.

The Nali

The creature approaching Evangeline III is semi-sentient, roughly analogous to a whale, dolphin, or perhaps a “caveman” in intelligence. It is self-aware, calling itself the Nali, though its thought processes are decidedly primitive and it has trouble with higher abstract and theoretical concepts. Even basic concepts (with arbitrary measurements) such as time, are almost impossible to convey the Nali measure time only in breeding cycles all other measures are meaningless. This particular Nali has existed for three “cycles”- meaning that this is the second time it has returned to breed.

Due to a quirk in its thinking, the creature refers to itself using the imperative (imperial) “we”, though it has not seen another Nali since its nest-mates left almost 1500 years ago. The creature is following a semi-instinctive biological imperative to return to Evangeline III to reproduce, just as its fore-bearers have done for all of time beyond memory. While this drive is semi-instinctive, the creature can be convinced to modify its actions and instead nest on Gamma Evangeline IV.

The Nali is (technically speaking) an organic life form rather than silicate, but its biological structures are crystalline in nature. The creature reproduces roughly once every five hundred years, laying between three and twelve “egg”, which metabolize surrounding minerals using the abundant energy available from the geothermal vent.



Act One

Captain's Log Stardate 3236.247: (read to players)

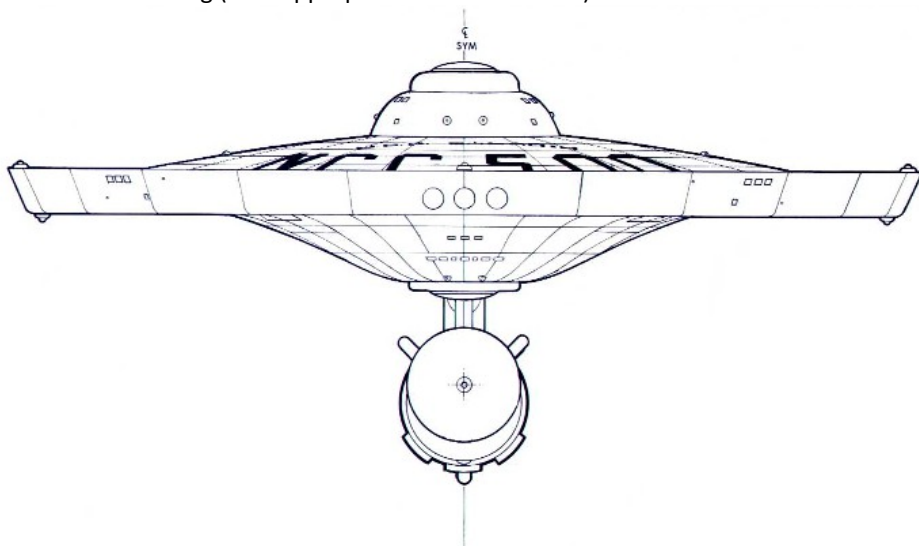
The *Xenophon* is on patrol following a clash with three small, unidentified raiders just over two weeks ago. Minor damage was sustained to the warp drive and the shields, and seven crewmen were injured. *Xenophon* suffered no fatalities, but all three raiders were destroyed (two self-destructed rather than be captured).

"U.S.S. Xenophon is now patrolling the Klingon Neutral Zone. All conditions normal. No unusual activity to report, no Klingon traffic and normal civilian shipping."

The damage sustained in clash with three unidentified vessels is now complete, Chief Engineer reports all systems normal and functioning. Tactical and metallurgical analysis remains inconclusive, but the data strongly suggest that the vessels were probably Orion and or Klingon privateers. Per Starfleet Intelligence, both powers have strongly denied any involvement in the incident.

The Doctor reports the last of the injured crewmen has been returned to full duty. Crew morale and response times remain high. Xenophon is proceeding on course heading 173, mark 007 at Warp Factor 3."

As the adventure opens, it's late in the ship's evening, and most of the crew is off-duty. The Captain should designate which officer has the conn/watch. The rest of the player characters are relaxing or sleeping. Each player should be allowed to state what his or her character is doing (with appropriate tests as needed).



New Orders

Once the setting and character activities are established, the duty officer should receive Orders and decide on a course of action (the wisest, of course, is to acknowledge the transmission and then notify the Captain or XO).

To: Commanding Officer, USS Xenophon

From: L.K. Oppenheimer, Commodore, Starbase 6 Operations.

Unidentified object departing Klingon Neutral Zone, proceeding towards Gamma Evangeline III and Evangeline Colony. Current speed Warp 2, ETA seven days.

Starfleet Intelligence reports increased Imperial Klingon Navy activity in sectors adjacent to Neutral Zone and object flight path. Signal Intercepts indicate Klingon subspace transmissions up 300% over last seven days. Decryption in progress.

At least three intercepted signals tentatively evaluated as distress signals from Imperial Klingon starships.

U.S.S. Xenophon is ordered to proceed at best speed to intercept and evaluate intruder object, taking any action necessary to protect Federation shipping and Evangeline Colony. It is expected Commanding officer and crew will act in accordance with Starfleet Regulations.

Klingon activity your OP area deemed likely. Proceed with caution.

Given current situation, Starfleet Command considering elevating fleet-wide alert level. Investigate and advise current situation.

U.S.S. Lexington and U.S.S. Brandywine are dispatched to Klingon Neutral Zone effective this stardate. Earliest possible arrival your area mark + 225 hours.

Good Luck and Good Hunting,

Lydia K. Oppenheimer

Federation Commodore

Starbase 6

Due to *Xenophon's* distance from Starbase Six, all communications with Starfleet will require at least a seven hours (round trip).

Per the message from Starfleet Command, an unidentified intruder has crossed the Klingon Neutral Zone and is headed for the Evangeline Colony. The object will reach the colony in seven days. Starfleet Intelligence reports radically increased Klingon activity along creature's flight path out of the Empire.

A Challenging (TN 15) Sensors test will allow the *Xenophon* to lock into the object's current position, but the distance is too great for detailed sensor readings. The object is on the course and speed indicated by Starfleet. It will arrive at the Evangeline colony in just over 165 hours. The object's energy emissions (as discernible at this range) are consistent with those of a starship roughly comparable to *Xenophon* herself, though they cover a much broader spectrum than those of a Federation starship.

An Challenging (TN15) Communications test (each roll accounting for two minutes of searching) will reveal that the object is emitting a broad spectrum of RF (radio frequency) and subspace energy, but none appear to be patterned attempts at communications.

If the characters wish to analyze Klingon signal traffic along the border, an Average (TN 10) Communications test will confirm Starfleet's report, there's a tremendous amount of chatter going back and forth between Klingon vessels at the Neutral Zone and various shore (planetary) outposts. Nearly all of the transmissions are encrypted, but a single transmission is not; in that transmission a very relieved planetary governor indicates that the object passed within 200,000 kilometers of his colony without incident.

Should the players decide to take the time, an extended Sensor test where each roll equals 5 minutes may be attempted to scan for Klingon vessels. A success on a single roll of 19 or higher will detect a very faint ion trail paralleling the alien object's course (about six hours behind it), but readings are inconclusive. This might or might not be a cloaked Klingon vessel. If no test roll of 19+ is achieved, the completed scan will reveal at least four Klingon vessels patrolling on their side of the Neutral Zone near where the object left Klingon space (but will not reveal the anomalous ion trail).

Once the object's precise position is determined, a challenging (TN 15) Navigation or Space Science test will allow *Xenophon* to reach the creature in eighteen hours. A success rolled of 19+ on any one test will cut that down to fourteen hours at best speed.

Characters wishing to push *Xenophon* to her maximum emergency speed may do so, cutting the intercept time down to 12 hours- but such extraordinary efforts may or may not be justified and could damage the engines (roll one time each hour, a roll of 15+ damages warp engines and cuts speed to half for 1d6+1 hours). Note, the creature has not yet demonstrated any hostile intent.

Stranger and Stranger

As *Xenophon* approaches the object, a Challenging (TN 15) System Operations (Sensors) test will reveal the following. Each point of success (15+ or each subsequent scan) will allow the Science Officer to ask one specific question about the object's physical configuration or emissions and will reveal one additional fact from the list below (pick, or roll 2d6):

2-3: The object is composed of a small central core surrounded by large crystalline petals.

4: There is a large aperture (a bowl-shaped concavity) near the creature's front, of unknown purpose.

5-6 :The object is roughly circular, almost 300 meters in extreme length and breadth, and masses just under 250,000 tons (roughly the same size a *Xenophon* herself).

7-8: The hull and outer petals and outer shell are crystalline in composition and is composed of quartz, various silicates and carbon compounds, The outer petals also contain analogs of sarium and verterium cortenide (a component of Federation warp engines), and several elements unknown to Federation memory banks.

9: The petals are emitting low level waves of gravimetric distortion, and appear to function along the lines of starship warp coils- allowing the creature to maneuver at warp speed by means of variations in the distortions.

10: A number of the petals are damaged- possibly by disruptor fire- and are working at a reduced output.

11: The creature's high energy output over a range of frequencies is interfering with scans of the interior.

12: Certain compounds in the outer hull are either photo- or radio-electric (converting light or hard radiation into energy).

As an alternative, and to speed up the pace of the game, the Referee may simply hand the player Handout #3 (Sensor Analysis) when the test is completed.

The Referee is advised to tread carefully in his descriptions-and avoid unintentionally providing any clues as to the object's true nature. Unless and until the characters use the term "creature" or "vessel", the Referee should stick to describing it as an "object".

Otherwise, the Referee might inadvertently steer the players into a conclusion and course of action. After the players have reached their conclusions, the Referee should carefully mirror the players' choice of term, for the same reasons- allowing the players to come to their own conclusions (right or wrong) without interference.

As *Xenophon* approaches the object (moving into medium range), the object will scan the starship and then alter course to avoid her. The creature will emit a single low- level subspace transmission as soon as it alters course. A easy (TN 8) Communications test will reveal that the transmission contains a low- density data pattern, but it is not immediately decipherable. The Universal Translator will have to chew on it.

A Psychic reach out to the creature will reveal nothing except a single presence- extremely alien in thought process. The mind is simply too alien and perhaps too primitive to discern much more. Mind Meld tests are not possible because of the range and because of the alien nature of the intellect.

A challenging (TN 15) Starship Combat test will allow the players to attempt to herd the object off-course, but in every event, the object will attempt to return to its base course towards the Evangeline Colony. If the players attempt to herd the creature, it will respond with two more transmissions identical to the first, then come to a dead stop. It will wait for up to a half hour and then attempt to resume its base course.

If at any point, *Xenophon* crosses into short range, the object will respond with a single terse transmission, wait two beats, then open fire before retreating (and attempting to return to it's base course).

Once hostilities have been initiated- whether by *Xenophon* or by the creature itself, no further warnings will be issued- the creature will simply open fire anytime *Xenophon* crosses into medium range.

The object's primary (and only) weapon does WR+6 damage, may be fired twice in one round. The shot ignores effects (protection) any shields rated SR+2 or lower (essentially cutting straight through the starship's shields). A Simple (TN 5) IQ test will allow any observer on the bridge to determine that *Xenophon's* shields are only partially effective against the object's weapon. A challenging (TN 15) Physical Science, Space Science, or Engineering test will reveal that the object is emitting a focused gravimetric/spatial distortion beam- essentially a needle of subspace/gravimetric energy. *Xenophon's* defenses can be modified to handle the weapon, but it will take time.

The attack will cease as soon as the range opens to medium or longer. The creature will then attempt to return to its base course at the same speed (Warp 2). So long as *Xenophon* stays outside short range and does not interfere with its attempts to reach Evangeline, the creature will ignore them.

Decoding the Riddle

The object's transmissions are extremely alien, and the Universal Translator will take time- likely hours or days- to decipher its meaning. This should be treated as an extended time test, Communications and/or Life Sciences test with each roll (TN 18) accounting for one hour's work.

Once the test has been completed, the Universal Translator will report that the transmission appears to be a basic communication- essentially "Stay Away" or "Leave Alone", but that it has an insufficient sample to determine whether the creature is sentient or not.

Repairs and Modifications

Once the precise nature of the enemy weapon is determined, *Xenophon's* shields can be modified to defend against it. Partial modifications (software only) will take less time, but provide only partial protection. More complete modifications will take much longer and will involve physically modifying *Xenophon's* deflector arrays.

In either event, *Xenophon's* shields will be at minimum power (30%) while the modifications are underway. Prudence and safety advise that the modifications are best made in a sheltered environment (such as planetary orbit). At warp 2, the creature will take another 164 hours to reach Evangeline. *Xenophon* can be there in just over two-and-a-half hours at Warp 7.

The modifications require three extended (TN 15) Starship Engineering tests. The short-term/software modifications have a period of ten minutes per roll, and cut the amount of Threshold the weapon ignores to 1. The full modifications have a period of 60 minutes per roll.

Act Two

Evangeline

Making orbit should be uneventful (especially if the *Xenophon* has troubled to announce their arrival ahead of time). If the crew radioed ahead, they are met, by Administrator Escobar, and given a brief tour of the colony capitol, Berkey's Landing. Administrator Escobar is small, thin, and dark, with obvious Hispanic roots and accent. His eyes are dark and lively, and he seems bursting with nervous energy.

The town itself is young, thriving, and clearly robust. It is clearly a working town on the edge of the frontier, but it is nonetheless clean and well-organized.

Escobar will take the characters to his offices, ply them with brandy, then ask what he can do for them. Escobar will clearly NOT be pleased with word of an alien object bearing down on his colony, and will bring in three other men (Sandhurst, Grant, and Stone) to consult. Adam Sandhurst is the town's doctor/ medical officer (and doubles as the local meteorologist). He stands just under six feet tall, is middle-aged and suffering from "middle aged spread", though the hard work of the colony has kept him from spreading too much. Sandhurst is passionate and lively- prone to frantic gestures. He is the first to demand (loud and long) that *Xenophon* destroy the intruder, and thanks to his charm (and despite his some frenetic behavior) is able to make some headway swaying his fellow colonists to his view.

Bill "don't call me William" Grant is the town's engineer and hydrologist. Grant is tall, fit, tanned, and weathered. Grant's hair is thinning in top, a fact more emphasized than concealed by his thin comb-over. His hands show him to be accustomed to hard work.

Quentin Stone is the town's chief agronomist, handles security for the colony, and doubles as communications officer, shuttle pilot, and general jack-of- all-trades. Whereas the other three men are excited and excitable, Stone is calm, thinking, and almost dour. A dark man of physical and intellectual power, Stone reminds many people of Doctor Richard Daystrom in his prime. Though his strength is tempered by an inherently gentle demeanor, few trifle with the man, and fewer still repeat that mistake.

Faced with the impending arrival of the alien, Escobar and Grant are nervous and agitated between demanding to know what the Federation is going to do to protect them and (spurred by Sandhurst) ask that Starfleet destroy the incoming "thing" immediately.

Stone is more thoughtful, wondering what the object might want with Evangeline. The planet has no resources, no wealth, no real technology to speak of. The colony is sufficiently distant from the Klingon border and all major trade routes as to be a tactical and strategic non-entity. There are no archaeological ruins, no subspace anomalies, no alien civilizations anywhere nearby who might take an interest in the colony. There is nothing of value.

Unless the players specifically ask for a profile from their computers, they should not receive Handout #4 (Evangeline Survey). Nonetheless, the four men arrayed in front of them will know nearly all of the particulars from handout 4 and can relate those details.

If asked, the locals will protest that Evangeline is unremarkable in nearly every respect. Stone will point out the only two anomalies that come to mind. The first are the "bowl-pits", the second are the "extinctions".

The "bowl-pits" are a series of broad, shallow hollows in the planet's crust. Each runs roughly 100 meters across and 50-60 meters deep, atop a thermal vent, usually a dormant one. The science teams who originally surveyed Evangeline III thought they might be the remnants of an earlier, more geologically active period when the hot springs were much hotter and more dynamic. At least a hundred have been found within a thousand miles of Berkey's Landing. Stone has personally surveyed at least a dozen of them.

When Stone mentions the "extinctions", the other three men will roll their eyes- Sandhurst in particular. Stone will carry on doggedly, his analysis of the areas surrounding Berkey's Landing (and supported by evidence gathered by others at the other four settlement) suggests that Evangeline III has suffered a mass die-off of plant and animal life roughly every five hundred. His data is sketchy, but radiometric dating suggests that the largest die-off may have wiped out up to 60% of the plant and animal life on the surface.

In response, Escobar and Sandhurst will point out that Stone himself has admitted that these appear to be local phenomenon, not global, and that each of the areas shows signs of chemical poisoning consistent with carbon monoxide, and sulfur dioxide- consistent with large-scale volcanic eruptions. Grant will also remind Stone that each of the areas he's "surveyed" has had a history of tectonic and volcanic activity- which supports the others' claims. More damning, as Escobar points out, is the fact that these are purely local phenomenon, and don't explain why an alien vessel or object would be interested in Evangeline.

Tell Tales and Clues

Unless they have something better to do, Stone will insist on taking the *Xenophon* away- team on a visit to one of the bowl-pits. Unless they insist on beaming, he'll transport them via his shuttle, a short trip, but an exciting one as Stone flies like a madman: too fast, too low, and too sharp in his maneuvers. Yet he is utterly in control. Stone explains that he selected this particular bowl as it is the most sharply defined and "cleanest" he's discovered.

Just before landing the shuttle, Stone will orbit the site twice to give the players a feel for the landscape. As advertised, the crater is bowl-shaped depression 100 m across and perhaps 60m deep. The sides are heavily shadowed, and the vegetation surrounding this pit is largely hardy grass and scrub. A few trees can be seen for several miles surrounding the pit and water seems to have collected in the very bottom.

The perimeter and sides of the bowl are lined with mineral crystals (including shards of obsidian and natural glass), chemical salts, and trace metals. Sides of the bowl are eroded and settled and consist largely of loose sand and shale. Stone will comment that the other bowls he's discovered have all been more weathered, and more settled than this one, and far more overgrown.

The footing is treacherous. Players descending into the bowl without climbing gear risk a fall and possible injury. An Average (TN 11) Athletics test will take them to the bottom, those who fail a test (TN8) are knocked out or injured enough to need beamed up to sickbay immediately. Climbing gear grants a +3 bonus to the test.

The small pool of water at the bottom is hot, foul-smelling and foul-tasting- and a warm mist rises from it, lingering in the faint breeze. A tricorder scan (either a routine (TN 11) Planetary Science (Geology) or Physical Science (Chemistry) test with a +5 bonus for the tricorder) reveals that the water is 108° F and full of sulfur and other metal salts. Not immediately poisonous, but not advisable for drinking either. The water is clearly being heated by a nearly dormant thermal vent.

A tricorder scan to determine the age of the bowl (a Routine TN 11) Planetary Science (Geology) test with a +5 bonus for the tricorder) reveals that this bowl was formed approximately 485 years ago.

A tricorder scan to determine the chemical composition of the pit (a Physical Science (Chemistry) test (TN11) with a +5 bonus for the tricorder) reveals sand with traces of quartz, various lesser silicates and carbon compounds, A Superior success reveals traces of sarium and verterium cortenide analogs, and a success (results of 15+) reveals that these trace compositions have been leached through the soil from much larger deposits. In short, the bowl-pit exists in what was once a large deposit of verterium cortenide (or its component elements) and those compounds were leached from the surrounding soil, leaving a hole. This is roughly analogous to a plant leaching nutrients from surrounding soil.

Repeated tests at various other bowl-pits (or Sensors+ Planetary Sciences test from the *Xenophon*) will confirm a similar process at each of the bowls. It will also confirm that the bowls were created apparently randomly, one roughly every five hundred.

If a scan of the surface is ordered to locate and count the bowl-pits, an extended (TN 15) System Operation (Sensors) test will be required, with +1 or +2 bonuses to each roll for affinities from Planetary Science (Geology), and Life Science (Anthropology), Each roll will account for one full minute of work. The results will be intriguing, but not conclusive- there are more than a thousand bowl-pits on the surface, some comparatively fresh, some positively ancient and nearly erased by time.

If a scan of the surface is ordered to investigate the “extinctions” as Stone calls them, the same requirements apply- an extended (TN 15) Sensors test with +1 or +2 bonus to each roll for affinities from Life Sciences (Ecology) or (Zoology), and Planetary Science (Mineralogy). Two separate officers may conduct the scans concurrently, but one officer may not conduct them simultaneously.

The results of this scan for “extinctions” show that at some point in the last 500,000 years, every point on the planet's surface has suffered a mass-extinction event- though not all at once. Several areas- especially those nearest Berkey's Landing overlap. That's why the planet's surface is so fertile- the periodic composting of every living thing in a given area. A challenging (TN 15) Life Science (Ecology) test will reveal that the events appear to be occurring roughly every five hundred, If both scans (one for the “bowl-pits” and one for the “extinctions”) were ordered, then it becomes clear that each “extinction” is centered on a corresponding bowl-pit.

Comparing Notes

With all of this new data in hand, the players meet back at Berkey's Landing with the town fathers. There are several issues at hand.

First and foremost, circumstantial evidence indicates that Evangeline III is the creature's natural breeding grounds. Federation law suggests that the creature has priority here, as the colonists are technically “squatters”. This may well require that the colonists be evacuated, if necessary, to protect the species. The problem with this solution is there

isn't time or room to evacuate the entire colony. Worse, they assuredly would be unwilling to be convinced to go before the creature arrives.

When all three starships are on station, the *Xenophon*, *Brandywine*, and *Lexington*, they would have the capacity to carry everyone away, but the latter two starships won't be on-scene for at least another eight days.

The Universal Translator has confirmed that the creature's transmission was indeed a communication, though it has insufficient data to determine whether or not the creature is truly sentient or not. If the creature is sentient, then Prime Directive definitely applies.

On the other hand, the same circumstantial evidence that gives the creature precedence for a claim to “living” on Evangeline III. It also indicates that the creature (and any others of its race) represent a clear and present danger to the welfare of the colony and Federation population of Evangeline. Federation citizens are deserving of protection by Starfleet and the crew of the *Xenophon*. Evacuation to the other M class planet in system Evangeline IV is not an option as it is barely M class—but it might be suitable as an alternative for the Nia to use for nesting!

As it becomes clear that the creature's nesting habits create widespread and long-term ecological damage, Sandhurst, Escobar, and Grant become more and more panicked. This creature, innocent or not, has the potential of wiping out the entire colony and killing every man, woman, and child on the planet unless clear and decisive action is taken. Even Stone has to agree that the creature represents a serious threat, although he is far more sanguine about the actions that must be taken.

Xenophon has a clear duty to protect the life and rights (if any) of the creature, and at the same time to protect the rights and lives of the Federation citizens on Evangeline III.

The other consideration the crew will face is that this isn't a one-time problem. In theory, at least, the creature (or its brethren) will be returning every five hundred years or so. Any decisions made now will profoundly affect the long-term future of both this new species and of the Federation colony.

Destroying the creature in order to protect the colony on Evangeline III may very likely be construed as a violation of the Prime Directive: a blatant interference in the species natural development. A negotiated settlement would likely face the same charge, but is much more defensible, as the creature (thanks to the Klingons) is already quite-familiar with extra-terrestrial life.

The central questions that the players must face are whether or not the creature is sentient, and whether or not a mutual accommodation can be made. If no concession can be made, then *Xenophon* must choose one evil over another: either destroy the creature (and break the Prime Directive) or destroy by removal (hopefully far less violently) the Evangeline colony.

The colonists, of course, aren't really interested. Evangeline is their home, and they're not going to be chased out by some alien creatures. Though they will pay lip service to Federation law in the matter, it is clear that they expect *Xenophon* to resolve this in their favor.

They haven't the time to evacuate and have no interest in doing so (and are confident that the law is on their side) unless *Xenophon* can drive the creature off, she must destroy it in order to protect the colony. In either case, the starship will have to deal with the alien in order to save the colony.

In the event that the starship fails, the colonists will begin taking emergency measures to safeguard their populations by moving supplies, equipment, and people into underground shelters until they can be evacuated.

As the discussion drags on without reaching the solution he demands, Sandhurst will become more and more irate and belligerent, eventually moving to threaten and then assault the player character most adamant about the creature's "rights".

Sandhurst can be forcibly restrained by an Unarmed Combat test or be persuaded to stand down by a challenging (TN 15) Diplomacy or Leadership test.

Once the situation has been deescalated, Sandhurst will gather himself and collect the remaining shreds of his dignity.

Straightening his clothing, he will apologize, making excuses about "stress" and "not sleeping well". It will be clear, however, to anyone who makes a Simple (TN 5) IQ test, that Sandhurst is still seething inside.

Act Three

Second Contact

Second contact is made with the creature when *Xenophon* either intercepts it outside the system or when it arrives in system. The earlier rules of engagement still apply, so long as *Xenophon* stays outside short range and doesn't attempt to interfere with the approach to Evangeline III, her presence will be tolerated. As before, should *Xenophon* close to short range, the creature will attempt to warn her off and then attack, but only in an attempt to drive her off.

An average (TN 11) Sensors test indicate that the energy levels the creature is generating are becoming more concentrated as it nears Evangeline. The creature's "metabolic rate" has increased sharply since their last encounter, but the energy is being internalized, rather than emitted. Using the Universal Translator to establish communications requires a Communications test. The difficulty of the test depends upon the complexity of the message.

A simple message or concept such as “stay away”, “danger”, or “home” is a challenging TN 15 test. The more abstract the concept or complicated the concept, the higher the difficulty. “You are endangering innocent people on the planet ahead” would be a Virtually Impossible TN 25 test, and “We are a peaceful interstellar hegemony intent on cultural exchange and peaceful interaction” would be so completely alien and incomprehensible as to be impossible to convey. Given the range of possible messages, the actual target number will have to be determined by the Referee in actual play.

If *Xenophon* begins translating messages it can understand, the creature will initially halt its advance out of curiosity, but cannot and will not put aside its biological imperative for long. If *Xenophon* transmits too much gibberish, then the creature will lose interest and ignore all subsequent communication attempts.

If *Xenophon* does manage to establish contact, the creature will initially accuse them of being Klingons (it actually transmits a picture of a Klingon D7 battle cruiser) as part of the accusation. If the players deny involvement with the Klingons and demonstrate good faith, the creature is willing to listen to the players' proposals, but is unwilling to trust them and makes no promises. As the situation nears a solution, a Klingon Bird of Prey decloaks and attacks the alien.

The Battle Is Joined

Xenophon must decide whether and how to protect the alien. If the *Xenophon* opens fire in order to defend the alien, the Klingon will respond in kind. Captain Koros has orders (and personal reasons) to destroy the creature, and is fully intent on carrying out her instructions.

If contacted, Captain Koros identifies herself and her ship, and explains that the alien is responsible for the destruction of an Imperial Klingon vessel. Her orders from the Empire are to destroy the alien.

While Koros fully intends to carry out her orders, she is not truly prepared to risk a war with the Federation and the destruction of her vessel in order to accomplish that.

Koros will only attack the *Xenophon* in self-defense, or by mistake (see below), and even then will attempt to drive off the Federation starship, rather than destroy the *Xenophon*.

Koros will abandon her efforts to destroy the creature and attempt to disengage if the *Ev'Rakt* suffers Level 2 structural damage to one system or has more than three Level 1 areas of system damage (in any combination) to Engineering, Weapons, Helm or Environmental. If *Ev'Rakt* loses her warp drive (and thus, cannot escape), Koros will consider this a fight to the death. She is more than capable of destroying her ship and anyone else nearby in order to achieve her goals.

Xenophon's action will also bear heavily on the creature's decision: if *Xenophon* stands idly by and allows the Klingon attack, the creature will consider that it has all the proof it needs, there is no difference between the Federation starship and those of the Klingons. The *Nia* will attempt to destroy both vessels out of hand, then nest on Evangeline III.

If, on the other hand, *Xenophon* places herself in harm's way to defend the alien, it will be willing to take a chance on trust and agree to nest on Gamma Evangeline IV. The simplest way to keep the antagonists apart is by placing *Xenophon* between the weapons of both although the proposition is both risky and requires both an Opposed Test(Starship Combat) test and an Opposed Starship Navigation test against Captain Koros and the *Ev'Rakt*. Bonuses from relevant talents like Unorthodox Maneuver and Space Jockey can apply. Should either test fail, the Klingon vessel and the alien manage to gain line-of-sight on each other and can bring their weapons to bear. If either Koros or her gunner fail their test by more than four points, they accidentally fired on the *Xenophon*.

Once attacked, the creature will defend itself, and the Klingons have not made the same shield modifications as *Xenophon*, and are thus vulnerable. Unless *Xenophon* opens fire on the Nali creature, it will not attack her (except, perhaps, by accident), but the Klingons enjoy no such grace. Having been attacked and injured by Klingon vessels more than once, and now being so near to its nest, the Nali is out for blood.

Even when the *Ev'Rakt* begins to disengage, the Nali will pursue (unless blocked by and/or persuaded to stand down by *Xenophon*). Convincing the creature to stand down should be a challenging (TN16) Diplomacy or Leadership test.

Sandhurst's Fury

When/if the Evangeline colony determines that *Xenophon* has not or will not destroy the creature, Sandhurst decides to take matters into his own hands. No longer quite right in the head, and unwilling to trust either the alien or Starfleet, Doctor Sandhurst slugs Stone, steals his shuttle, and sets out to destroy the creature. *Xenophon* must deal with Sandhurst to protect the creature, and do so as delicately as possible.

A Routine (TN10) Sensors test will reveal that Sandhurst has created an overload in the shuttle's engines (similar to what Commodore Decker did in his attempt to destroy the Doomsday Device, and to the subsequent successful detonation of the Constellation's impulse drives by Captain Kirk). There is a very good chance that Sandhurst's mad plan will succeed in killing the creature.

Dealing with Sandhurst is no easy matter. By the time *Xenophon* is made aware of the theft, Sandhurst's shuttle is beyond tractor range. *Xenophon* would have to close two range increments (two consecutive TN15 Starship Navigation success maneuvers) in order to reach tractor range.

Destroying the shuttle is a definite possibility, but a wasteful and inelegant solution. Targeting the shuttle's impulse engines is a third possibility, but difficult to achieve at Long range. Simply beaming Sandhurst off is likewise difficult, if not impossible- the scientist has raised the shuttle's shields.

In any event, *Xenophon* and her crew must balance the costs versus the risks involved- are they willing to kill a Federation citizen in order to protect the alien?

Resolution

The resolution of this adventure depends upon the methods the players choose, and upon how well they carry them out. If a peaceable solution can be found, the crew should strive to find it: preserving both the alien and the colony alike in the spirit of Starfleet's philosophy.

Xenophon certainly has the means to destroy the creature should it come to that, just as she has the means to destroy Sandhurst and his shuttle. She even has the means (though the vessels are evenly matched) of destroying the Ev'Rakt (especially in concert with the alien). Ideally, the crew should find a means for all parties involved to co-exist- *even if they don't want to*.

The mission of Starfleet is to seek out new life and new civilizations. The Nali definitely qualify as the former, if not the latter. By the same token, Starfleet has a duty to protect Federation citizens and property. While this scenario deals with shades of grey, there are as many "happy" solutions available as there are tragic ones- and it is incumbent upon the officers and crew of the U.S.S. *Xenophon* to honor the spirit of the law as much as the letter of the law.



APPENDIX I: Colony Leaders

Escobar, Ernesto

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

Administrator Escobar is small, thin, and dark, with obvious Hispanic roots and accent. His eyes are dark and lively, and he seems bursting with nervous energy- but also reveals himself to be an administrator, rather than a genuine leader. He leans heavily on his advisers (Grant, Stone, and Sandhurst) and is generally uncomfortable with having to make hard decisions, and can generally be persuaded by the most reasoned (or at least the loudest) voices around him.

He will demand that the *Xenophon* and her crew protect the colony and resolve the situation, but has little practical advice on how, precisely, they should achieve this.

Grant, William

ST: +1 IQ: +1 DX: +1 CA: 0

Bill “don't call me William” Grant is the town's engineer and hydrologist. Grant is tall, fit, tanned, and weathered. Grant's hair is thinning in top, a fact more emphasized than concealed by his thin comb-over. His hands show him to be a man accustomed to hard work.

Grant is generally a reasonable man, and tends to approach most issues from an engineering or logistical mindset. That having been said, he and the other Evangeline colonists have labored for almost four decades to build the colony- and he is patently unwilling to consider any solution that involves dismantling the fruits of that labor.

Sandhurst, Adam, M.D.

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

Adam Sandhurst is the town's doctor/ medical officer (and doubles as the local meteorologist). He stands just under six feet tall, is middle-aged and suffering from “middle aged spread”, though the hard work of the colony has kept him from spreading too much.

Sandhurst is passionate and lively, prone to frantic gestures. He is the first to demand (loud and long) that the *U.S.S. Xenophon* destroy the intruder, and is unwilling to take “no” for an answer.

Those who spend anytime around Sandhurst (including Doctor Pierce) will discover that he is terse, sullen, and generally uninformative, but that he also runs a taut ship- his medical offices and meteorology labs are clean and well-organized. They will also note that Sandhurst is unusually single-minded and displays a number of small habits or tics that suggest a mild obsessive-compulsive disorder.

Stone, Quentin

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

Quentin Stone is the town's chief agronomist, handles security for the colony, and doubles as communications officer, shuttle pilot, and general jack-of-all-trades. Whereas the other three men are excited and excitable, Stone is calm, analytical, and almost dour.

A dark man of physical and intellectual power, Stone reminds many people of Doctor Richard Daystrom in his prime. Though his strength is tempered by an inherently gentle demeanor, few trifle with the man, and fewer still repeat that mistake.

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 *Xenophon* 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 *Xenophon* 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 *Xenophon*, 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 *Xenophon'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.

APPENDIX III SHUTTLE CRAFT

Size: .7 kilotons, 8.5m long, 4.925m wide, 2.9m high, 1 deck.

Typical Crew: 1 Gold shirt, plus it can carry 7 passengers.

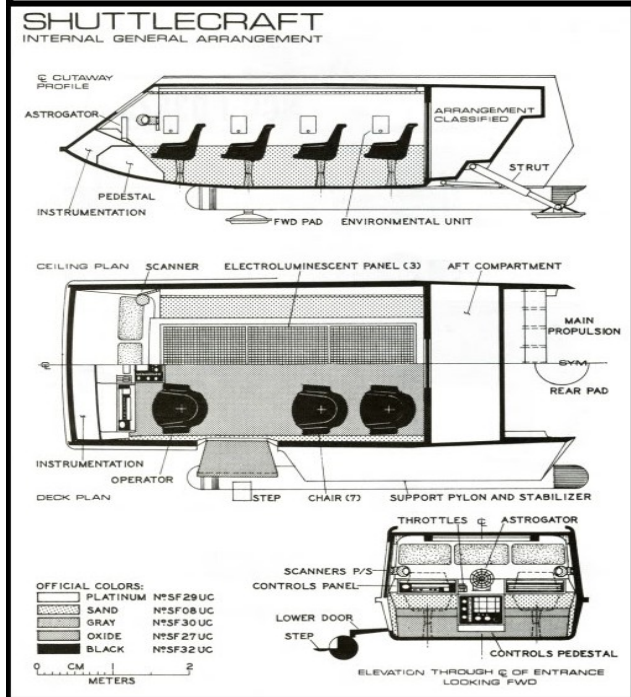
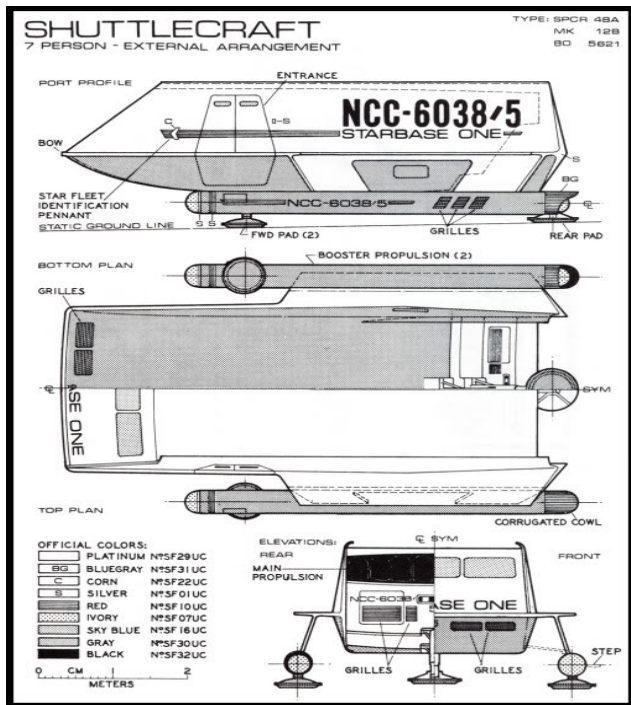
Cruise Speed: .25c impulse, no warp engines

Emergency Warp: none

Impulse: 0.50c maximum impulse

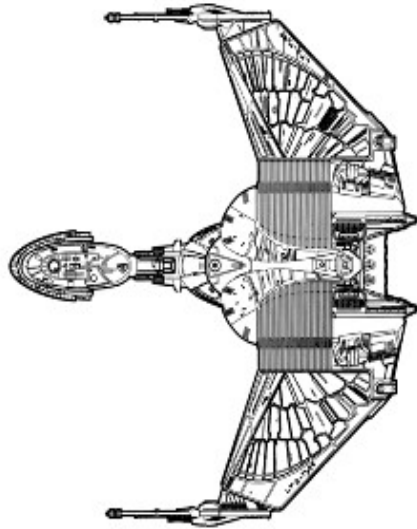
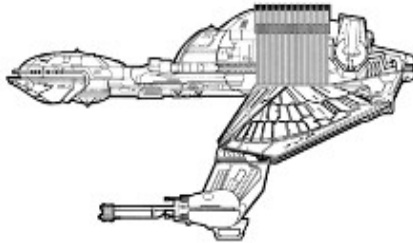
Shield Rating: SR+1

Armament: none



APPENDIX IV KLINGONS

I.K.V. Ev'rakt



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.

Ev'rakt is under the command of Captain Koros. She took command of the Ev'Rakt by defeating the previous commander in single combat.

Koros is a clever commander from a desperate family with faltering political ties within the Empire. Koros feels responsible to bring her family back from the brink of irrelevance and is determined to, through whatever means necessary, make a name for herself and bring glory to her family name.

I.K.V. Ev'rakt

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

Captain Koros

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

Skills: Leadership +1, Starship Combat+2, Marksmanship+1, Unarmed Melee +3, Investigate +2, Computers +1

Talents: Command, Klingon Diplomacy

The Captain of the Imperial Klingon Vessel *Ev'rakt*. Is committed to making a name for herself with an eye on a post with the High Command. Koros is eager for confrontation with the Federation both to bring glory to her House and prove she is as ruthless and expert as any male. This desire, unfortunately, conflicts with her current orders.

The Klingon High Command has ordered Koros and the *Ev'rakt* to destroy the alien in response to the destruction of the Klingon D7 cruiser Quo'dos, but they've also ordered her not to provoke the Federation into a full scale war. This means she cannot attack the *Xenophon* except in self-defense. In other words, she cannot simply destroy the *Xenophon* out of hand.

Koros will only attack the *Xenophon* in self-defense, or by mistake (see below), and even then will attempt to drive off the Federation starship, rather than destroy her.

Koros will abandon her efforts to destroy the creature and attempt to disengage when *Ev'Rakt* suffers more than Level 2 structural damage to one section or has more than three Level 1 system damage (in any combination) to Engineering, Weapons, Helm or Environmental. If *Ev'Rakt* loses her warp drive (and thus, cannot escape), Koros will consider this a fight to the death, and she is more than capable of destroying her ship and anyone else nearby in order to achieve her goals.

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.

APPENDIX V HANDOUTS

Handout #1: *Captain's Log*

" USS Xenophon is now patrolling the Klingon Neutral Zone. All conditions normal. No unusual activity to report, no Klingon traffic and normal civilian shipping.

The damage sustained in clash with three unidentified vessels is now complete, Chief Engineer reports all systems normal and functioning. Tactical and metallurgical analysis remains inconclusive, but the data strongly suggest that the vessels were probably Orion and or Klingon privateers. Per Starfleet Intelligence, both powers have strongly denied any involvement in the incident.

The Doctor reports the last of the injured crewmen has been returned to full duty. Crew morale and response times remain high. Xenophon is proceeding on course heading 173, mark 007 at Warp Factor 3.

Handout #2: *Orders*

To: Commanding Officer, USS Xenophon
From: L.K. Oppenheimer, Commodore, Starbase 6 Operations.

Unidentified object departing Klingon Neutral Zone, proceeding towards Gamma Evangeline III and Evangeline Colony. Current speed Warp 2, ETA seven days.

Starfleet Intelligence reports increased Imperial Klingon Navy activity in sectors adjacent to Neutral Zone and object flight path. Signal Intercepts indicate Klingon subspace transmissions up 300% over last seven days. Decryption in progress.

At least three intercepted signals tentatively evaluated as distress signals from Imperial Klingon starships.

Xenophon is ordered to proceed at best speed to intercept and evaluate intruder object, taking any action necessary to protect Federation shipping and Evangeline Colony. It is expected Commanding officer and crew will act in accordance with Starfleet Regulations.

Klingon activity your OP area deemed likely. Proceed with caution.

Given current situation, Starfleet Command considering elevating fleet-wide alert level. Investigate and advise current situation.

Starships Lexington and Brandywine dispatched Klingon Neutral Zone effective this stardate. Earliest possible arrival your area mark + 225 hours.

Good Luck and Good Hunting,

Lydia K. Oppenheimer
Federation Commodore
Starbase 6

Handout #3: *Sensor Analysis*

The object is composed of a small central core surrounded by large crystalline petals.

There is a large aperture (a bowl- shaped concavity) near the creature's front, of unknown purpose.

The object is roughly circular, almost 300 meters in extreme length and breadth, and masses just under 250,000 tons (roughly the same size as Kitabi herself).

The hull and outer petals are crystalline in composition and are composed of quartz, various silicates and carbon compounds, The outer petals also contain analogs of sarium and verterium cortenide (a component of Federation warp engines), and several elements unknown to Federation memory banks.

The petals are emitting low level waves of gravimetric distortion, and appear to function along the lines of starship warp coils- allowing the creature to maneuver at warp speed by means of variations in the distortions.

A number of the petals are damaged- possibly by disruptor fire and are working at a reduced output.

The creature's high energy output over a range of frequencies is interfering with scans of the interior.

Certain compounds in the outer hull are either photo- or radio-electric (converting light or hard radiation into energy).

Handout #4: *Survey Gamma Evangeline Star System*

Gamma Evangeline is a Type G3 V star (roughly analogous to, but slightly dimmer than Sol), surrounded by a system of eleven planets.

Planets I and II are Class F (similar to Mercury) Planets III and IV are Class-M, though the latter is marginal, at best. Planet V is Class K (Venus), and planets VI through X are Class J. Planet XI is G (Pluto).

There are two small asteroid belts, one between planet V and VI, and between X and XI, with the usual comet Oort cloud.

Sensor analysis indicates that Gamma Evangeline is roughly twice the age of the terrestrial Sol.

Evangeline Colony

Gamma Evangeline III is a Class M planet, one of two orbiting the system primary. The planet is unremarkable, and was surveyed by the USS Soleta in 2198.

The Evangeline colony was established on Gamma Evangeline III in 2245, with the arrival of 850 colonists. The initial landing established a small town called Berkey's Landing, an agricultural base, and a hydrothermal power plant. The remaining 2500 colonists arrived over the following three years.

Evangeline III has been both fortunate and prosperous, with a mild climate, abundant harvests, and few major problems. Between immigration and natural expansion, the colony hosts over 9,500 colonists at five major settlements.

Evangeline III has no major mineral, industrial, or technological wealth, Long-range planning hints at an eventual attempt to harvest the abundant hardwood forests for export, but those plans are at least fifty years in the future.

One singular note: Scientific survey teams from the Soleta noted a series of unusual and unexplained bowl-shaped geological formations. Each formation was lined with concentrations of mineral crystals, chemical salts, and trace metals, and each sat atop a major geothermal energy source. Lieutenant JG Costello (Soleta's Science Officer) theorized that the formations might be evaporated mineral pools left over from a more geologically active period in the planet's history.