

STAR TREK ROLEPLAYING GAME

The Sentinel Mini-Campaign



A Short Campaign Setting
For DS9-era Starfleet

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Introduction

The "Sentinel" Mini-campaign is a collection of background data and a short series of an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is suitable for a crew of 2-6 players playing a Starfleet crew during the Deep Space Nine era. With some modification, these adventures could be adapted for other crews and other eras.

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

These adventure takes place near the Federation/Klingon border around the year 2371. Players who wish to take part in this adventure should not read any further.

Campaign Synopsis

The three adventures contained in the mini-campaign revolve around the crews of VMU-12 a Federation Medium Utility Squadron.

In *The Codex*, the crew and a party of Vulcan researchers are exposed to a dangerous artifact from Vulcan's past.

In *The Skies of November*, the crew must assist a Federation civilian vessel caught in a dangerous subspace anomaly.

And finally, *The Hunt* brings the crews of three runabouts face to face with a Klingon commerce raider.

Recommended Date/ Season/Stardate:

2371/DS9 3rd Season / 48283

Setting: The Kodura Sector

The Kodura Sector is a small, populous area located in the Beta Quadrant near the Federation border with the Klingon Empire. Settled over the first century of Federation exploration and colonization, the Kodura

Sector has remained relatively quiet since the ratification of the Khitomer Accords, although it never played more than a small role in intergalactic affairs.

Political Outlook:

Beginning with the Klingon Civil War and ending with the Klingon renunciation of the Khitomer Accords, relations between the United Federation of Planets and the Klingon Empire have been steadily worsening for almost a decade.

The perceived stagnation of Klingon culture, coupled with the new threat posed by the Dominion has inflamed tensions throughout the Alpha and Beta Quadrants.

A new atmosphere of suspicion and mistrust dominates every facet of political and military planning- and Starfleet has found itself unprepared to fight on all of the different fronts where hostilities are looming.

It is only a matter of time before war breaks out in earnest...

Other Places and Times

This campaign can be modified for different settings and times with relative ease-although the technology and locales might change, the people and stories remain pretty much the same.

During the NX-01 and Romulan War eras, starships lacked the range and speed to respond to threats quickly, making small, utilitarian outposts and patrol squadrons essential to the defense of Earth and the fledgling Federation.

A patrol squadron could be assigned to patrol between the monitoring stations along the Romulan Neutral Zone during the Cold War Era (the 2260 to 2290's).

With the ratification of the Khitomer Accords, a small patrol squadron would be the logical choice to provide security in areas once patrolled by front-line starships, or might provide rapid response to Cardassian Incursion during the 2350's and 60's.

Finally, a Federation member world might field a patrol or utility squadron in lieu of (or in addition to) a full-sized starship either in support of the Federation or its own interests.

Sentinel

VMU-12

VMU-12 is a Starfleet Medium Utility/Support Squadron operating six *Danube* Class runabouts and two *Talon* Class scout ships, with a total crew of roughly 120 officers and men.

In 2371-2, VMU-12 is forward deployed at Point Aransas and has twenty officers and eighty men. In addition to routine patrol and interdiction missions along the Federation / Klingon border, VMU-12 has been tasked with charting and exploring the Kodura Sector.

Point Aransas

Starfleet Operating Base- Point Aransas is a small outpost constructed mostly of prefabricated buildings set up by the Starfleet Corps of Engineers. The layout is very basic, consisting of a central Flight Line bordered by six semi-submerged, armored revetments built of reinforced permacrete. Each revetment can hold two *Danube* Class runabouts or similar vessels, and has provisions for limited maintenance and resupply.

The Maintenance Shed on the north end of the Flight Line contains bays for servicing, modifying, and repairing up to three runabouts simultaneously. Runabout cargo modules can be mounted or removed, serviced, and restocked as needed in the Maintenance Shed. A Supply Locker and an industrial replicator provide equipment support, while deuterium and other consumables are stored in large underground

bunkers and are piped to the craft being serviced. Antimatter storage is provided by armored underground vaults.

The Operations Center West of the Flight Line is a two level circular building of roughly the same dimensions as a *Regula* Class science module. The Operations Center provides C³ (Command, Control, and Communications) support for the Operating Base, and coordinates flight activities. Quartermaster, Administrative offices, and Science and Medical Labs are contained in the Operations Center. The Operations Center also houses a pair of compact computer cores, an auxiliary subspace transceiver, uplinks to the Outer System Relay station, and the base's transporters.

Officer and enlisted quarters and the Mess Hall are contained in the Barracks, which is similar in design and layout to the Operations Center. The Barracks also houses the Recreation Center and a small dispensary.

Set at the edge of the system, the Outer System Relay is a small subspace array providing early warning and other sensor data to the Operating Base, as well as subspace communications relays. Heavily automated, the Relay is typically either unmanned or occupied by a crew of three.

The Point Aransas layout is fairly typical, and is designed for rapid deployment and setup. Nearly all of the equipment and systems incorporated in the base design are modular and designed for ease of maintenance, replacement, and transport. Starship grade recycling protocols, stores, and caches allow the typical Starfleet Operating Base to function for up to two years between resupply (depending upon

VMU-12 Vessel Manifest

<u>Vessel Name</u>	<u>Registration</u>	<u>Class</u>	<u>Crew Chief</u>
USS <i>Platte</i>	NCC-72385	<i>Danube</i>	GMC Pike
USS <i>Medicine Bow</i>	NCC-72386	<i>Danube</i>	ATC Rickenbacker
USS <i>Blacks Fork</i>	NCC-72401	<i>Danube</i>	AT1 Wheeler
USS <i>Sevier</i>	NCC-72419	<i>Danube</i>	AT1 Greene
USS <i>Laramie</i>	NCC-72545	<i>Danube</i>	AT1 Barak
USS <i>San Rafael</i>	NCC-72557	<i>Danube</i>	AT1 Nerud
USS <i>Blackhawk</i>	NCC-75251	<i>Talon</i>	AT1 Sotok
USS <i>Wildcat</i>	NCC-75273	<i>Talon</i>	ATC Nomura

local conditions and operation tempos).

Perimeter security is provided by a series of sensor beacons fitted with ultrasonic generators. This is usually sufficient to deter most wildlife and detect unauthorized breaches of the security perimeter.

At the Squadron Commander's discretion, these can be supplemented with physical barricades, foot patrols, and/or force fields. In some circumstances, these beacons may be fitted with holographic emitters for visual camouflage, in accordance with the Treaty of Algeron.

Forward bases similar to Point Aransas may also be fitted with as many as twelve defensive phaser emplacements.

In addition to the runabouts and scouts, Point Aransas is currently home to a Type-8 shuttlecraft and a pair of Type-15 shuttlepods.

Squadron Operations

In addition to the normal duties of a Starfleet officer, the officers and men of VMU-12 are routinely assigned operational missions and patrols in the squadron's runabouts and scouts, regardless of rank.

The usual crew

complement on a given mission varies according to the mission requirements, but generally consists of six- one to four officers and two or more enlisted men under the command of the Craft Commander (usually the senior officer aboard).

Ideally, a Craft Commander is also a Squadron Department head and operates the same craft consistently, but this is not always the case.

The Crew Chief is the enlisted man (usually at least a Petty Officer 1st Class) responsible for the maintenance and repair of a runabout or other craft (under the supervision of the Squadron Maintenance Officer), and is the functional equivalent of the Chief Engineer for that vessel.

Because of the relatively cramped confines and limited endurance of the squadron craft, missions in deep space are generally kept short- usually lasting not more than a week between layovers. Planetary and other shore-bound missions not limited to the

runabout can last considerably longer.

Runabouts on patrol or remote missions are generally required to remain in contact with their Operating Base, usually checking in at least once every twelve hours or as mission requirements dictate.

Missions can range from simple patrol and interdiction missions to scientific inquiry to resupply and repair missions to squadron operations against heavily defended targets.

Danube Class Runabout

The standard Federation runabout in 2371 is the *Danube Class*. Essentially a long-range, warp capable shuttle, the *Danube Class* is a compact, multi-mission starship designed for short-range missions in deep space. The normal crew complement is between 2 and 4, with up to six additional passengers.

The *Danube Class* runabouts feature 4 customizable cargo pods which can accommodate nearly any function the GM may desire, but the most common modules are used for personnel or cargo transport. Depending upon what the cargo module contains, special rules described in the *Starships* manual may apply. More detailed information about the cargo modules can also be found in the *Deep Space Nine Technical Manual*.

Runabout Equipment

Runabouts (and indeed, all starships) launch themselves into the night with a basic list of equipment, usually supplemented and customized by their crews. Listed here is the suggested basic loadout for *Danube Class* runabouts.

Talon Class scouts would be similarly outfitted, though I would limit them to a single Field/Emergency Kit due to their smaller crew complement. The Field/Emergency Kit is located in a sealed, portable equipment canister.

Runabout Standard Equipment

Narrators should feel free to augment or reduce this list at their discretion, particularly where specific missions require special equipment. Page references are included for GM convenience (PG- Player's Guide, SFOM- Starfleet Operations Manual, DS9TM- Deep Space Nine Technical Manual).

Field Emergency Kit (2)

- 1 Emergency Beacon (PG pp. 173)
- 1 Medical Kit (PG pp. 176, DS9TM pp. 115)
- 50 meters Lightweight Synthrope (w/ grapple and launcher)
- 2 Type 1 Phasers
- 6 Molecular Pitons
- 3 Climbing Harnesses
- 1 Survival Axe/Pick
- 1 Set Powered Binoculars (PG pp. 174)
- 2 Dylex Memory Tents (PG pp. 173)
- 3 Gill packs
- 1 Standard Tricorder (TR-590 X) (PG pp. 175)
- 1 Replicator Multitool (SFOM pp. 70)
- 1 Portable Fusion Generator/Thermal Heater
- 120 Starfleet Issue Ration Packs

Science/Computing Equipment

- 4 PADDs (2 large, 2 small)
- 4 Standard Tricorders (TR-590 X) (PG pp. 175)
- 4 Communicator Badges (PG pp. 172)

Medical Equipment

- 2 Medical Kits (PG pp. 176, DS9TM pp. 115)
- 1 Stasis Backboard (SFOM pp. 69)

Armament/Security Equipment

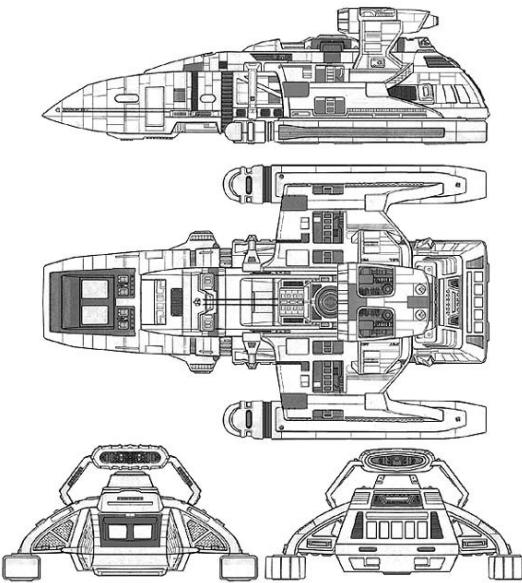
- 2 Type 1 Phasers
- 4 Type 2 Phasers
- 2 Type 3a Phaser Rifles**
- 4 sets Electronic Binders

** Phaser Rifles are normally only embarked during hostilities such as the Dominion War.

Engineering/Repair Equipment

- 2 Antigrav Lifters (SFOM pp. 69)
- 2 Repair Kits (PG pp. 177)
- 2 Replicator Multitools (SFOM pp. 70)
- 4 Type III SEWG suits (PG pp. 173)
- 3 Patterns Enhancers (PG pp. 174)

A Note on Replicators: So long as power and basic matter supplies exist, replicators can provide nearly unlimited equipment and supplies (and headaches for the GM). Most of the equipment on this list can be replicated, creating tremendous flexibility and at least the potential for abuse. In an attempt to moderate this impulse, the GM might rule that items larger than .75m in length are too large for the replicator, and must be assembled from replicated parts. Additionally, the GM may decide that the single-bit errors inherent to replication can render certain equipment (such as molecular level circuitry and phaser emitter crystals) unreliable or non-functional. Finally, the GM might remind players that Starfleet traditionally frowns on technofiles. As my players have been generally responsible, I've not yet needed to resort to these methods, but other GMs might not be so fortunate.

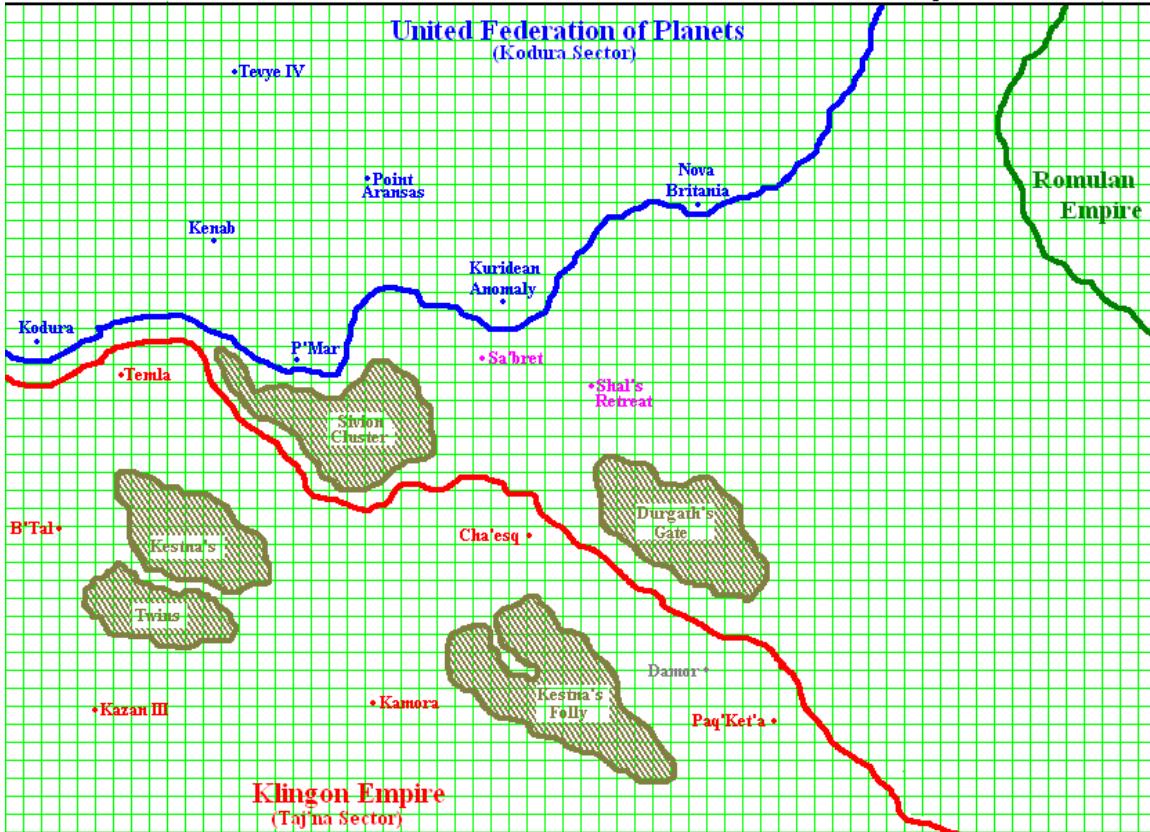


Kodura Sector Overview

The Kodura Sector is a small, populous area located in the Beta Quadrant near the Federation border with the Klingon Empire. Settled over the first century of Federation exploration and colonization, the Kodura Sector has remained relatively quiet since the ratification of the Khitomer Accords, although it never played more than a small role in intergalactic affairs. Starfleet has maintained patrols of the area almost since its discovery, but has withdrawn front-line starships from the sector in response to the rising Dominion threat. In order to effectively police the sector, a small force of runabouts and scout ships operate from Point Aransas on the fourth planet of Gamma Kodura 212. In the event that VMU-12 finds itself out of its depth, they may call upon the elderly *USS Hartford* (operating in the next sector), or any Federation or allied starships in the area.

The Outmarches

One Light Year



Kenab- Kenab is a warm, tropical world first established by Tellarite colonists in 2261

Although the Tellarites officially chartered the colony to exploit the planet's mineral wealth, many in the Federation believe they really wanted the technical challenge of negating the planet's wild tectonic shifts. The colonists refuse to confirm or deny the rumor.

Kenab is a relatively young planet, wild and untamed. It is also the most tectonically unstable planet in the Federation to host a colony. Initial efforts on the surface involved predicting the frequent quakes and shifts and constructing buildings and facilities that could withstand them. Over the last ten years, however, the colonists have made great strides in countering the quakes using precisely applied hydrostatic pressure and dedicated tractor/pressor beams from orbit.

Federation science teams remain on the surface, observing the experiments and

attempting to predict long-term outcomes.

<u>Class</u>	M
<u>System Data</u>	
<u>Gravity</u>	1.21 G
<u>Year and Day</u>	256 days / 20.1 hrs
<u>Atmosphere</u>	Thick Terrestrial
<u>Hydrosphere</u>	21%
<u>Climate</u>	Humid Terrestrial
<u>Sapient Species</u>	Mixed Species Federation, predominantly Tellarite.
<u>Tech Level</u>	Level 5, some Level 6
<u>Government</u>	Colonial, Federation Delegate
<u>Culture</u>	Tellarite, Federation
<u>Affiliation</u>	United Federation of Planets
<u>Resources</u>	Extensive metal deposits and mineral wealth. Some rare crystals deep beneath the surface.
<u>Places of Note</u>	Tectonic Research Center, Orbital tractor/pressor assemblies.
<u>Ship Facilities</u>	A trio of orbital terminals for transfer of minerals and metals from mining operations. Local repair facilities for vessels up to Class 2.

Kodura— Kodura is a cold, bitter world on the bare edge of habitability. Clouds of windblown snow and ice crystals kilometers high wreath the world in gloom and vicious cold, and obscure a surface of jagged mountains and miles-thick glaciers.

The world's only claim to fame arose in the 2260's when the Klingons invaded and established a small advance garrison. Federation response was swift and spirited, carrying out several ground assaults to overrun the Klingon outpost. The third attempt succeeded, returning the planet to Federation hands and leading to the establishment of a short-lived garrison and subspace monitor array to provide early warning of Klingon activity. During the abortive conflict that led to the Organian Treaty, the Klingons destroyed the subspace array from orbit, but left the garrison intact as a display of contempt. Following the end of hostilities, the Federation abandoned the garrison almost intact. Both the Federation and Klingon Empires considered duty on Kodura to be punitive, and by treaty, have agreed that neither would return military forces to the misbegotten little world.

<u>Class</u>	K
<u>System Data</u>	
<u>Gravity</u>	.98 G
<u>Year and Day</u>	2458 days / 30.13 hrs
<u>Atmosphere</u>	Thick
<u>Hydrosphere</u>	21% (all in glaciers or snow drifts)
<u>Climate</u>	Tempestuous and bitterly cold.
<u>Sapient Species</u>	None
<u>Tech Level</u>	Level 5, some Level 6
<u>Government</u>	None, administered by Starfleet Command.
<u>Culture</u>	None
<u>Affiliation</u>	United Federation of Planets
<u>Resources</u>	Extensive ice deposits, with additional pockets of snow and ice.
<u>Places of Note</u>	Abandoned Klingon/Federation garrison in northern hemisphere.
<u>Ship Facilities</u>	None.

Nova Britannia— Nova Britannia is a stormy, humid world lying on the edges of Federation space. Established just after the founding of the Federation, Nova Britannia is an old, self-reliant, and prosperous colony. Over the years, the

practical, no-nonsense buildings of the first settlers have given way to classical neo-Roman and traditional British architecture.

<u>Class</u>	M
<u>System Data</u>	
<u>Gravity</u>	1.001 G
<u>Year and Day</u>	382 days / 23.3 hrs
<u>Atmosphere</u>	Thick Terrestrial
<u>Hydrosphere</u>	78%
<u>Climate</u>	Humid Terrestrial
<u>Sapient Species</u>	Mixed species Federation (predominantly Human)
<u>Tech Level</u>	Level 5, some Level 6
<u>Government</u>	Colonial, Federation Delegate
<u>Culture</u>	Federation, with strong British influence.
<u>Affiliation</u>	United Federation of Planets
<u>Resources</u>	Sufficient agriculture to meet own needs, extensive metal and hydrocarbon mines.
<u>Places of Note</u>	New London, Governor's Palace.
<u>Ship Facilities</u>	Several orbital terminals for transfer of minerals and metals from mining operations. Local repair facilities for vessels up to Class 2.

T'Mar- T'Mar is a quiet, empty world near the Federation/Klingon Border, charted in 2150. Small, remote, and unremarkable, T'Mar was the subject of an orbital survey in 2172, deemed unremarkable, and basically forgotten until the 24th century. In 2369, a survey party from the USS *Lancaster* discovered what appeared to be Vulcan artifacts and an abandoned colony dating back to the Romulan Diaspora. The survey data was relayed to the Vulcan Science Academy, which tentatively identified the site as an ancient Vulcan monastery and immediately dispatched a 12-person research team.

Starfleet conducts routine resupply and checkup missions to T'Mar roughly every six months. No irregularities have been encountered during these visits, but the Vulcans refused to discuss their work except in the most general terms, citing privacy and security concerns. In addition to the Starfleet visits, three vessels chartered to the Vulcan Science Academy have visited T'Mar in the last eighteen months. T'Mar also stays in subspace contact, sending weekly update packets to the Vulcan Science Academy.

<u>Class</u>	M
<u>System Data</u>	
<u>Gravity</u>	1.21 G
<u>Year and Day</u>	361 days / 24.2 hrs
<u>Atmosphere</u>	Terrestrial
<u>Hydrosphere</u>	48%
<u>Climate</u>	Warm Terrestrial
<u>Sapient Species</u>	None
<u>Tech Level</u>	Level 5, some Level 6
<u>Government</u>	Starfleet Command Operating Base
<u>Culture</u>	Mixed Species Federation.
<u>Affiliation</u>	United Federation of Planets
<u>Resources</u>	Extensive fallow agriculture, extensive metal and hydrocarbon mines.
<u>Places of Note</u>	Archaeological dig at ruins of monastery.
<u>Ship Facilities</u>	None

Driana / Point Aransas- Driana is a dry, warm world roughly comparable to southern

Spain in the summer. Generally mild, warm weather is routinely punctuated by swift, occasionally violent rainstorms. Point Aransas is a relatively young world, and is covered with large mountain ranges surrounded by fertile steppes and tableland. There are five main continents, each surrounded by deep, azure seas.

Point Aransas is home to VMU-12 and their operating base, which is set on a coastal plain in the Southern Hemisphere.

<u>Class</u>	M
<u>System Data</u>	
<u>Gravity</u>	1.001 G
<u>Year and Day</u>	361 days / 24.2 hrs
<u>Atmosphere</u>	Terrestrial
<u>Hydrosphere</u>	78%
<u>Climate</u>	Varied Terrestrial
<u>Sapient Species</u>	None
<u>Tech Level</u>	Level 5, some Level 6
<u>Government</u>	Starfleet Command Operating Base
<u>Culture</u>	Mixed Species Federation.
<u>Affiliation</u>	United Federation of Planets
<u>Resources</u>	Extensive fallow agriculture, extensive metal and hydrocarbon mines.
<u>Places of Note</u>	Point Aransas, Starfleet Operating Base
<u>Ship Facilities</u>	Surface operating base, local repair facilities for vessels up to Class 3.

Tevye IV- Tevye IV is the fourth and only habitable world in the system of the same name.

Somewhat cool by terrestrial standards, Tevye is a soft, muddy world of broad, fertile plains, thick, extensive forests, and deep, foreboding, river-carved canyons. What few mountains remain are ancient, weathered monuments to a more active time in the planet's geology.

An older, quieter world, Tevye is home to a variety of unique animal life, but failed to develop any sapient species of its own. The colony was originally founded in 2162 by Russian colonists, but later opened its doors to Andorian and Tellarite settlers and to El-Aurian refugees.

Today Tevye is a thriving world with a diverse, cosmopolitan population, but with quiet and traditional ways. Although a Federation member, Tevye tends to itself, looking inward both for its own problems and solutions.

<u>Class</u>	M
<u>System Data</u>	
<u>Gravity</u>	1.011 G
<u>Year and Day</u>	328 days / 24.4 hrs
<u>Atmosphere</u>	Thick Terrestrial
<u>Hydrosphere</u>	72%
<u>Climate</u>	Cool Terrestrial
<u>Sapient Species</u>	Mixed species Federation (predominantly Human)
<u>Tech Level</u>	Level 5, some Level 6
<u>Government</u>	Colonial, Federation Delegate
<u>Culture</u>	Federation, with strong Russian and Andorian influences.
<u>Affiliation</u>	United Federation of Planets
<u>Resources</u>	Extensive agricultural development, some limited tourist and craft trade, fair metal and hydrocarbon deposits.
<u>Places of Note</u>	
<u>Ship Facilities</u>	Several orbital terminals for transfer of minerals and metals from mining operations. Local repair facilities for vessels up to Class 2.

USS *Medicine Bow* NCC-72386

Production Data

Origin: United Federation of Planets
Class and Type: *Danube* Class Runabout
Year Launched: 2368

Hull Data

Size: 2, 1 deck Length: 23m
Structure: 10 Crew: 1+
Cargo Capacity: 2
Atmospheric Capable: Yes

Operational Data

Transporters: 1 2-person standard
Sensor Systems Class 2 (+2/C) Operations Systems Class 1 (B)
Life Support Class 1 (B) Tractor Beams: 1fd, 1ad

Propulsion Data

Impulse Engines: FIB-3 (.75c) (B) Warp Drive: LF-7x2 (Warp 4 / 6 / 8.3) (B)

Tactical

Phaser Banks	Type VI (x2/B)	Photon Torpedoes	Mk 25 micro (x2/B)
Penetration	4 / 3 / 3 / 0 / 0	Penetration	2 / 2 / 2 / 2 / 0
Deflector Shields	ESQ-2 (CC)		
Protection/Threshold	14 / 1		

Miscellaneous

Maneuver Modifiers +0 C, +2 H, +0 T

Danube Class starships are small, multipurpose starships with a crew of between two and six officers and enlisted men. Because of their small size and small crew, deep space missions aboard runabout seldom last more than a week or two.

Danube Class runabouts are designed to be mission-flexible and have four swappable cargo modules and a customizable (and removable) "roll bar" mission pallet.

Runabouts generally operate from deep space stations and starbases, planetary installations, and from larger starships such as the *Galaxy*, *Sovereign*, and *Nebula* classes and are often used as short-range transports, service craft, and survey vessels.

During the altercation with the Klingons leading up to the Dominion War (and during the Dominion War itself), *Danube* Class runabouts were often grouped into squadrons and served as short range patrol and interdiction craft operating from bare bones forward bases on the edge of the war zone. These "littlest starships" gave excellent service out of all proportion to their size or numbers.

Module Types

Cargo Modules

Danube Class runabouts can be fitted with up to four pre-configured cargo modules with different mission loadouts.

Cargo/Supply Module- Adds 1 Cargo Unit.

Scientific Module- Upgrades sensors to Class 3 (+3/D)

Personnel Module- Adds bunk and replicator facilities for 5 personnel.

Probe Module- Adds 8 Class X probes w/throwaway launcher.

Torpedo Module- Adds 8 Mk12 Photon Torpedoes w/throwaway launcher (Offensive

Value:3 2/2/2/2/0) A 2nd Torpedo Module raises the Offensive value to 6 (3/3/3/3/0). A 3rd torpedo module adds an additional 8 torpedoes, and requires the addition of a Sensor module to handle the increased fire control demands,

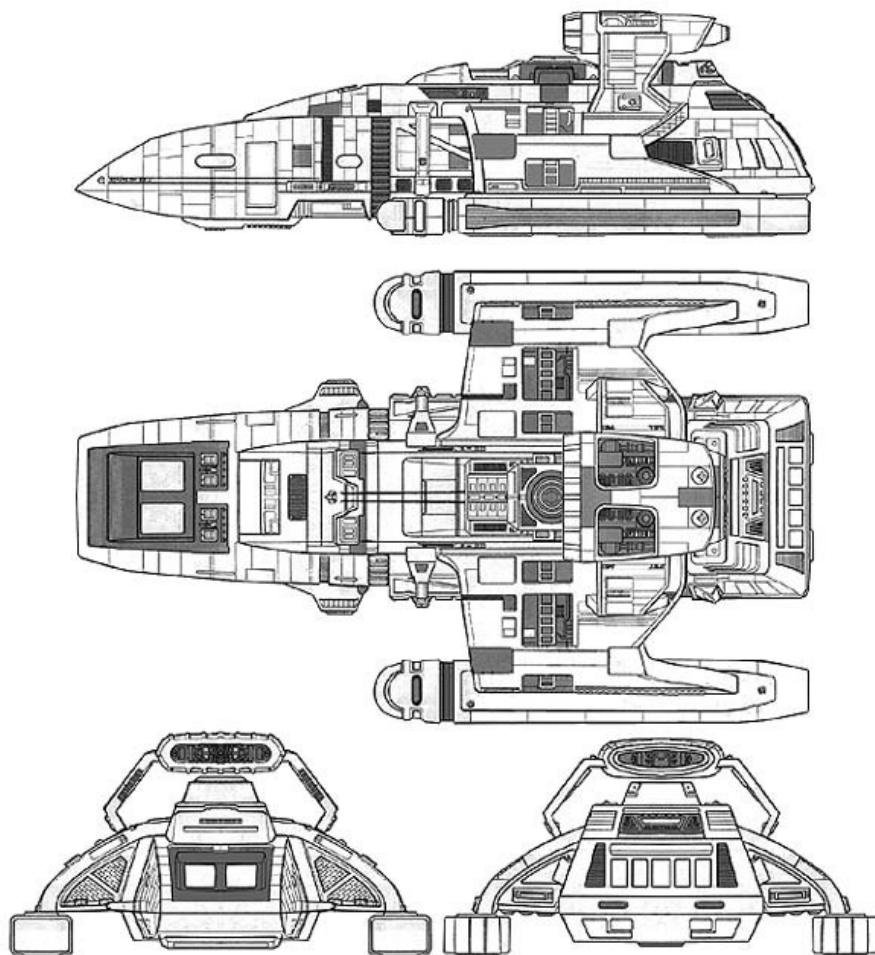
“Strap On” Pods

Danube Class runabouts can also be fitted with a “roll bar” multi-mission pod.

Communications Pod- allows the runabout to act as an encrypted communications relay platform (and adds a +5 bonus to transmit through jamming or subspace interference).

Sensor Pod: Upgrades the runabout sensor suite to Class 4 (+4/D).

ECM Pod: Grants the *Danube* Class a +5 bonus to jam enemy sensors (reduces Operations reliability to A).



STAR TREK ROLEPLAYING GAME

“The Codex”

Sentinel Mission One



Introduction

“The Codex” is an adventure for use with the Sentinel Mini-Campaign and the *Star Trek: Roleplaying Game* by Decipher as part of the *Sentinel* Campaign. It is suitable for a crew of 2-4 players playing a Starfleet runabout crew. With some modification, this adventure could be adapted for other crews.

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

The adventure takes place near the Federation/Klingon Border in the year 2371. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

With little notice, the crew of the *USS Medicine Bow* NCC-72386 are diverted to transport Vulcan delegates to the archaeological dig on T’Mar. Upon arrival, the PCs discover the science team massacred by one of their own- now driven mad by exposure to an ancient Vulcan icon.

Recommended Date/ Season/Stardate:

2371/DS9 3rd Season / 48283.2

Setting:

T’Mar, an unoccupied world near the Federation/Klingon Border.

In 2369, a survey party from the *USS Lancaster* discovered what appeared to be Vulcan artifacts and an abandoned colony dating back to the Romulan Diaspora. The survey data was relayed to the Vulcan Science Academy, which tentatively identified the site as an ancient Vulcan monastery and immediately dispatched a 12-person research team.

Background

Several thousand years ago, the people who would one day become the Romulans

fled Vulcan, taking with them several artifacts and icons of the period. One of these was the Codex of T’Vel.

T’Vel was the last of the High Queens of the ShiTahr region, and was reputedly a mind sorceress of no mean ability, rumored to control the very elements through the power of her mind. T’Vel ruled her territories (and those she could acquire) with brutality and fear, until brought down a hundred years before the birth of Surak. According to Vulcan history and legend, T’Vel was finally defeated by a group of Kohlinar masters who were able to hold her in check while their armies laid waste to her forces.

While it is generally believed that T’Vel took her secrets to the grave, rumors persisted that she had authored a series of notes to be passed on to her heirs, allowing them to develop and control mental powers as great as her own. Numerous forgeries were produced over the years and were usually exposed in short order. Eventually, it was accepted that the Codex itself was nothing more than a myth.

In reality, the Kolonahr masters who defeated T’Vel also captured her Codex, and hid the records away, cognizant of the danger they posed, but preserving them against the time that they might be needed to defend Vulcan.

Just prior to leaving Vulcan, a small team of adepts quietly raided the sanctuary at Gol and stole several artifacts, including the Codex of T’Vel. The thieves were never able to make good on their theft, as the vessel carrying the artifacts was lost on the voyage to Romulus, never to be found.

Additional Materials

The Seventh Fleet Scoring Sheet at the end of this adventure has been included to provide benchmarks for scoring this adventure for tournament play.

Advice for the Narrator

The Codex of T'Vel presents the GMs with a powerful artifact from Vulcan's past, but also one that is relatively easy to control. Although the teachings in the Codex provide access to some very powerful skills and the potential for great destruction, it cannot simply be picked up and wielded - a great deal of study and meditation is needed to master the knowledge contained in the Codex. This is both its trap and allure. Because of the amount of time required to master its skills, only characters in possession of the Codex for an extended period would be able to wield this artifact with any power.

The Codex projects a holographic representation of the teachings of T'Vel, an evil woman who understood the workings of the Vulcan mind and conscious thought in ways modern science can only begin to grasp. Vulcans (and Vulcan hybrids) studying the Codex will find the records intriguing, even addicting.

The records, images, and meditation exercises contained in the Codex are specifically designed to encourage the proper degree of ruthlessness and brutality in those studying T'Vel's teachings. For every five hours spent studying the Codex, a character must make a TN 10 *Willpower* test to resist the growing decay of that character's personality. The first failure earns the character the *Bloodlust* 1 flaw. A second failure earns the character the *Arrogant* flaw. A third failure upgrades *Bloodlust* to 2, creating a sociopath in the vein of the Codex's maker. These modifications don't grant any of the skills contained in the Codex, but do ensure a desire to learn and use them.

A skilled ship's counselor or psychologist can attempt to treat the personality modification by making a TN 15 *Medicine* (*Psychology*) skill. A success grants the victim a +1 *Willpower* bonus, a Complete Success grants a +2 bonus, and an Extraordinary Success a +4 bonus.

Additionally, a Vulcan Mind Meld can be used to confront the victim with an objective standard to note the changes and restore the original personality. This is effectively a

forced meld with an unwilling mind. If the latter method is used, opposing *Mind Meld* and *Mind Shield* or *Willpower* tests are required. Once the Mind Meld is firmly established, the victim of the Codex must make a TN 15 *Willpower* test to be restored to his original personality. Psychological counseling will likely still be required to cope with the inherent trauma.

Once the damage is done, however, and the flaws listed above have been earned, they can only be overcome through counseling (in narrative time) and spending advancement picks as with any other flaw.

In order to use the skills contained in the Codex, a character must spend the usual number of picks to acquire and develop those skills, although they are considered professional skills for the purposes of advancement. The Codex grants access to the *Telepathy*, *Mind Control*, *Mind Shield*, skills and the *Psychokinesis* skill group found on page 116 of the *Aliens* guide. The *Psychokinesis* skill group is reproduced below for the convenience of the GM.

Because of the nature of the data and the manner in which it was encoded, the Codex is useless to anyone without Vulcan heritage (Vulcans, Vulcan hybrids, and Romulans).

Psychokinesis (Psi)

Psionic; Trained

Psychokinesis allows the character to manipulate the physical environment or to attempt to counter such manipulations using only the power of the mind. Specializations include *Pyrokinesis* and *Cryokinesis* (literally creating heat or cold using the power of the mind).

Characters with strong skill in *Psychokinesis* have been known to create sand and snow storms over a limited area.

Psychokinesis remains an unknown and extremely rare skill. Even among the Kohlinar, only the most advanced adepts are taught this skill.

Psychokinetic Specializations

Pyrokinesis: The ability to increase the

temperature of objects by exciting their molecules. You can affect a radius up to your *Psi* score in meters.

The difficulty depends upon the desired temperature. Raising the temperature by *Psi* degrees Celsius over the course of a minute is fairly straight forward (TN 5); speeding up the process increases the difficulty (+5 TN for each halving of the time, with anything below 15 seconds counting as a single turn). Excess heat dissipates at a rate of ten degrees per minute.

Cryokinesis: The ability to decrease the temperature of objects by slowing their molecules. You can affect a radius up to your *Psi* in meters. The difficulty depends upon the desired temperature, as with *Pyrokinesis*, above; lowering the temperature by *Psi* degrees Celsius over the course of a minute is a simple task (TN 5). As with *Pyrokinesis* above, speeding up the process makes it harder (+5 TN for each halving of the time, with anything below 15 seconds counting as a single turn). Excess cold dissipates at a rate of ten degrees per minute.

Telekinesis: The ability to move objects with your mind. The difficulty depends upon the amount of force exerted (TN 5 for an effective *Strength* and *Agility* rating of $\frac{1}{2}$ your *Psi*, with a +1 for each level of success scored).

Once an item is successfully telekinetically grabbed, no further *Telekinesis* tests are required unless the situation changes (such as someone striking or grabbing you, or breaking the item).

Actually manipulating an item at range may require additional skill rolls- using a phaser telekinetically, for example, requires an *Energy Weapons* test, using the effective agility score.

Test: Make a test to determine your ability to clear your mind and focus concentration on

the desired result. Range modifiers apply.

Action Time: Full Round Action

Extended Test: Yes

Range: 1 / 2 / 5 / 10 / +2m.



ACT ONE

The Rendezvous

Start in *media res* with the Mission Log. A TN 5 *System Operation (Sensor)* test reveals the USS *FitzGerald* dead ahead, on course at Warp 3. If the PCs fail the test, the *FitzGerald* hails them and announces her readiness to transport the passengers.

Captain Montgomery wishes them well, and advises that this is the passenger's fifth and final transfer. As soon as the transport is complete, the *FitzGerald* immediately accelerates to Warp 8 and resumes her course to Starbase 10.

As the transporter affect fades, Sevar and T'Lor assume solidity. Both are consummately Vulcan, one young, one old, and both are dressed in conservative Vulcan business attire.

T'Lor is darkly attractive, with large brown eyes, and jet-black hair cut in typical Vulcan style. She is carrying a datapad and a small satchel slung over her shoulder. A small pin decorates the strap of the satchel.

Far older, with grey hair and grey eyes, Sevar carries himself with a monolithic poise and reserve. Although his clothing is in conservative business style, the attire seems far more ceremonial, far more dignified than would normally be the case. Although his expression is studiously, glacially neutral, intelligence and wisdom sparkle in his eyes, which seem to know each of the crew intimately.

T'Lor immediately takes the lead, thanking the PCs for their service, and introducing herself and "Administrator" Sevar.

After confirming that a course has been set to T'Mar at maximum speed, T'Lor will plead fatigue and request that she and Sevar be left alone to rest and will depart the cockpit.

A TN 20 *Culture (Vulcan)* test allows the PCs to recognize the pin as belonging to the Vulcan V'Ket security agency- T'Lor is obviously an agent- but the PCs have no way to recognize Sevar.

If the PCs turn to the *Medicine Bow's* computer, a TN 10 *Computer Use (Retrieve)* reveals T'Lor's background and confirm their

suspicion (T'Lor's rank is roughly comparable to a Starfleet Lieutenant Commander), but a TN 25 test is required to find any data at all on Sevar. Only two entries exist- a birth record in 2185 and the name Sevar on a list of Kohlinar acolytes accepted in 2205.

Close Orbit

As the *Medicine Bow* reaches orbit, she automatically detects the site's landing beacon reading loud and clear. A TN 10 *System Operation (Sensor)* test reveals no activity in orbit. If the PCs attempt to hail the colony, there is no response. If they attempt to scan the colony, a TN 10 *System Operation (Sensor)* test reveals scattered life forms (mostly animals) in and around the campsite, but only a few life forms in and around the dig site. The PCs can either conduct a flyover of the camp, beam down, or land nearby.

If the PCs conduct a flyover, they discover that the camp is superficially intact, but several of the tents have been shredded and items strewn about, and several more have been burned to the ground. A single body can be seen lying just off the main path.

If the PCs beam directly into the camp, skip the next two scenes.

Optional Scene- The Derelict

Assuming the heroes decide to scan the space surrounding the planet, a TN 18 *System Operation (Sensors)* test will reveal antimatter waste products a/o an ion trail- the tell tales of another vessel in orbit. A Routine (TN 10) *System Engineering (Warp Drive)* or *Physical Science (Physics)* test will reveal that the residue is less than three days old. An Extraordinary Success on either of these tests (a roll of 17 or better), will hint that the vessel is small- roughly the size and mass of a small scout- such as a Romulan scoutship or Klingon *Bird of Prey*.

An extraordinary success (any roll of twenty-five or higher) on a *System Operation (Sensors)* test will reveal the location of the vessel in orbit- allowing the heroes to target the vessel or beam over to her. There is no response on hailing frequencies, and so long as the vessel remains cloaked, no way to

gather any solid information about her.

Beaming aboard the derelict, the heroes discover the vessel to be a small Romulan scoutship- gutted by fire and with system damage and small plasma leaks everywhere.

Surveying the vessel, the heroes find evidence that the ship is the IRV *T'Sayis*.

Her crew were wearing Tal Shiar uniforms, when they died- but the uniforms are horribly melted and burned- with the crew cremated inside them. Every internal surface of the ship has been badly damaged- even normally airtight areas inside the life pods and sealed storage containers- any area containing ambient oxygen- has been badly scorched.

The internal heat was sufficient to melt control surfaces, distort metal frames and tables, and to cremate the crew.

There are few functioning control surfaces, but particularly inventive crews might attempt to hack into the computer system using their tricorders or portable computers (if they brought any along with them).

A Challenging (TN 15) *System Engineering (Computer)* test will allow them to attempt to access the system, and a second Difficult (TN 20) *Computer Use (Hacking)* test (+5 bonus for the tricorder) will allow them access to the last few minutes of the ship's records.

When the image comes up, it's badly garbled, but they can see the ship's viewscreen (and the planet below) over the commander's right shoulder. The Red Alert lights are flashing, and the commander is yelling for his people to break orbit quickly. As the commander gives the order, he and his people suddenly seem to have difficulty breathing- gasping and reaching for their throats. As the commander attempts to stagger to his feet, he instead collapses to his knees and half-turns towards the camera in obvious agony. For a moment his face and eyes tilt heavenward as though in pleading- and then he and his officers burst into flame. The three crewmen visible flare up into pillars of fire, which then spreads to consume the entire bridge before the view dissolves into static.

The rest of the ship's records are garbled beyond recovery.

The crew should have time to conduct a swift but thorough examination of the ship- but her systems are critically damaged and unstable, and she'll explode very soon. Should the heroes attempt to count them, there are twelve bodies aboard the *T'Sayis*.

ACT TWO

The Clearing

The nearest safe place to land the *Medicine Bow* is a small clearing about $\frac{1}{2}$ kilometer due west of the encampment.

Settling the ship in the clearing, the engines cycle down and an ominous silence fills the air.

As the crew assembles outside the ship, they may each make a Routine (TN 10) *Savvy* reaction check or an *Observe (Listen)* test. Those who are successful will realize that there is an unnatural stillness in the air- no birds singing, no movement- not even the rustle of air in the trees.

Empathic and telepathic characters may likewise attempt a Routine (TN 10) *Empathy* or *Telepathy* test- those who succeed will gain a general sense of deep unease. There is a very powerful mind nearby- and a tangle of powerful emotions- despair, anger, and a deep, malevolent satisfaction.

A tricorder scan (a Routine (TN 10) *System Operations* or *Life Sciences* test (with a +5 bonus)) will confirm what the *Medicine Bow*'s sensors told them- there is plenty of animal life in the area- but it is strangely still and silent. There are a number of indeterminate lifesigns- probably Vulcan) lingering near the campsite itself.

A single trail leads from the clearing towards the encampment.

The Trail

The terrain is broken and rocky, covered with thick, entangling, tropical vegetation. Movement rates are halved, but because of the short distance involved, fatigue rolls are unnecessary.

Although the heavier, harder growth has obviously been cut back within the last six months, the lesser foliage has grown back

with startling rapidity. Large native flowers abound while small jungle animals move quietly among trees heavy with fruit.

At the GM's discretion, TN 5 *Agility* tests may be required to avoid tripping on the undergrowth. GM's may also require a TN 10 *Survival* or TN 15 *Botany* test to avoid a parasitic plant (+3 to Strike, d6 piercing damage, d6-1 leeching damage. TN 15 STR test to break free, 15 WP).

The Campsite

The archaeological site lies in a shallow depression surrounded by low hills and bisected by a small, meandering creek. The original buildings, suitable for a population of perhaps 300, have been reclaimed by the jungle, half-buried by a mudslide, and generally fallen in upon themselves with age. Those that have not been explored remain shrouded in persistent jungle vegetation-vines, creepers, and native flowers.

The modern encampment consists of thirteen tents for personnel and equipment sited in the central square of the ancient town.

As discovered in the flyover, the camp is indeed superficially intact. The single body off the main path can be identified as Sebak, the team's engineer. Sebak is stiff with rigor mortis, lying face down, with his arms thrown up to shield his face. His clothing is damp and cool to the touch, as is the ground beneath him, and Sebak's core temperature is only 48° F.

A TN 10 *First Aid* or TN 5 *Medicine (Forensic Pathology)* test reveals that Sebak froze to death (equipment bonuses apply). An Extraordinary Success reveals that, based on the tissue damage, Sebak froze almost instantly, his temperature dropping more than a hundred degrees in less than a minute.

Four tents have been shredded and their contents strewn about. Three have been burned to the ground. Each tent contains at least one body. The bodies found in the shredded tents died of numerous small lacerations and blunt traumas- the others from fire. Tricorder scans- TN 10 *System Ops (Sensors)*, *Investigate (Search)*, or *Life*

Science (Biology) tests (tricorder bonuses apply to the latter), indicate three possible life forms to the east of the encampment.

Explanations

The mysterious deaths of the survey team and the speed and haste of the T'Lor and Sevar's travel plans indicate that the Vulcans know more about what's going on here than they have let on. If pressed by the crew, T'Lor will finally relent and explain the situation as it now stands.

Twelve days ago, Sebak contacted the Vulcan Science Academy with word that the behavior of the team leader, Sakor, had become increasingly erratic, and that he was believed to have been studying an artifact found in the monastery's catacombs.

Although it was initially unidentified, Sakor had recently begun to claim that the artifact was the Codex of T'Vel. Concerned that Sebak might have tapped into the ancient knowledge, and fallen into the trap, the Vulcan High Council immediately dispatched a Kolinahr master and a Vulcan Security officer to evaluate and contain the situation and retrieve the Codex.

The deaths in the camp, and the state of the bodies, indicate that Sakor has indeed tapped into the knowledge in the Codex, and has access to considerable telekinetic and telepathic powers. It is not unreasonable to suspect that any of the surviving archaeologists may be under Sakor's control, rather than their own.

A Fate Worse Than Death

A second path leads away from the encampment, generally bending east. As with the previous path, the terrain is bordered by thick tropical vegetation, but the path itself has been worn smooth. Movement rates are normal, as the local growth has not yet reclaimed the path.

Approximately 100m down the path, the PCs discover the first life sign, a young Vulcan woman (T'Shara) lying face up beneath a large tree. She is still breathing, but is totally unresponsive, staring fixedly ahead despite the gnat-like insects buzzing about her eyes, mouth, and nose.

A tricorder scan and a Routine (TN 10) *Medicine (Neurology)* roll indicate massive neurological trauma, but a mind meld confirms something far worse- T'Shara's mind is gone. The evidence gathered in the mind meld indicates a brutal, ruthless, vicious attempt to control the woman's mind. The brutal power of the attack and the vigor of T'Shara's doomed defense was such that it destroyed her mind and scattered her katra before the winds.

The Grassy Knoll

Two hundred meters past the site where T'Shara fell, and three hundred meters from the encampment lies a the entrance to the Catacombs. The entrance is a man-sized cave set into the 45° face of a small knoll. The cave winds down about sixty feet with a pair of switchbacks before widening into the Catacomb tunnels.

The catacombs are lined with low levels of hfreidium which prevent accurate sensor scans. Tricorders scans can determine the general layout of the caves, but cannot provide accurate data as to what they contain.

The entrance is currently guarded by Takal and Storr, both under Sakor's control, and both armed with a 2270's issue Type II phaser on Setting 6 (3d6+12) and a knife (d6+2). Both men have been severely traumatized by the event, but will carry out their orders (protect Sakor and prevent intrusion into the catacombs) with ruthless abandon.

When the landing party approaches, Storr will step down from his post to confer with the new arrivals. Storr's conversation is strained and disjointed, and there is a strained, sickly quality about the Vulcan as he speaks to the PCs.

The crew is commanded to identify themselves and their purpose. PCs are given a single chance to join forces with Sakor or be destroyed.

PCs with the *Empathy* or *Telepathy* skills who make a Routine (TN 10) test will detect a powerful, but unbalanced mind nearby.

That mind is especially interested in characters with psionic ability, particularly

Chemical Solutions

Kironide

PCs who wish to develop temporary Psychokinetic powers may wish to dose themselves with kironide. A TN 15 *Medicine* or *First Aid* test is required to administer the appropriate doses. The treatment lasts 1d6+2 hours and grants a character the ability to use *Telekinesis* untrained, and as though the character had a PSI of 6. If administered to someone already trained in *Telekinesis*, the patient receives a +4 bonus for the duration. Once the dose wears off, the patient is fatigued (-4 to all tests) for the same length of time as they enjoyed the effects.

Lexorin

Lexorin can be used to help non-psionic PCs resist the effects of Sakor's *Mind Control* attempts. A TN 15 *Medicine* or *First Aid* test is required to determine the proper dosage. Lexorin grants the patient a 1d6 bonus to Willpower reaction tests against psionic effects for 1d3 hours.

Psilosynine Inhibitor

The crew can attempt to use a Psilosynine Inhibitor to disable Sakor's telepathic abilities. A TN 20 *Medicine* test is required to determine the proper dosage, which must be delivered by hypospray. The Inhibitor lasts 3d6 hours and temporarily reduces PSI by 1d6+3.

those with empathic or telepathic powers.

Sakor is willing to rifle the minds each member of the party to find those of use to him. Characters who wish to resist this assault must make an opposed *Willpower* or *Mind Shield* test against Sakor's *Telepathy* skill.

At the first sign of belligerence, or when it becomes clear that Sevar is more than he seems, Storr and Takal will attempt to kill the elder Vulcan. Moving quickly, T'Lor places herself in the line of fire and is engulfed by phaser fire. Even her death is only a partial shield to the elder Vulcan. Even as T'Lor dies, Sevar goes down severely injured.

If it becomes apparent that his henchmen are going to be defeated, Sakor will attempt to intercede on their behalf- attempting to take control of one or more of the PC's minds in order to influence the outcome.

If the PCs prove resistant to his attempts to control them, he will attempt to drive them off by telekinesis- throwing available objects in an attempt to drive them away.

ACT THREE

Regrouping

Either having driven Sakor into the catacombs or retreated from the confrontation, the PCs have the chance to reorganize and prepare a new plan of action. Sevar, (and likely one or more of the PCs) have been injured and require medical attention.

If they are not physically restrained, too severely injured, or unconscious, both Storr and Sekal will initially attempt to return to the Catacombs, then sit quietly and listen.

If the heroes discuss their plans openly, Sakor will know full well what they're attempting- just as if they'd said it in his presence.

While the heroes are attempting to regroup, the Vulcan master is not lying idle- he will attempt to probe each of the psionic character's minds- forcing them to fight him off using *Mind Shield* or *Willpower* checks.

Optional Scene- The Survivor

Centurion Larius is the last survivor of the *T'Sayis*- and he's a rarity- utterly mindblind (and thus beyond Sakor's ability to detect or control). Larius has become somewhat unbalanced by the ordeal, and is determined to avenge his shipmates and the Empire.

The energy reading the heroes detected earlier is, in fact, a makeshift photon torpedo, which Larius is attempting to fit with a makeshift detonator.

Larius is hiding in a semi-fortified position, with solid rock surrounding his position, and a disruptor pistol with which to defend himself.

This scene is intended to allow one or

more of the heroes a chance to engage in a short fisticuffs with the Romulan trooper, but how (if) the heroes neutralize Larius is up to them. Under no circumstances can he be talked into standing down, and if captured will rave incoherently about fools, fiends, and murderers- and that "he'll destroy our souls!"

The Catacombs (Map #1)

If they wish to deal with Sakor, the PCs will likely have to venture into the catacombs themselves. Ancient oil lamps line the staircase and the tunnels, along with the mummified remains of Vulcan masters and various artifacts. The artifacts nearest the entrance have, of course, been removed for study, but more line shelves and niches carved into the deeper tunnels. The north-central cavern is filled with ancient shelves and each shelf is set with artifacts and scrolls waiting to be cataloged and studied. Each of the finger-like chambers north of the central cavern contains the desiccated body of an ancient Vulcan master.

If the heroes wait too long "on defense", Sakor will realize that the Medicine Bow represents a chance to escape confinement on T'Mar. If the heroes proved particularly formidable in the first encounter, he will attempt to sneak past their location.

Tragic figure or not, Sakor poses a considerable danger to anyone in proximity to him. Using his *Cryokinesis* and *Pyrokinesis* skills, Sakor can alter a target's temperature by 13° F per minute out to a radius of 7 m (about 23 feet) with a Simple (TN 5) test. A TN 30 test will allow him to freeze a single target to death in a single round. A TN 34 test would allow him to kill up to eight people in the same amount of time.

Far less dramatic, but much more problematic- simply by making a Challenging (TN 19) *Pyrokinesis* roll, Sakor could induce fatal fevers in up to eight targets inside a single round.

Each round that Sakor attacks using either *Cryokinesis* or *Pyrokinesis*, the target(s) must make a *Stamina* test with a TN equal to 5 for every 13° F above or below their normal

body temperature (10 for 26°, 15 for 39°, etc.). If the target fails the *Stamina* check, he is subject to *Stun 2* and to 3d6 damage. A successful *Stamina* check means the character is still conscious and suffers only ½ damage. Wound level penalties apply.

Using his *Telekinesis* skill, Sakor can pickup and manipulate objects up to a mass limit defined by his *Telekinesis* roll. The Impact Damage listing assumes he simply uses the objects to bludgeon his targets.

Resolutions

Given Sakor's abilities, attempting to go toe-to-toe with the Vulcan archaeologist is just on the dumb side of suicidal, although there never seems to be a shortage of players willing to try.

Players who wish their characters to survive, on the other hand, have several options open to them, ranging from a direct assault at phaser point to reconfiguring the *Medicine Bow*'s phasers to lay down a blanket stun, to simply nuking the site from orbit just to be sure.

Retuning the phasers requires a TN 20 *System Operation (Tactical)* test (the weapon's reliability modifier is added into this test). A failure indicates that the modifications cannot be made.

No attack roll is necessary to fire, but any individual within the area affected (roughly one city block) must make a (TN 15) *Stamina* reaction test or be stunned for 1d6 X 10 minutes.

A medical officer (if any is present) may attempt to create a gas bomb (dispensing either anesthezine gas or a Psilosynine Inhibitor). A TN 20 *Medicine* test is required to determine the proper dosage, which can then be loaded into a small cannister. Delivery can be by hand or by transporter.

Transporting in and out of the catacombs is a risky proposition at best because of the hfreium deposits lining the cave walls.

Beaming in an inanimate object is a normal (TN 5) *System Operation (Transporter)* test. Beaming in a person is riskier- (TN15) and a failure results in 1d6 damage to both the transporter and the passenger for a failure, 2d6 for a complete

failure, and a dramatic failure kills the victim.

Beaming someone out of the caverns is a two-step process- getting a transporter lock on the target (a TN 20 *System Operations (Transporter)* test), and then beaming them out TN 15 *System Operations (Transporter)* test). A +3 bonus applies to this test if the target is transmitting an active signal (an open communicator, or tricorder uplink).

A skillful engineer might also attempt to plot out the hfreium interference. This requires an Extended (TN 50) *Physical Science (Physics)* or *Planetary Science (Geology)* test (with a +3 bonus for *Medicine Bow*'s sensors). The period for each roll is five minutes. Once the hfreium deposits have been plotted and isolated, the difficulty to all transport tests in or out of the catacombs is reduced by 5 for the remainder of the adventure.

Despite his injuries, Sevar remains formidable (if somewhat frail) and can be used to counter much of Sakor's skill, allowing the heroes to engage directly.

That having been said- this (is and remains)

Those Who Went Before

The author has run this scenario several times, and a number of different solutions presented themselves.

My particular favorite during test play. Because the catacombs prevented a good transporter lock, the PCs decided to either drive Sakor from the cave or disable him. Synthesizing a small gas bottle/pressure flask with a timed release, the players cannibalized anesthezine gas from the *Medicine Bow*'s security system and beamed it into the catacombs and rendered the Vulcan unconscious. He was promptly strapped into a stasis backboard for the trip home. Putting the Psilosynine Inhibitor into the flask and sending it in was also considered.

A variation used by some Marine friends had Sevar move close to the Catacombs to draw Sakor out, while several crewmen with phaser rifles on heavy stun stood by as snipers. As soon as Sakor showed his face, they made sure he saw the light.

a rescue mission- the heroes are morally and legally obligated to try and rescue Takal and Storr- and even Sakor. Vulcan scientists are expendable in order to prevent that from happening.

Under no circumstances should the heroes allow Sakor to escape with the Codex- in all reality, they, the *Medicine Bow*, and the

Sakor Target Numbers

Cryokinesis

Temp Change	Speed of Change	TN
60°	6 min	TN 5
60°	3 min	TN 10
60°	90 sec	TN 15
60°	45 sec	TN 20
60°	20 sec	TN 25
60°	10 sec	TN 30

Pyrokinesis

Temp	Speed of	TN
13°	-1 min	TN 5
13°	-30 sec	TN 10
13°	-15 sec	TN 15

Telekinesis Roll

Telekinesis Roll	Effective Strength	Impact Damage
TN 10	3	15 kg mass ~ 7 lbs.
11-15	4	20 kg mass ~ 9 lbs.
16-20	5	25 kg mass ~ 11 lbs.
21-25	6	30 kg mass ~ 13 lbs.

Impact Damage



(Non-Player Characters)

T'Lor – Officer of the Vulcan *V'Ket* Security Agency. Young, competent, and beautiful, T'Lor was assigned to guard and protect Sevar on his mission to recover the Codex. Unsure of her own emotional control, T'Lor is extremely guarded, and is determined not to disgrace herself in front of the Kolinahr master.

Courage: 3 **Advancements:** 3 **Renown:** 3
Str 7(+0) **Agl** 9(+1)* **Int** 12(+3)* **Vit** 10(+2) **Prs** 4 (+0) **Per** 7 (+0) **Psi** 4(0)
Quickness +0* **Savvy** +0 **Stamina** +2 **Willpower** +2 **Defense:** 8
Skills: Athletics 3, Computer Use 3, Culture (Vulcan) 4, First Aid (First Aid) 3, History (Vulcan) 3, Inquire (Interrogate) 4, Investigate (Search) 7, Language: Federation Standard 3, Language: Vulcan 5, Observe (Spot) 8, Persuade 3, Politics (Vulcan) 4, Ranged Combat: Energy 4, Religion (Vulcan) 5, Repair 3, Social Science (Sociology) 2, Specific World (Vulcan) 4, Unarmed Combat (Martial Arts) 3
Professional Abilities: Favored Weapon
Species Abilities: Skill Focus: Keen Hearing, Enhanced Rapid Healing, Mind Meld, Nerve Pinch, Psionic
Edges/ Flaws: Eidetic Memory, Promotion 3

Sevar – Vulcan Kolinahr Master. Sevar is just past his hundred and eighty seventh birthday, and is one of the foremost Vulcan scholars on the T'Vel era and the skills available in the Codex. Ancient, serene, and supremely disciplined, Sevar maintains a glacial calm despite everything that takes place. Even given his age and his wisdom, there is something uncanny about the Vulcan master.

Courage: 3 **Advancements:** 3 **Renown:** 3
Str 8(+1) **Agl** 7(+0) **Int** 12(+3)* **Vit** 7(+0) **Prs** 7 (+0)* **Per** 9 (+1) **Psi** 8(+1)
Quickness +0 **Savvy** +2 **Stamina** +1* **Willpower** +2 **Defense:** 8
Skills: Armed Combat (Vulcan Traditional Weapons) 6, Administration 5, Craft: Vulcan Calligraphy 2, Culture (Vulcan) 4, First Aid (First Aid) 2, History (Vulcan) 4, Influence 5, Inquire 6, Language: Federation Standard 2, Language: Vulcan 4, Observe (Spot) 8, Mind Control 6, Mind Meld 6, Mind Shield 8, Persuade 3, Politics (Vulcan) 4, Ranged Combat: Energy 4, Religion (Vulcan) 10, Repair 3, Specific World (Vulcan) 4, Survival (Desert) 6, Telepathy 4
Professional Abilities: Conviction, Impenetrable Mind, Meditation, Mind Over Body, Nerve Pinch, Psionic
Species Abilities: Skill Focus: Keen Hearing, Enhanced Rapid Healing, Mind Meld, Nerve Pinch, Psionic
Edges/ Flaws: Eidetic Memory, Iron Willed

Storr – Vulcan Engineer, age 52. Storr is one of the oldest Vulcans on the expedition, a gifted engineer and support technician assigned to the Vulcan Academy of Sciences.

Courage: 3 **Advancements:** ?? **Renown:** 3
Str 9(+1) **Agl** 7(+0)* **Int** 11(+2)* **Vit** 9(+1) **Prs** 7(+0) **Per** 6(+0) **Psi** 4(0)
Quickness +0 **Savvy** +2 **Stamina** +1* **Willpower** +2 **Defense:** 7
Skills: Armed Combat (Vulcan Trad Weapons) 1, Computer Use (Retrieve) 5, Construct (EPS Systems) 4, Culture (Vulcan) 3, Energy Weapon (Phaser) 3, First Aid 2, Influence 2, Inquire 1, Investigate 2, History (Vulcan) 3, Language: Federation Standard 4, Language: Vulcan 4, Mind Meld 1, Observe 2, Physical Science (Mathematics) 2, Politics (Vulcan) 3, Propulsion Engineering 2, Religion (Vulcan) 2, Repair (Electronics) 4, Specific World (Vulcan) 3, Systems Engineering (EPS Systems) 10, System Operation (Sensors) 5, Unarmed Combat (Vulcan) 3
Professional Abilities: Engineering Certification, Starship Duty
Species Abilities: Skill Focus: Keen Hearing, Enhanced Rapid Healing, Mind Meld, Nerve Pinch, Psionic
Edges/ Flaws: Curious

Tekal – Vulcan Anthropologist, age 33. Tekal is a young and gifted scientist on his first field assignment from the Vulcan Academy of Sciences.

Courage: 3 **Advancements:** 3 **Renown:** 3

Str 8(+1) **Agl** 8(+1) **Int** 12 (+3)* **Vit** 8(+1) **Prs** 5(-3)* **Per** 7 (+0) **Psi** 4(0)
Quickness +1 **Savvy** +1 **Stamina** +1* **Willpower** +2 **Defense:** 8

Skills: Armed Combat (*Vulcan Trad. Weapons*) 2, Computer Use 4, Construct (*Electronics*) 1, Craft: Calligraphy 1, Craft: Cooking 1, Culture (*Vulcan*) 4, First Aid 3, History (*Vulcan*) 5, Influence 1, Inquire 2, Investigate 3, Language: Federation Standard 3, Language: Vulcan 3, Observe 2, Persuade 1 Politics (*Vulcan*) 3, Religion (*Vulcan*) 3, Repair (*Electronics*) 1, Social Science (*Anthropology*) +7, Specific World (*Vulcan*) +3, Systems Engineering +1, System Operation (*Sensors*) 3, Trivia (*Vulcan Hieroglyphs*) +2

Professional Abilities: Area of Expertise (*Social Science*)

Species Abilities: Skill Focus: Keen Hearing, Enhanced Rapid Healing, Mind Meld, Nerve Pinch, Psionic

Edges/ Flaws: Meticulous

Sakor – Vulcan Archaeologist/Explorer, age 75. Though caught in the grips of power, and despite his service as the villain in this episode, Sakor is a tragic figure-a man unwittingly tempted into corruption. Born with considerable psionic potential, Sakor was trained in the Vulcan disciplines from an early age, and there was disappointment that he opted not to become a Kolinarh adept. Sakor instead threw himself into his love of archeology and history and became a scientist of on considerable ability, if not acclaim.

Finding the Codex piqued his curiosity, and led him to both study the ancient tome and succumb to its trap.

Courage: 3 **Advancements:** 22 **Renown:** 3

Str 7(+0) **Agl** 8(+1) **Int** 11(+2)* **Vit** 9(+1) **Prs** 6(+0) **Per** 9(+1)* **Psi** 7(0)*
Quickness +1 **Savvy** +1 **Stamina** +1* **Willpower** +2 **Defense:** 8

Skills: Computer Use 8, Construct (*Models*) 4, First Aid 3, Influence 2, Investigate 8, Culture (*Vulcan*) 4, History (*Vulcan*) 6, Religion (*Vulcan*) 4, Specific World (*Vulcan*) 4, Language-Federation Standard 2, Language-Vulcan 4, Repair (*Electronics*) 4, Planetary Science (*Geology*) 3, Social Science (*Archeology*) 11, Survival 3, System Operations (*Sensors*) 4, Cryokinesis 9, Mind Control 5, Mind Shield 5, Pyrokinesis 5, Telekinesis 8, Telepathy 6, Telekinesis 8, Vulcan Mind Meld 3

Professional Abilities: Focus, Planetary Surveyor, Planetary Survival, Discovery, Doctorate, Expedition Grant

Species Abilities: Skill Focus: Keen Hearing, Enhanced Rapid Healing, Mind Meld, Nerve Pinch, Psionic

Edges/ Flaws: Command 2, Curious, Increased Range (*Telepathy*), Psionic Coverage, Arrogant, Bloodlust 2

Rewards:

Although Sakor and the Codex present a serious threat to the *Medicine Bow* and her crew, this is still primarily a rescue mission, and the rewards should reflect that. The case can be made that even Sakor himself is a victim in this situation. GMs will note that the PCs are not penalized for the loss of the previous scientists (including T'Shara), nor are they penalized for the death of T'Lor, which is more or less foreordained. If the PCs do manage to save T'Lor, they should be rewarded accordingly.

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

Experience Awards

PCs defeat Sakor and retrieve the Codex:	800 exp. points
Per Vulcan Scientist rescued:	800 exp. Points
PCs defeat a/o capture Larius:	200 exp. points
Per Player Character killed:	-300 exp. points

Renown Awards

PCs defeat Sakor and retrieve the Codex:	Renown +5
Per Vulcan Scientist rescued:	Renown +1
PCs defeat/capture Larius a/o recover proof of Tal Shiar intrusion:	Renown +1
Medicine Bow captured (whether the crew regains her or not):	Renown -3
Per Player Character killed:	Renown -1

Optional Renown Results (per Officer):

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

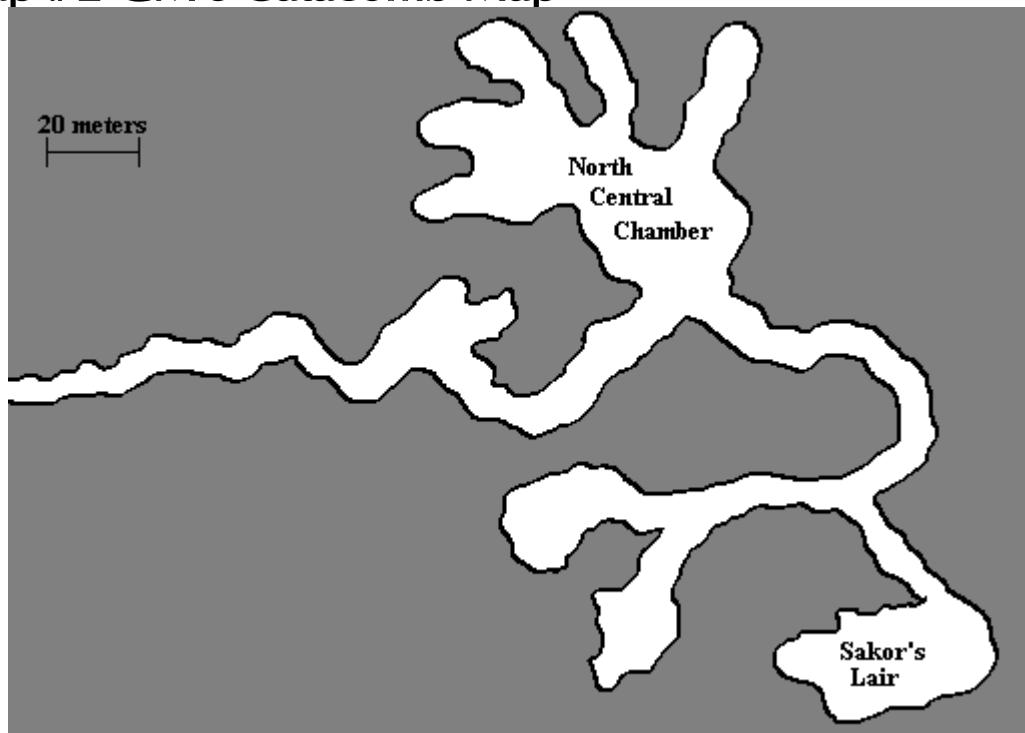
Special Victory Conditions:

Under no circumstances must Sakor be allowed to escape T'Mar with the Codex. Should Sakor escape, he would be an ongoing, but limited danger. Should the Codex wind up in circulation, however...

Map #1 Player's Catacomb Map



Map #2 GM's Catacomb Map



Handouts:

Handout #1: Mission Log and Loadout

“Mission Log, Stardate 48283.2, the Medicine Bow has been diverted from her patrol route to rendezvous with the USS FitzGerald for the priority transport of two passengers to the Vulcan Archaeological site on T’Mar.

Because the FitzGerald has been diverted from a priority mission delivering medical supplies to Starbase 10, the Medicine Bow will rendezvous with the starship at warp speed and transport the passengers, allowing the FitzGerald to resume her mission with minimum delay. We have been ordered to deliver our passengers to T’Mar with all due speed, and to extend every courtesy.”

Cargo Pod One: Personnel Module

Cargo Pod Two: Medical Lab Module

Cargo Pod Three: Personnel Module

Cargo Pod Four: Fusion Generator Module

Field Emergency Kit (2)

1 Emergency Beacon (PG pp. 173)
1 Medical Kit (PG pp. 176, DS9TM pp. 115)
50 meters Lightweight Synthrope (w/ grapple and launcher)
2 Type 1 Phasers
6 Molecular Pitons
3 Climbing Harnesses
1 Survival Axe/Pick
1 Set Powered Binoculars (PG pp. 174)
2 Dylex Memory Tents (PG pp. 173)
3 Gill packs
1 Standard Tricorder (TR-590 X) (PG pp. 175)
1 Replicator Multitool (SFOM pp. 70)
1 Portable Fusion Generator/Thermal Heater
120 Starfleet Issue Ration Packs

Science/Computing Equipment

4 PADDs (2 large, 2 small)
4 Standard Tricorders (TR-590 X) (PG pp. 175)
4 Communicator Badges (PG pp. 172)

Medical Equipment

2 Medical Kits (PG pp. 176, DS9TM pp. 115)

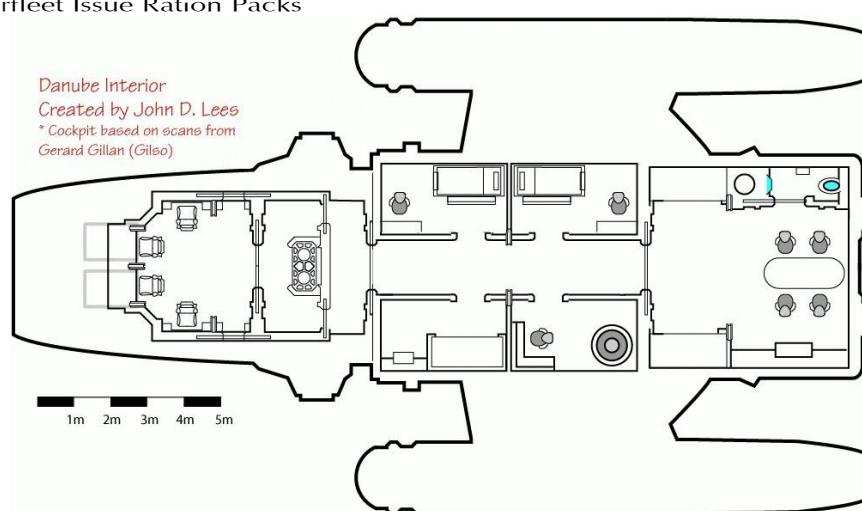
1 Stasis Backboard (SFOM pp. 69)

Armament/Security Equipment

2 Type 1 Phasers
4 Type 2 Phasers
4 sets Electronic Binders

Engineering/Repair Equipment

2 Antigrav Lifters (SFOM pp. 69)
2 Repair Kits (PG pp. 177)
2 Replicator Multitools (SFOM pp. 70)
4 Type III SEWG suits (PG pp. 173)
3 Patterns Enhancers (PG pp. 174)



Handout #2: T'Mar Survey Team Background

T'Mar, is an unoccupied world near the Federation/Klingon Border charted in 2150. Small, remote, and unremarkable, T'Mar was the subject of an orbital survey in 2172, deemed unremarkable, and basically forgotten until the 24th century.

In 2369, a survey party from the USS *Lancaster* discovered what appeared to be Vulcan artifacts and an abandoned colony dating back to the Romulan Diaspora. The survey data was relayed to the Vulcan Science Academy, which tentatively identified the site as an ancient Vulcan monastery and immediately dispatched a 12-person research team. Starfleet has been in routine contact with the colony, conducting resupply and checkup missions roughly every six months since the research team arrived. No irregularities were encountered during these visits, but the Vulcans refused to discuss their work except in the most general terms, citing privacy and security concerns. In addition to the Starfleet visits, three vessels chartered to the Vulcan Science Academy have visited T'Mar in the last eighteen months.

Subspace traffic to and from T'Mar has been sparse, but consistent, consisting of an encrypted, compressed data packet sent weekly. Twelve days ago, the lead engineer broke this routine and sent a priority, encrypted signal to Vulcan, a full five days ahead of schedule. By Starfleet estimates, transportation for the *Medicine Bow*'s passengers was being scheduled or requested within eight hours of the receipt of that signal.

Handout #3: T'Mar Archaeological Team Roster

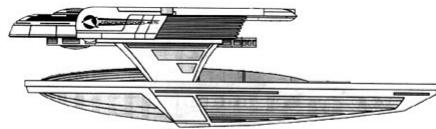
Name	Position	Age
Sakor	Lead Archaeologist	75
Vatar	Archaeologist	51
Setar	Anthropologist	61
Sevar	Anthropologist	26
Tekal	Anthropologist	33
T'Shara	Biologist	28
Sama	Geologist	38
T'Vis	Medical Doctor	42
Telok	Medical Doctor	29
Separ'a	Stellar Cartographer	23
Sebak	Team Engineer	54
Storr	Team Engineer	52

Handout #4: USS *FitzGerald* Profile

USS *FitzGerald* NCC-6852

Production Data

Origin: United Federation of Planets
Class and Type : Oberth Class
Surveyor
Year Launched: 2275 (Refit 2341)



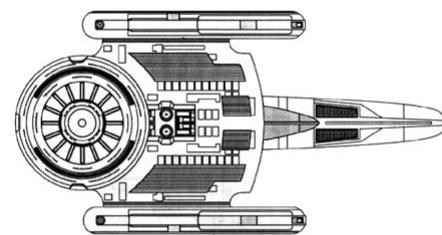
Hull Data

Size: 4, 7 decks Length: 121m

Structure: 20 Crew: 83

Cargo Capacity: 50

Atmospheric Capable: No



Operational Data

Sensor Systems Class 4 (+4/E)

Operations Systems Class 3 (D)

Life Support Class 3 (D)

Tractor Beams: 1 fd, 1av



Transporters: 4 ea, personnel, cargo, emergency

Shuttlebays: 2a

Shuttles: 10 size worth

Propulsion Data

Impulse Engines: Class 5 (.9c) (C) Warp Drive: Class 6a (Warp 6 / 8 / 9) (D)

Tactical

Phaser Banks	Type VII (x2/C)	Photon Torpedoes	Type V (x1/B)
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Penetration	4 / 3 / 3 / 0 / 0	Penetration	3 / 3 / 3 / 3 / 3
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Deflector Shields Class 4 (C)

Protection/Threshold 14 / 4

Miscellaneous

Maneuver Modifiers +1 C, +1 H, -1 T

Traits: None

Handout #5: Starship Profile- Romulan Science Vessel

IRV *T'Sayis*

Production Data

Origin: Romulan Empire Structure: 10
Class and Type: *Theta* Class Scoutship
Size: 3, 2 decks
Year Launched: 2362
Length: 24.36m
Crew: 15
Atmospheric Capable: Yes

Operational Data

Transporters: 1 standard/emergency
Cargo Capacity: 30
Tractor Beams: 1v
Sensor Systems Class 4 (+4/E)
Operations Systems Class 2 (C)
Life Support Class 2 (C)
Cloaking Device Class 2 (18)

Propulsion Data

Impulse Engines: RIB-2 (.8c)(BB)
Warp Drive: Type 5C5 (Warp 5 / 8 / 9.2) (CC)

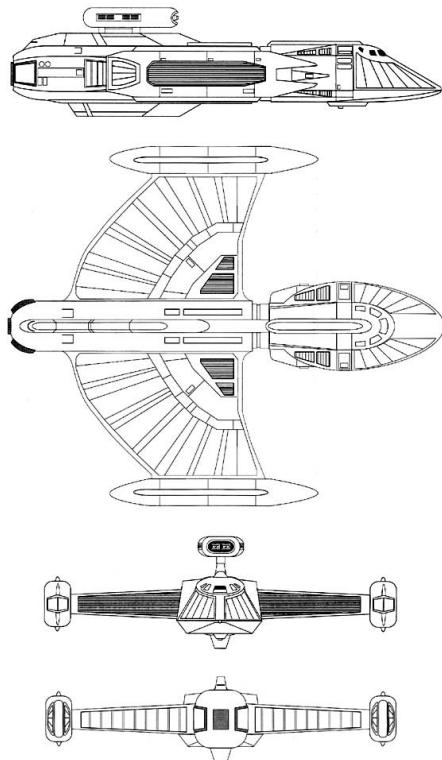
Tactical

Disruptor Cannon 1 x RPFD-3 (A)
Penetration 3 / 2 / 2 / 0 / 0
Deflector Shields PFF-1 (A)
Protection/Threshold 12/1

Photon Torpedo 1 x RPT-1 (B)
Penetration 4 / 3 / 2 / 1 / 0

Miscellaneous

Maneuver Modifiers +0 C, +2 H, +0 T Traits None



7th Fleet Scoring Sheet:

Benchmark	Bonus	Achieved
PCs match speed with the <i>FitzGerald</i> without being told:	+1	█
PCs scan orbit for other vessels before proceeding to surface:	+1	█
PCs discover evidence of the <i>T'Sayis</i> in close orbit:	+1	█
PCs board the <i>T'Sayis</i> :	+1	█
PCs manage to hack the <i>T'Sayis</i> computer:	+1	█
PCs scan the encampment, digsite, and surrounding area before proceeding to surface:	+1	█
PCs land the <i>Medicine Bow</i> on the planet (Security Risk):	-3	█
PCs either leave <i>Medicine Bow</i> in orbit or post a guard:	+1	█
PCs capture Sakor:	+1	█
PCs retrieve the Codex:	+1	█
PCs capture Larius or bring back proof of the Tal Shiar intrusion:	+1	█
Per Vulcan Scientist rescued:	+1	█
Per Player Character killed:	-1	█

_____ / 12

Proctors Notes:

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Proctor: _____

Crew: USS **Final Score:** / 12

Officers Present:

Reviewed By:

Commanding Officer

Fleet Commander

STAR TREK ROLEPLAYING GAME

“The Skies of November”

Sentinel Mission Two



Introduction

“The Skies of November” is an adventure for use with the *Star Trek: Roleplaying Game* by Decipher as part of the *Sentinel* Campaign. It is suitable for a crew of 2-4 players playing a Starfleet runabout crew. With some modification, this adventure could be adapted for other crews.

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

The adventure takes place near the Federation/Klingon Border in the year 2372. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

While escorting a Federation transport ship, the USS *Laramie* NCC-72545, receives a distress call from the Federation registered transport *Natalie Chatham*.

The *Natalie Chatham* was on course and speed following the deuterium collier *Planitia Deriedi*, which suddenly disappeared from sensors. *Natalie Chatham* is standing by the *Planitia Deriedi*’s last known location and requires immediate assistance.

Responding to the distress signal, the crew discovers a massive subspace anomaly, and the *Planitia Deriedi* trapped like an insect in amber.

Recommended Date/Season/Stardate:

2372/DS9 4th Season / 49008.1

Setting:

Open space on Trade Route 44-A near the Federation/Klingon Border.

Background

War is looming every closer. Tensions with the Klingons are on the rise and the Orions are stepping up harassment attacks against Federation merchant shipping. To counter

this trend, Starfleet Command has tasked VMU-12 with escorting high-risk shipments and improving their visibility in the sector.

Additional Materials

The Seventh Fleet Scoring Sheet at the end of this adventure has been included to provide benchmarks for scoring this adventure for tournament play.

Credits

The authors would like to thank K.G. Carlson for the *Liberty* and *Lightning* Class stats used in this adventure. The original illustrations and statistics for both these vessels originated with FASA’s *Star Trek Roleplaying Game* and *Federation Starship Recognition Guide*.

ACT ONE

Ship in Distress

Start *in media res* with Handout #1 (Mission Log). The Narrator should then specify precisely where and how the *Laramie* is escorting the *Heidi Schwebach*.

A TN 5 *System Operation (Sensor)* test reveals what MIGHT be a vessel off the starboard side, approximately 12 million km distant. Detouring to investigate, or a TN 15 *System Operation (Sensor)* test reveals only a small confluence of interstellar gas- there's nothing there.

As the *Laramie* resumes formation with the *Heidi Schwebach*, the PCs receive a distress signal from the Federation registered transport *Natalie Chatham*, Captain Daniel Rybeck commanding. The GM should begin recording how many hours of game time (not real time) pass from this point. This is the "T" mark from which all subsequent measurements will be made.

The *Chatham* reports that she's $\frac{1}{2}$ light year ahead of the *Laramie*, caught in a Class 3 ion storm. She was cruising eighteen minutes behind the Federation collier *Planitia Diriedi* when the latter vessel disappeared from sensors. *Chatham* is standing by near the *Diriedi*'s last known position and requires assistance from any vessel in the area.

A TN 5 *Computer Use (Retrieve)* test will pull up a profile of the *Planitia Diriedi* (Handout #2). *Heidi Schwebach* is willing to respond, but can only make Warp 5- and will take nineteen hours to get there.

The crew of the *Laramie* must decide whether to leave the *Schwebach* and respond to the *Diriedi* or stay with their assigned charge.

If they stay with the *Schwebach* they will receive increasingly frantic, and then irate, messages from *Natalie Chatham*. The *Schwebach* is not in immediate danger- the *Planitia Diriedi* is. A TN 10 *Administration (Starfleet)* or *Knowledge-Law (Federation)* test will confirm it- despite their orders to escort the *Schwebach*, the proper course of action is for *Laramie* to respond to the distress signal.

The *Natalie Chatham* and the last known location of the *Planitia Diriedi* are $\frac{1}{2}$ LY ahead. At warp six, it will take the *Laramie*

Speed	Multiples of C	Reliability TN	ETA
Warp Factor 5	214c	N/A	19 hrs
Warp Factor 6	392c	N/A	12 hrs
Warp Factor 7	656c	17	6 hrs
Warp Factor 8	1024c	18	4.5 hrs
Warp Factor 8.3	1048c	18	4 hrs

12 hours to reach the scene. If the crew opts to push the engines, the Engineering Officer or Crew Chief must make a *Propulsion Engineering* test against the TN from the table above, which would allow the *Laramie* to make as much as Warp 8.3, at the risk of damaging the engines.

For every hour spent above Warp 6, the *Laramie* will need to make a *Propulsion Engineering (Warp Drive)* test equal to the TN for the speed at which she travels. Her engine reliability is B (+2). If the test is failed, *Laramie* will suffer damage and must drop back to sublight to diagnose and repair the problem. The Engineering Officer or Crew Chief must then make a TN 15 *Propulsion Engineering (Warp Drive)* test to properly diagnose the problem. A TN 15 *Repair* test will be required to fix the damage. Each check will require $\frac{1}{2}$ hour. Once the damage is repaired, the procedure for pushing the engines must be begun all over again.

It is recommended that this test be used only if the Engineering Officer or Crew Chief is a player character, lest the rolls slow the story down. If the Engineer or Crew Cheif is not a player character, the GM is advised to play up the element of uncertainty and complain that "ma wee bairns canna take the strain", but otherwise assume that everything works out well.

The players should also be asked to describe what preparations- if any- they are making during the transit.

Site Unseen

Laramie arrives on scene to find the *Natalie Chatham* standing by, as promised.

The ion storm is currently $\frac{1}{2}$ light year in diameter (and is nearly centered upon the position of the *Planitia Diriedi*), and has increased to Category Four- still relatively mild, but extremely unstable. All transporter and communications tests suffer a +4 TN penalty due to the interference of the storm. Flight control and sensor tests suffer a +2 TN penalty.

There is a definite "haze" in the area now like a light fog- and tendrils of blue energy play about the *Laramie*'s shields and hull.

There is no visible sign of the *Planitia Diriedi*.

A TN 10 *System Operation (Sensor)* test reveals a massive subspace anomaly some 120 thousand kilometers in diameter. A Superior success (a roll of 16 or better) reveals the *Planitia Diriedi*, her engines still running full throttle, lies 48,000 km inside.

An Extraordinary (a roll of 21 or better) success reveals a small Orion vessel loitering just past the edge of the storm, about three minutes away at Warp 5.

A TN 10 *Space Science (Astrophysics)* test reveals the anomaly to be some sort of subspace pocket extending into our universe.

The anomaly is shrinking, and will disappear at T+14 hrs. A TN 5 *Space Science (Astrophysics)* test will caution that the collapse of the anomaly will release a great deal of energy, undoubtedly with a pronounced effect on the severity of the surrounding ion storm.

Additionally, the anomaly's boundaries are not static- a vessel approaching to less than 5,000 km risks being caught up in the event.

If *Laramie* crosses this boundary at any point, anyone aboard must make a Challenging (TN15) *Stamina* check each round or be rendered unconscious. The ship also suffers 1d6 damage each time it crosses the phasic boundary.

Act Two

Assessing the *Planitia Diriedi*

A TN 10 *System Operation (Sensor)* test is required to examine and assess the damaged collier. On a Marginal Success, the crew either receives Handout #2 (corrected by the GM for damage) or may ask three questions about the *Diriedi*. For every degree of success, the PCs may ask an additional question. At the GM's discretion, some data might not be available in the standard sensor scan, and would require a separate, specific scan (such as *Life Science (Biology)* to detect the presence of an alien pathogen). Multiple scans are, of course, possible. Each scan requires 5 minutes.

The *Planitia Diriedi*- aside from being stuck like an insect in amber- is indeed in distress. The ship has suffered five points of hull damage and is leaking dueterium. Far more importantly, however, she has suffered considerable shock damage to her warp core. A TN 10 *Propulsion Engineering (Warp Drive)* test indicates that the core will breach in the next thirty minutes unless it is shut down. Although power is being fed to the ship's warp nacelles, it's being siphoned off by the anomaly- *Diriedi* (and presumably any other vessel in the anomaly) is incapable of generating a warp envelope.

Sensors indicate seventeen weak life signs (ship's company of 16 and 1 ship's cat), but no signs of activity. Hails go unanswered although the ship's IFF is working normally.

The *Diriedi*'s impulse engines, shields, and defensive phaser array are all on standby, though the navigational deflector is burned out (probably from the transition into the anomaly). Her transporters are off line as well.

A TN 10 *Computer Use (Hacking)* test will allow the crew to tap into the *Diriedi*'s flight recorders and give the crew a view of the Bridge, Engineering, (and other areas at GM's discretion). In each case, the crew of the *Planitia Diriedi* lie slumped at their posts or crumpled where they fell. The low power levels and red alert lights give the images an ominous air.

Remote Possibilities

Because of the anomaly, *Laramie* cannot

safely approach to less than 53,000 km from the stranded *Diriedi*- well outside transporter range- but that does not mean all is lost.

A TN 20 *Computer Use (Hacking)* with an affinity bonus equal to $\frac{1}{2}$ the character's level in *Administration (Starfleet)* will allow the PCs to gain control of the *Diriedi*'s systems. Once they're in the system, the PCs can make a Challenging (TN 15) *Propulsion Engineering (Warp Drive)* test to shut down the warp core.

The crew may attempt to remotely pilot the *Diriedi* out of her predicament with a *System Operations (Conn)* test. Unfortunately, no matter how well they roll, the ship doesn't budge. The anomaly is absorbing both the continuum displacement field from her warp engines, and any inertial differential from her sublight engines. Weapons systems, if tested, function normally, as do transporters.

The problem with using transporters to rescue the crew is range- *Diriedi* is 13,000 km beyond help. Again, all is not lost. If the PCs can find a way to place a relay between the *Diriedi* and freedom, they can link transporters and rescue the crew of the stranded freighter.

A Class X probe can be modified to relay matter streams with (TN 20) *System Engineering (Transporter)* test and an hour's work. The probe could then be beamed into position 27,000 km into the anomaly. A Challenging (TN 18) *System Operation (Transporter)* test could link the *Laramie*'s transporters with the *Diriedi*'s, and the crew could then be brought out two at a time with a Routine (TN 10) *System Operation (Transporter)* test. Each test to beam out a pair of freighter crew requires two minutes.***

ACT THREE

Target of Opportunity

At T+9 the storm worsens to Level 5 and shows every sign of worsening still, which forces the *Natalie Chatham* to withdraw.

As the Federation freighter begins to move off, a sharp sensor operator (who makes a TN 15 *System Operation (Sensors)* test) might

notice the *Orion* raider beginning to move in on her.

With the *Laramie* preoccupied with the *Diriedi*, the *Orions* figure to do a quick snatch at the *Chatham*, breach her shields and take what they can with the cargo transporters. They are not interested in a prolonged fight and will break off at the first sign of serious resistance.

High Winds and Following Seas

At T+13 hours, the ion storm worsens again. The Category 7 storm will do considerable damage to any vessel that remains behind, and causes the anomaly's boundaries to fluctuate by up to 3d6 X 10,000 km (plus or minus) for up to three minutes at a time. This might allow the runabout to make a heroic, but insane dash in and effect a quick rescue- or might trap the rescuers, as well. If the *Laramie* is trapped like the *Diriedi*, the fluctuating boundaries might allow for a sudden escape.

In any event, if the PCs enter the anomaly, they are subject to *Stamina* checks and damage to the ship as noted above.

At Level 7, the ion storm increases transporter and communications Target Numbers by +7, and flight control and helm target numbers by +5. The storm also does 2d6 damage once per minute. *Laramie* must either withdraw or face destruction herself.

With a Bang, Not a Whimper,

At T+14 hours, the anomaly collapses, taking with it any vessels and personnel still trapped inside. The resulting shockwave inflames the ion storm to Category 8, where it will remain for three hours, then begin to weaken one category per hour until gone.

Hopefully, the PCs, the survivors of the *Planitia Diriedi*, and the *Natalie Chatham* will be well on their way to a safe port long

*** Much to my surprise, the play-testing crew opted to beam over to the *Natalie Chatham* and piloted the *Laramie* into the anomaly (by remote) at Warp 1. They then used the stranded runabout as their relay and rescued the crew.

before hand.

Resolutions

Depending upon the choices they make and upon how long it takes the heroes to evacuate the *Planitia Diriedi*, this adventure could be resolved in several different fashions.

The Orions are scavengers rather than actual raiders and are looking more for a quick and easy victory than a prolonged confrontation. That having been said, should the heroes demonstrate a weakness or otherwise expose themselves, the Orions will likewise be quick to exploit it.

Despite the earlier rumors and sensor ghosts, both the Heidi Schwebach and the Natalie Chatham should reach port safely-unless the Narrator desires otherwise.

Expanding the Adventure

Depending upon how clever your players are, this adventure could be an extended session with a number of dice rolls and

various approaches to the the rescue, or it could serve as a short interlude in a much larger tale.

As stated, the duration of this adventure will depend largely upon your players, but pacing will also play a role.

In the event your players are moving through the scenes too quickly, this adventure may be prolonged by making additional *Space* and *Physical Science* tests, but *Flight Control/Helm* tests in order to keep station against the buffeting of the ion storm, or through additional confrontations with the Orions or other distractions. The ion storm might worsen suddenly damaging critical components that must be repaired before the rescue can succeed, other problems might arise.

Finally, if *Laramie* dawdles too long, she might also find herself having to fight her way out of a much expanded- and much more dangerous- ion storm.

Rewards:

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

Experience Awards

Per 4 crewman rescued from the *Planitia Deriedi*: 200 exp. points

Per hour less than twelve it took to reach the *Planitia Deriedi*: 100 exp. points

Renown Awards

Per 4 crewman rescued from the *Planitia Deriedi*: Renown +1

PCs took more than twelve hours to reach the *Deriedi*: Renown -2

Per Player Character killed: Renown -1

Players needlessly sacrificed the *Laramie* to rescue the *Deriedi*: Renown -2

Special Victory Conditions:

None

Optional Renown Results (per Officer):

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

Handouts:

Handout #1: Mission Log and Loadout

"Mission Log, Stardate 49008.1, USS Laramie 3 days out of Point Aransas, escorting Federation registered transport Heidi Schwebach to Kenab. Over the last several months, Federation shipping has reported four attacks by Orion pirates in the sector, with minimal loss of life or property damage.

Far more troubling though are the worsening relations between the Klingon Empire and the Federation. Over the last several weeks, diplomatic and trade relations with the Klingons have grown strained, while the sightings (both real and imagined) of Klingon military vessels operating near Federation shipping have grown ten fold.

Laramie is on course and speed, heading 250 mark 3^O, Speed Warp 3. Ship and crew performing normally- all is well."

Cargo Pod One: Personnel Module

Cargo Pod Three: Personnel Module

Cargo Pod Two: Medical Lab Module

Cargo Pod Four: Probe Module 8-Class X probes

Field Emergency Kit (2)

1 Emergency Beacon (PG pp. 173)
1 Medical Kit (PG pp. 176, DS9TM pp.115)
50 meters Lightweight Synthrope (w/ grapple and launcher)
2 Type 1 Phasers
6 Molecular Pitons
3 Climbing Harnesses
1 Survival Axe/Pick
1 Powered Binoculars (PG pp.174)
2 Dylex Memory Tents (PG pp. 173)
3 Gill packs
1 Standard Tricorder (TR-590 X)
1 Replicator Multitool (SFOM pp. 70)
1 Portable Fusion Generator/Thermal Heater
120 Starfleet Issue Ration Packs

Science/Computing Equipment

4 PADDs (2 large, 2 small)
4 Standard Tricorders (TR-590 X) (PG pp 175)
4 Communicator Badges (PG pp. 172)

Medical Equipment

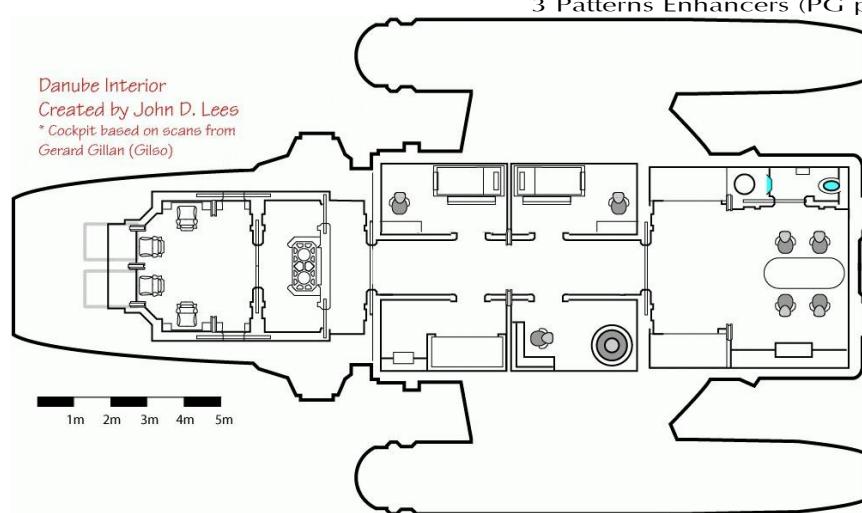
2 Medical Kits (PG pp. 176, DS9TM pp. 115)
1 Stasis Backboard (SFOM pp. 69)

Armament/Security Equipment

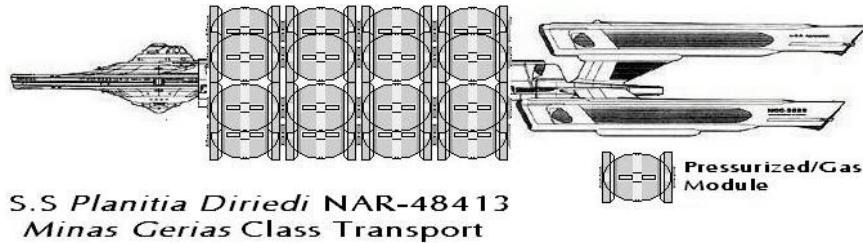
2 Type 1 Phasers
4 Type 2 Phasers
4 sets Electronic Binders

Engineering/Repair Equipment

2 Antigrav Lifters (SFOM pp. 69)
2 Repair Kits (PG pp. 177)
2 Replicator Multitools (SFOM pp. 70)
4 Type III SEWG suits (PG pp. 173)
3 Patterns Enhancers (PG pp. 174)



Handout #2: The Planitia Diriedi



The *Planitia Diriedi* is a *Minas Gerias* Class deuterium collier, Captain H. Collinsworth Master, Nathan Peterson, First Mate. The *Planitia Diriedi* is homeported out of Alpha Centauri, but frequently makes runs between Hephaestus IV and Kenab.

The *Planitia Diriedi* is currently carrying a cargo of 50,000 tons of refined slush deuterium, bound for Starbase 194. The *Minas Gerias* Class transport is a Federation licensed and subsidized design intended to be nationalized in time of war.

Production Data

Hull Data

Origin: United Federation of Planets Structure: 30

Structure: 30

Class and Type: *Minas Gerais* Class Fast Freighters

Size: 6 Year Launched: 2258

Length: 302 m Crew: 16 (peacetime)

Atmospheric Capable: No

Operational Data

Transporters: 3 ea standard/emergency

Shuttlebay 1 forward (6 size worth)

Cargo Capacity: 510 **Tractor Beams:** 1 ax

Sensor Systems Class 2 (+2/C) Operations Systems Class 2 (C)

Life Support Class 3 (C)

Propulsion Data

F1B-3175 G(D) Warp Drive; LFZ-X3 (Warp 4 / 6/8/3) (B)

Impasse

Phasers **Type III ($\times 2/B$)** **Penetration** **3 / 3 / 3 / 0 / 0**

Deflector Shields CIDSS-1 Protection/Threshold 13 / 3

Miscellaneous

Maneuver Modifiers: + 0.6 + 3.0 + 0.7

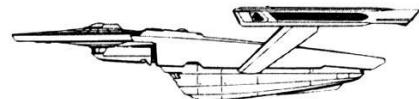
114

None

Handout #4: The Natalie Chatham

Production Data

Origin: United Federation of Planets
Class and Type: *Liberty* Class Freighter
Year Launched: 2276 (Refit 2335)



Hull Data

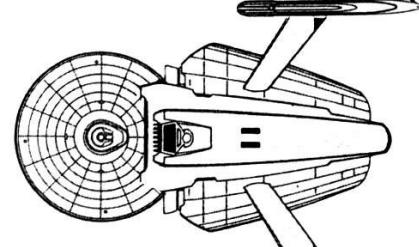
Size: 5, 15 decks

Structure: 25

Length: 240 m

Crew: 72

Atmospheric Capable: No



Operational Data

Transporters: 2 ea standard/emergency

Shuttlebay 1 forward, 1 aft
(10 size worth)



Cargo Capacity: 50

Tractor Beams: 1 av

Sensor Systems: Class 1 (+1/B)

Operations Systems: Class 2 (C)

Life Support: Class 2 (C)

Propulsion Data

Impulse Engines: Type IIa (.5 c)(B)

Warp Drive: Type III (Warp 3 / 4/ 6) (B)

Tactical

Phasers	Type III (x2/B)	Deflector Shields	CIDSS-1
Penetration	3 / 2 / 2 / 0 / 0	Protection/Threshold	13 / 3

Miscellaneous

Maneuver Modifiers + 0 C, + 2 H, + 0 T

Traits

None

Nearly one hundred and twenty years old, the *Natalie Chatham* is a one of the survivors of a nearly legendary class of freighters notorious for their endurance, and perseverance.

Chatham herself has been plying the space lanes for generations, and both she and Captain Rybeck have become a familiar sight along the Federation border with the Klingons.

Handout #4: The Orion Raider

Production Data

Origin: Orion

Class and Type: *Lightning Class Fast Attack Ship*

Hull Data

Size: 3

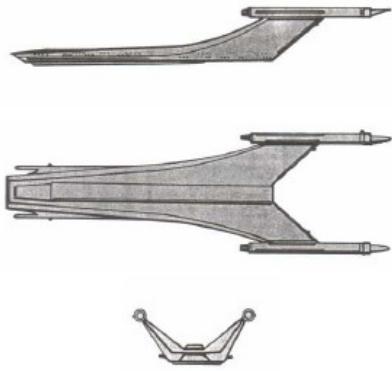
Structure: 15

Year Launched: 2258

Length: 83 m

Crew: 23

Atmospheric Capable: Yes



Operational Data

Transporters: 1 ea standard/emergency

Shuttlebay None

Cargo Capacity: 30

Tractor Beams: 1 av

Sensor Systems Class 1 (+1/B)

Operations Systems Basic (A)

Life Support Class 1 (B)

Propulsion Data

Impulse Engines: Type V (.75 C) (D) Warp Drive: Type VII (Warp 7 / 8.5/ 9) (D)

Tactical

Phasers Type III (x6/B)

Deflector Shields Class 2a (B)

Penetration 3 / 2 / 2 / 0 / 0

Protection/Threshold 13 / 1

Miscellaneous

Maneuver Modifiers + 2 C, + 1 H, + 2 T

Traits Nimble

7th Fleet Scoring Sheet:

Benchmark	Bonus	Achieved
PCs divert to investigate the anomaly in Scene One:	+1	▢
PCs rescue the crew of the <i>Planitia Deriedi</i> :	+1	▢
PCs reach the <i>Deriedi</i> in less than twelve hours:	+1	▢
PCs advise Starfleet that they are leaving the <i>Heidi Schwebach</i> in order to assist the <i>Deriedi</i> :	+1	▢
PCs remotely access the <i>Deriedi's</i> systems in order to assess her condition:	+1	▢
PCs modify a probe in order to transport the crew off the <i>Deriedi</i> :	+1	▢
PCs became trapped in the anomaly (even if they later escaped):	-1	▢
PCs rescue the crew of the <i>Planitia Deriedi</i> :	+4	▢
PCs rescued the ship's cat from the <i>Planitia Deriedi</i> , in addition to her crew:	+1	▢
PCs completed the rescue and escaped in less than six hours:	+2	▢
Players needlessly sacrificed the <i>Laramie</i> to rescue the <i>Deriedi</i> :	-3	▢
Per Player Character killed:	-1	▢

— / 13

Proctors Notes:

A faint, large watermark of the Star Trek logo (a stylized 'D' inside a circle) is centered on the page, partially obscured by a grid of horizontal lines.

Proctor: _____

Crew: USS _____ **Final Score:** _____ / 13

Officers Present:

Reviewed By: _____

Commanding Officer

Fleet Commander

STAR TREK ROLEPLAYING GAME

“The Hunt”

Sentinel Mission Three



Introduction

“The Hunt” is an adventure for use with the *Star Trek: Roleplaying Game* by Decipher as part of the *Sentinel* Campaign. It is suitable for a crew of 2-12 players playing the crews of a trio of Starfleet runabouts.

If there are insufficient player characters to fully crew each runabout, the Narrator is advised to divide the players as evenly as possible between the three vessels.

With some modification, this adventure could be adapted for other crews.

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

The adventure takes place near the Federation/Klingon Border in the year 2372.

Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

While searching for the missing Federation courier *Quicksilver*, the Federation runabouts *USS Platte* NCC-72385, *USS Medicine Bow* NCC-72386, and *USS Blacks Fork* NCC-72401 receive a distress call from the Federation registered transport *Kenneth Anderson*.

The *Anderson* traded shots with her attacker, which headed for the Kodura system before disappearing into cloak.

With the Federation/Klingon relations strained to the breaking point and an armada at Deep Space Nine, the PCs must deal with the Klingon raider and determine the fate of the *Quicksilver*.

Recommended Date/Season/

Stardate: 2372/DS9 4th Season
/ 49010.3

Setting: The Kodura system on the Federation/Klingon Border.

Background

Klingon/Federation relations have been steadily worsening over the last several years, and the Federation intervention in the Klingon Civil War still rankles in many quarters. This dissatisfaction, coupled with the Dominion/Founders threat has strained diplomatic relations to the breaking point.

Citing a belief that a civil uprising on Cardassia may have been fomented and supported by the Dominion, the Klingon Empire has sent a sizable armada to Deep Space Nine in preparation for an invasion.

On Stardate 49011, Chancellor Gowron, citing the Federation’s granting of asylum to the Detapa Council, will unilaterally withdraw the Klingon Empire from the Khitomer Accords, ending the peace treaty between the two powers. Several years of war gather on the horizon like storm clouds.

The House of Gi’rok is a lesser power, one shunned by the great Klingon Houses, one making a desperate bid for success and power- but even had it succeeded, these attacks would have been overshadowed by the events at Deep Space Nine.

Additional Materials

The Seventh Fleet Scoring Sheet at the end of this adventure has been included to provide benchmarks for scoring this adventure for tournament play.

Advice for the Narrator- Hunting Cloaked Vessels

In my opinion, the rules for detecting a cloaked vessel work very well when a single starship is doing the hunting, but need to be modified when multiple vessels are coordinating their searches.

The normal CODA method for resolving cooperation in skill tests is fairly straightforward. A character is chosen as the primary participant, and will makes his skill rolls at the full target number. Those characters attempting to assist him (or her) make the same skill test at -5 TN and provide the lead character with a bonus based on their level of success. A Marginal Success grants +1, Complete Success +2, Superior Success +3, and an Extraordinary Success +4.

Using this method, the runabout crews hunting the *Jach'yay* in this scenario must designate one vessel (logically, the *USS Platte* with her improved sensor array) as the lead vessel. The *Medicine Bow* and *Blacks Fork* will each make *System Operation (Sensor)* tests and provide a bonus to the *Platte* in her own attempts to detect the *Bird of Prey*. If the *Platte* rolls a total of 18 or better, she detects the presence of the *Jach'yay* but not her position. The runabouts can only fire on the *Jach'yay* if the *System Operations (Sensor)* total is 29 or better.

While this method works, and is in keeping with the CODA system, I believe it is cumbersome and underestimates the value of having more than one observing platform.

To use an example from the modern day navy, a single destroyer or submarine with passive sensors can detect another vessel and determine relative bearing, but lacks enough information to fire (range and distance specifically). Two or more destroyers or submarines, hunting the same target, will each generate a bearing, and by comparing the bearings each generated (and with a little math), the hunters can determine not only the bearing of the target vessel, but its range as well- which is enough information to fire. Additionally, it was British practice during World War Two that if two or more vessels detected a submarine, at least one vessel refrained from attacking in order to keep track of the target.

In lieu of the CODA method detailed above, I suggest that each vessel in the hunter group make its *System Operation (Sensor)* tests as normal, at the full TN (the rating of the Cloaking device). If two vessels detect the cloaked vessel (or if one vessel achieves an Extraordinary success), each vessel in the hunter group may attack the revealed vessel at a -5 penalty. If three or more vessels detect her (or two enjoy an Extraordinary success), they may attack the vessel without penalty.

I would also assign the following bonuses:

- +1 per previous round cloaked vessel was detected (to a maximum of +5)
- +5 if the vessel sustained hull or systems damage in the previous round.

GM's may, of course, use either method as they prefer- it's their game to run. I cannot help but emphasize that I feel the CODA rules for detecting cloaked vessels work extremely well for a single starship, but do not do justice to wolfpacks hunting cloaked vessels.

If the PCs wish to retune the sensors on one or more runabouts to detect cloaked vessels via neutrinos (or other emissions), they should make a Challenging (TN 18) *System Engineering* test. They gain a +5 bonus for every degree of success (+5 for Marginal, +10 for Complete, etc.) Recalibrated sensors suffer a like penalty against objects they would normally be able to detect. If the *System Engineering* test succeeds, the runabouts may use all Tactical and Command maneuvers against the cloaked *Bird of Prey*. While cloaked, the *Bird of Prey* has a protection equal to its Cloak Rating (18), but does not enjoy damage reduction from her shields.

ACT ONE

The Warning

Start *in media res* with the Mission Log and Handouts 1a, 1b, 1c, and 2. A TN 10 *System Operation (Sensor)* test reveals the *Kenneth Anderson* on long range sensors, heading for Kenab at Warp 4 at about the same time as her distress call reaches the runabouts.

"To any starships near the Federation / Klingon border. This is Captain Blalok of the Federation-registered transport Kenneth Anderson. We have been attacked by a Klingon Bird of Prey on the outskirts of the Kodura system and have sustained moderate damage.

The Anderson is still spaceworthy and is headed for port at best speed. I advise all shipping to avoid the Kodura system until further notice. Repeating...."

The message repeats twice more. Should they contact the *Anderson*, Captain Thomas Blalok is more than happy to fill the crew in on what took place, and is justifiably proud of the *Anderson*'s showing in the engagement.

Captain Blalok would have reported the attack sooner, but *Anderson*'s comm systems were damaged, and only just repaired. There is a lot of static in the signal, which seems to bear out his claims.

If the runabouts offer assistance, Captain Blalok will politely decline, stating that his vessel is in no danger. If the heroes insist on conducting an inspection or providing assistance, the *Anderson* will reluctantly heave to for inspection. That inspection and the *Anderson*'s logs will bear out the report Captain Blalok transmitted.

As reported, a Klingon *Bird of Prey* attacked the *Anderson* near the Kodura system four hours ago and inflicted moderate damage.

When the raider closed in for the kill, the *Anderson* opened fire and inflicted a fair amount of damage before the raider disappeared into cloak. Despite her damage, the *Anderson* is headed for Kenab

at Warp Four.

If the PCs seem hesitant to hunt down and engage the *Bird of Prey*, Captain Blalok will remind them that considerable Federation traffic passes the Kodura system. As members of Starfleet, the PCs have a job to do. A TN 5 *Space Science (Astrogation)* test will reveal that Kodura System is on the *Quicksilver*'s projected track, approximately two hours ahead. Assuming she was on schedule, *Quicksilver* would have passed the system approximately twelve hours ago.

Should they think to contact her, the USS *Hartford* is eighteen hours away- it's up to the three runabouts from VMU-12 to deal with the intruder.

If the PCs want information on the Kodura system, a TN 5 *Computer Use (Retrieve)* or *Specific World* test should earn them [Handout #3 \(Kodura System Summary\)](#).

The Kodura System

As the squadron drops to sublight, a TN 10 *System Operation (Sensors)* test reveals the presence of small cloud of metal fragments, nitrogen, and carbon monoxide near the outer system. A TN 15 *Physical Science (Physics)* test reveals that the debris field is young- less than eighteen hours old. A Complete Success reveals that the cloud is not more than twelve hours old.

There are three bodies (out of a crew of four) in the wreckage, and a TN 10 *Structural Engineering (Spaceframe)* test positively identifies a structural frame from an *Alacrity* Class courier. The crew has found the remains of the *Quicksilver*.

There is no sign of the *Quicksilver*'s recorder/marker buoy or of her cargo. A TN 15 *System Engineering (Weapons)* or TN 20 *Physics* test reveals that the *Quicksilver* was destroyed by disruptor fire.

Doing It The Hard Way

Should the heroes insist on doing a complete search of the entire Kodura system, they must complete an Extended TN 300 *System Operation (Sensors)* test, with an internal of 1/2 hour.

Any single result of 20 or higher reveals

two separate, detectable ion trails. Neither trail is more than four hours old. A TN 10 *Space Science (Astrogation)* test or TN 15 *System Operation (Sensors)* test reveals one trail leads from the rough location of the attack on the *Kenneth Anderson* was attacked. The other ion trail leads to the eighth planet in the Kodura system- a Class J giant.

Act Two

Optional Scene- Kodura Surface

Should the heroes beam to the surface of the planet (instead of into the garrison proper) they are treated to an unusual sight- a blood red sun rising dimly over a world of blue ice and murk.

The garrison itself sits on a short bluff which tops a high-mountain valley. The air is extraordinarily thin, unconscionably cold, and blowing fit for a hurricane. Blowing snow obscures vision for minutes at a time, and the footing is extremely treacherous- meaning that movement is at $\frac{1}{2}$ the normal rate.

The terrain between the party's landing site and the garrison walls consists mainly of either snow or wind-blasted ice sheets pockmarked by crevasses and short canyons.

Haunting howls can be heard that might- or might not- be just the wind.

Tricorder scans will pinpoint the heroes' position and that of the garrison, but navigating between the two might be a bit of a challenge- a TN 10 *Survival (Orienteering)* test. The basic trip requires forty minutes. Each degree of success will reduce that trip by ten minutes, each degree of failure will add ten minutes. A Catastrophic failure will lead them into a box canyon and automatically trigger Box Canyon Attack, below.

Should any of the heroes think to scan for lifeforms, a TN 10 *System Operations (Sensors)* or *Life Science (Biology)* test (the latter with a +5 for the tricorder) shows a pack of 8 animals arrayed in a rough semi-circle and approaching from the south east.

Snow Demon

Form: Animal

Feeding Habits: Chaser

Diet: Carnivore

Size: Large (2.5m)

Attributes:

Str 10(+2)	Agl 11(+2)	Int 2(-2)
Vit 4 (+0)	Prs 3(-1)	Per 5(+0)

Reactions:

Quickness +2*	Savvy +1
Stamina +5	Willpower +2

Movement: 18m/120m/30km **Defense:** 9

Health: 6 **Wound Levels:** 6 (2 healthy)

Skills: *Athletics (Jump, Run, Climb)* +5, *Observe (Spot)* +2, *Stealth* +6, *Survival* +9, *Unarmed Combat-Natural Weapons* +7

Species Abilities: Camouflage, Cunning (+3 Agility modifier when making *Stealth* tests), Extraordinary Sense (Infrared Vision), Invulnerability (Toxin), Multiple Attacks, Natural Weapons (Claws and Fangs, 1d6+5), Speed, Toxin (injected through claws and fangs)

The snow demon is a pack hunter native to Kodura IV and evolved during a more temperate period in the planet's formation.

As the planetary orbit shifted, the Snow Demon's ancestors evolved to become one of the planet's dominant predators. Infrared vision allows the creature to track the body heat of its prey, and a potent toxin allows it to strike and kill with the minimum expenditure of energy. Mottled grey and white fur provides both thick insulation and startlingly effective camouflage.

Similar to a Terran wolf in manner and habit, the Snow Demon is a swift deadly hunter. Snow Demon packs work to funnel prey into confined terrain (ice canyons or crevasses) where they cannot escape and then brings them down with poisoned claws and fangs.

Snow Demons stalk and drive their prey rather than pursue it, and will chase prey only so far as is necessary- they will not waste precious energy chasing something they cannot catch.

Snow Demon toxin is a paralitic- immobilizing prey rather than killing it outright.

Snow Demon toxin: Onset 1d6 rounds,

Potency: +4, **Diagnosis:** +2, **Treat:** +0,

Effect: 1d6 dmg, **Stages:** 3, **2nd Effect:** -1

Agility

Optional Scene- The Pack

If the heroes did not scan for lifeforms when they beamed in, they may make a TN 10 *Observe (Spot)* or *Survival* test once every ten minutes to become aware of the pack.

Once the heroes become aware of the pack, the rules change slightly. The team leader should make a series of opposed *Tactics* role against the pack leader's *Survival* skill. If the heroes are attempting to avoid a confrontation, the pack gains a +5 bonus to their *Survival* test (Snow demons hunt by herding and cornering their prey).

Any test won by the pack allows them to draw closer to the party and prevents the party from moving closer to the garrison site. Any test won by the heroes allows them to progress towards the garrison walls.

The first side (either the party or the pack) to win three of five rolls wins and sets the stage for the attack, below.

Optional Scene- Open Field Attack

Use this scene only if the heroes won three of the five rolls in The Pack, above.

Unable to effectively corral the heroes, the Snow Demons attack in open terrain in two groups- one of five and a second group of three.

The heroes should have clear fields of fire and a line of site of about a dozen meters in every direction. They also enjoy a +2 to their *Initiative* tests.

The each wave will attack by charging (Narrator's Guide page 87), hoping to get in a bite or claw attack. Each Snow Demon enjoys a +1 to its *Unarmed Combat* test, but suffers a -3 to dodge actions.

Assuming any of them survive long enough to reach their targets, physical damage inflicted by the Snow Demons is increased by 1.5 (the toxin is resolved separately), and each target must make a TN 12 *Strength* test to avoid being knocked prone.

A phaser hit at setting 3 (Heavy Stun) or higher is sufficient to interrupt the charge.

Resolve the combat normally.

Optional Scene- Box Canyon

Attack

Use this scene if the pack won three of the five rolls in The Pack, or suffered a Catastrophic failure in Kodura Surface, above.

With a sharp turn, the heroes find themselves in a short box canyon, surrounded on three sides. The walls are vertical faces of solid ice and rock dozens of meters tall and dozens, if not hundreds, of meters thick. The canyon is only ten meters wide.

The pack attacks in a single massive wave (each animal targeting one of the heroes). The Snow Demons enjoy a +2 to their *Initiative* tests.

The creatures attack by charging (Narrator's Guide page 87), hoping to get in a bite or claw attack. Each Snow Demon enjoys a +1 to its *Unarmed Combat* test, but suffers a -3 to dodge actions.

Physical damage inflicted by the Snow Demons is increased by 1.5 (the toxin is resolved separately), and each target must make a TN 12 *Strength* test to avoid being knocked prone.

A phaser hit at setting 3 (Heavy Stun) or higher is sufficient to interrupt the charge.

Combat should otherwise be resolved normally.

Optional Scene- The Gates

Once the heroes have reached the garrison, they find a massive structure made of cast-stone and metal blasted raw by wind and ice. A pair of large blast doors gleam dully in the ruddy- and fading- sunlight.

A small computer terminal lies to the right of the massive doors, blinking a dim, sullen red.

Opening the doors requires a TN 20 *Computer Use (Invasion)* test. Characters gain a +1 affinity from *Knowledge-Culture (Klingon)*.

Once the code has been cracked, the doors split open with a loud whirring/clanking (similar to the noise of the Death Star's trash compactor).

The Garrison

Once inside, a TN 10 *System Operation*

(*Sensors*) or *System Engineering* test reveals that life support and minimal power levels have been restored in the otherwise empty garrison. No life signs are present.

A TN 10 *Investigate (Search)* test will reveal other signs that the garrison was recently (and temporarily) occupied- a lot of the old supplies and materials have been recently pawed through. A stone wall just off the hangar has been crudely carved with the name "Jok", and there are a number of fresh wrappers from Klingon food packs scattered about. The garrison's food synthesizers (not replicators) are still off-line. Several "fresh" bottles of bloodwine can be seen in one of the larger sleeping areas.

An Extraordinary Success (or a TN 10 *System Engineering* test) will indicate highly elevated levels of ionized deuterium by-products in the garrison hangar.

Back in orbit, a TN 10 *Propulsion Engineering (Impulse)* test or a TN 20 *System Operations (Sensors)* test reveals two separate, detectable ion trails. Neither trail is more than four hours old. A TN 10 *Space Science (Astrogation)* test or TN 15 *System Operation (Sensors)* test reveals one trail leads roughly to the location where *Kenneth Anderson* was attacked. The other ion trail leads to the eighth planet in the Kodura system- a Class J giant.

ACT THREE

The Hunt Begins

With the recent Klingon occupation of the garrison established and the ion trails in orbit detected, the PCs should head to Planet Eight and begin their search. At least two of the runabouts should attempt to maintain a line-of-sight in order to coordinate their activity, but the third can be sent on ahead to flush the game. If the PCs inquire, a Simple (TN 5) *Computer Use (Retrieve)* test will earn them Handout #4 (B'Rel Profile). The GM is under no compulsion to remind the players that those are stats for a fully operational *B'Rel* Class starship- or that the *Jach'yay* is damaged.

After her first salvo brought the Federation

freighter to sublight, the *Jach'yay* was caught by surprise when the damaged *Kenneth Anderson* suddenly opened fire in her own defense. The Klingon vessel suffered fifteen points of hull damage (ten repaired), took two blocks of system damage to her warp drive, and a block of damage to her impulse engines.

Impulse power has been patched (though she's still trailing ionized deuterium). One block of damage to the warp drive has been repaired, and the crew is nearing completion of the second when the runabouts arrive.

Although there are numerous sensor shadows that the *Bird of Prey* can hide in, she's trailing plasma and other particulate debris from her impulse engines. If the PCs look for damage or debris trails, a Challenging TN 15 *System Operation (Sensors)* test will allow them to clue in on the raider fairly quickly (and grant a +3 circumstance bonus to all subsequent efforts to track her).

If the heroes are content simply to scan the planet, let them make an Extended TN 120 *System Operation (Sensors)* test. The presence- but not the position- of *Jach'yay* is detected when they reach the total. Once they've confirmed the presence of the Klingon vessel, they may move to the pack tactics mentioned in Advice to the Narrator, above.

Captain Kotur of the *Jach'yay* is young, bitter, and disillusioned- and has grown tired of the entire luckless expedition. He wants nothing more than to repair his ship and return to Klingon space, but the arrival of the runabout squadron has deprived him even of that.

Initially, Kotur will attempt to use the planet to mask his presence, but when it becomes apparent that he has been found, he will move out under cloak and begin his own stalking of the runabout group. If possible, Kotur will concentrate on attacking any stragglers in the group and using his cloak to avoid retribution.

Kotur will be perfectly happy to destroy one or all of the runabouts in order to escape.

The Other Shoe

Wounded and desperate, the *Jach'yay* is no match for the runabouts- unless the players do something phenomenally stupid, they should have little trouble locating her and forcing her out of cloak.

If the players manage to bring the ship out of cloak while still in the atmosphere, a Simple TN 5 *System Operation (Sensors)* test will reveal both the ryetalin and a single human lifesign aboard the Klingon vessel- but ionization prevents a solid transporter lock.

Out of options, Captain Kotur will signal for a truce (to confer) when his vessel reaches 5 hull points or less.

In exchange for time to repair and for safe passage back to Klingon space, Kotur will ransom the ryetalin and Ensign Connor, who was captured from the crippled *Quicksilver*. Kotur will point out that the alternative is a fight to the death- and the destruction of the ryetalin. Once the *Jach'yay* is repaired and ready to head back to the Empire, Kotur will beam over the prisoner and the cargo.

While the PCs are obligated to keep their word, Kotur is under no such compunction. While his crew is making repairs, Kotur prepares a powerful plasma charge to beam over to the lead runabout. The attempted deception should be resolved by an opposed test- Kotur's *Persuade* against the PC's *Savvy*. The heroes gain a +2 affinity bonus from *Knowledge-Culture (Klingon)*. If the PCs have someone aboard with empathic powers, a TN 5 *Empathy* test reveals the deception.

Finally, assuming the PCs still don't suspect anything, a Simple TN 5 *System Operation (Sensors)* test reveals that Ensign Connor has not been moved to the transporter room, but is still confined to the brig.

Resolutions

If the players catch on to the deception, they have several options. They can grant Kotur his truce and use the time to scan the *Jach'yay* and locate both the ryetalin and Ensign Connor. An extended *System Operations (Sensors)* or *System Engineering (Shields)* test with a target number of 50 and

an interval in rounds can be used to determine the Klingon shield frequency and refresh cycle. With the Klingon shield frequency in hand, the PCs might try to steal back Ensign Connor and the cargo, beam aboard and capture the *Jach'yay*, or kidnap her senior officers.

Boarding is risky, and involves going hand-to-hand in close quarters with Klingon warriors on their own turf. Attempting to capture the senior officers is fruitless, as the remaining Klingons would fight to the death.

Finally, if the runabouts fire on the *Jach'yay* within ten rounds of acquiring the shield information, they can retune their phasers to ignore the Klingons shields. On the round after the PCs commence beaming or firing, the advantage is lost.

Aware of the deception, the PCs might simply pummel the *Jach'yay* into debris and take what they want from the wreckage. Heck, they might even insist on a duel between the senior PC and Kotur. There are many options.

If the PCs do not grant him repair time, and he still has warp drive, Kotur will dump the ryetalin into the atmosphere of the gas giant and attempt to escape in the confusion.

If the players fall for the ruse, their choices are much bleaker. The plasma charge does 6d6+25 points of damage (as per pp. 229 in the *Narrator's Guide*). For every ten points of damage, the bomb inflicts one point of structural damage and one full block of system damage to the runabout. Usually, five blocks of Structural damage are necessary to cause a block of System damage, but that's when shooting from the outside.

The plasma charge will be detonate in the runabout cockpit, surrounded by vulnerable equipment and soft bodies. Very likely, one or more of the PCs is injured or dead and the runabout crippled.

If he loses his prisoner and the cargo, is attacked, or when the plasma charge explodes, Kotur will order the *Jach'yay* to attack the surviving runabouts and attempt to escape. This will likely result in a glorious death for the *Jach'yay*. The question is how many people she takes with her.

(Non-Player Characters)

Kotur – Klingon Starship Officer, age 35. Captain Kotur of the *Jach'yay* is young, bitter, and disillusioned- he has grown tired of waiting for honor and glory, and along with his House, has decided to seize it by attacking the Federation. Now, he has grown weary of the whole luckless expedition. He wants nothing more than to repair his ship and return to Klingon space, but the arrival of the runabout squadron has deprived him even of that. Enraged and impatient, Kotur will move and attack where a more patient captain would wait and evade. Kotur will be perfectly happy to destroy one or all of the runabouts in order to escape.

Courage: 3 **Advancements:** 22 **Renown:** 3

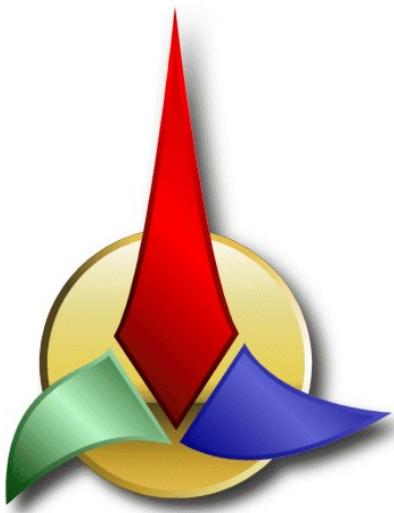
Str 7(+0) **Agl** 10(+2)* **Int** 8(+1)* **Vit** 10(+2) **Prs** 6(+0) **Per** 9(+1)* **Psi** 0(-3)
Quickness +2* **Savvy** +1 **Stamina** +5 **Willpower** +2 **Defense:** 9

Skills: Armed Combat (*Klingon Traditional Weapons*) 4, Athletics (*Jump*) 3, Computer Use 2, Enterprise-Administration 2, First Aid 1, Inquire 3, Culture (*Klingon*) 3, History (*Klingon*) 3, Religion (*Klingon*) 1, Specific World (*B'Tal*) 3, Language-Federation Standard 2, Language-*Klingon* 3, Persuade 2, Energy Weapon 5, Repair 1, Survival 2, System Operations (Security, Flight Control) 5, Tactics 4, Unarmed Combat- *Mok'bara* 6

Professional Abilities: Favored Style (*Mok'bara*), Fire Control Officer, Security Protocols, Starship Duty, Physically Fit, Responsive

Species Abilities: *Brak'lul*, High Pain Threshold, Honor, Ferocity, *Klingon Traditional Weapons*

Edges/ Flaws: Command 2, Dodge, Fit, Promotion 3



Rewards:

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

Experience Awards

PCs recover the ryetalin:	500 exp. points	
PCs recover Ensign Connor alive:	500 exp. points	
PCs capture the <i>Bird of Prey</i> :	500 exp. points	
PCs drive the <i>Bird of Prey</i> from Federation space:	300 exp. points	-6 or less
PCs destroy the <i>Bird of Prey</i> :	200 exp. points	-3 to -5
PCs investigate the Kodura IV garrison:	100 exp. Points	0 or -2
PCs defeat the snow demon pack:	100 exp. Points	1
PCs capture Captain Kotur or one : of his senior staff:	250 exp. Points	2 to 4
PCs recover the bodies of the <i>Quicksilver's</i> crew:	100 exp. points	5 or better
PCs think to request assistance from USS <i>Hartford</i> :	100 exp. points	
Per Runabout destroyed:	-500 exp. points	
Per Player Character killed:	-200 exp. points	

Optional Renown Results (per Officer):

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

Renown Awards

PCs recover the ryetalin:	Renown +1
PCs recover Ensign Connor alive:	Renown +1
PCs capture the <i>Bird of Prey</i> :	Renown +3
PCs drive the <i>Bird of Prey</i> from Federation space:	Renown +2
PCs destroy the <i>Bird of Prey</i> :	Renown +1
PCs capture Captain Kotur or one : of his senior staff	Renown +1
Per Runabout destroyed:	Renown -2
Per Player Character killed:	Renown -1

Special Victory Conditions:

None

Handouts:

Handout #1a: USS *Platte* Mission Log and Loadout

*"Mission Log, Stardate 49010.3, USS *Platte*, USS *Medicine Bow*, and USS *Blacks Fork* twelve hours out of Point Aransas. We are backtracking the planned route of the Federation courier *USS Quicksilver*, which missed a scheduled check-in ten hours ago and is not responding to communications attempts.*

*In addition to our concern for the crew of the *Quicksilver*, the courier was carrying a shipment of ryetalin to treat an outbreak of Corisian fever on Tau Cygna V. Our orders are to locate the *Quicksilver*, offer whatever assistance is necessary, and safeguard the ryetalin shipment. We are on course and speed. There is, as yet, no sign of the *Quicksilver*.*

*Two days ago, a Klingon armada decloaked off of Deep Space Nine, prompting Starfleet Command to quietly raise the alert level throughout the Fleet. Although the *Quicksilver*'s disappearance might be as simple as mechanical failure, there might also be a connection to the recent Klingon activity."*

Cargo Pod One: Personnel Module

Cargo Pod Two: Medical Lab Module

Field Emergency Kit (2)

1 Emergency Beacon (PG pp. 173)
1 Medical Kit (PG pp. 176.)
50 meters Lightweight Synthropic (w/
grapple and launcher)
2 Type 1 Phasers
6 Molecular Pitons
3 Climbing Harnesses
1 Survival Axe/Pick
1 Set Powered Binoculars (PG pp. 174)
2 Dylex Memory Tents (PG pp. 173)
3 Gill packs
1 Standard Tricorder (TR-590 X)
1 Replicator Multitool (SFOM pp. 70)
1 Portable Fusion Generator/Thermal
Heater
120 Starfleet Issue Ration Packs

Cargo Pod Three: Personnel Module

Cargo Pod Four: Cargo Module

Science/Computing Equipment

4 PADDs (2 large, 2 small)
4 Standard Tricorders (TR-590 X) (PG
pp 175)
4 Communicator Badges (PG pp. 172)

Medical Equipment

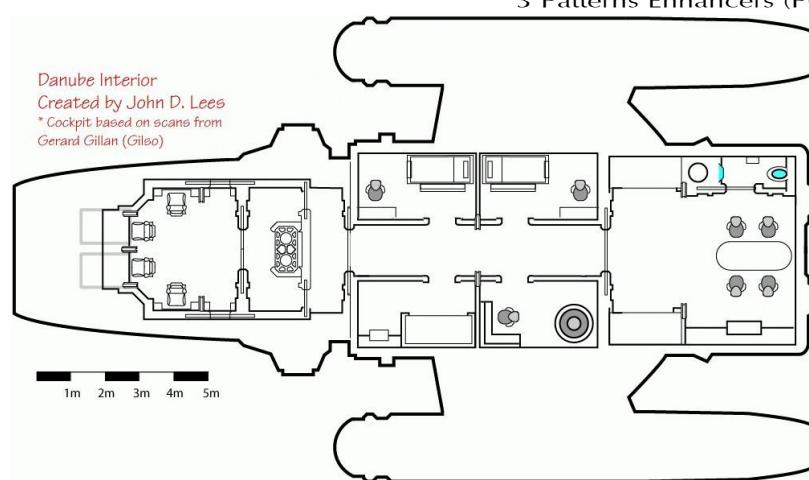
2 Medical Kits (PG pp. 176, DS9TM
pp. 115)
1 Stasis Backboard (SFOM pp. 69)

Armament/Security Equipment

2 Type 1 Phasers
4 Type 2 Phasers
4 sets Electronic Binders

Engineering/Repair Equipment

2 Antigrav Lifters (SFOM pp. 69)
2 Repair Kits (PG pp. 177)
2 Replicator Multitools (SFOM pp. 70)
4 Type III SEWG suits (PG pp. 173)
3 Patterns Enhancers (PG pp. 174)



USS *Platte* NCC-72385

Production Data

Origin: United Federation of Planets
Class and Type: *Danube* Class Runabout
Year Launched: 2368

Hull Data

Size: 2, 1 deck Length: 23m
Structure: 10 Crew: 1+
Cargo Capacity: 2
Atmospheric Capable: Yes

Operational Data

Transporters: 1 2-person standard
Sensor Systems Class 4 (+4/D) Operations Systems Class 1 (B)
Life Support Class 1 (B) Tractor Beams: 1fd, 1ad

Propulsion Data

Impulse Engines: FIB-3 (.75c) (B) Warp Drive: LF-7x2 (Warp 4 / 6 / 8.3) (B)

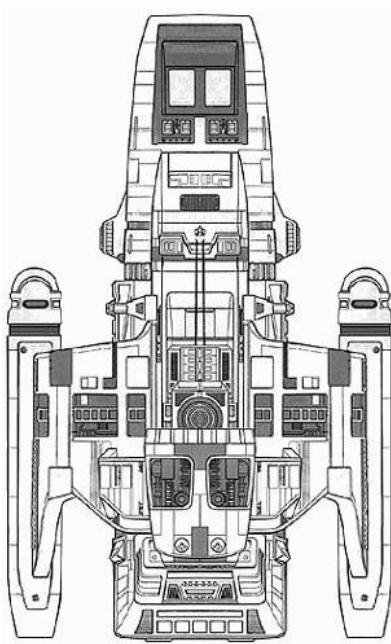
Tactical

Phaser Banks	Type VI (x2/B)	Photon Torpedoes	Mk 25 micro (x2/B)
Penetration	4 / 3 / 3 / 0 / 0	Penetration	2 / 2 / 2 / 2 / 0
Deflector Shields	FSQ-2 (CC)		
Protection/Threshold	14 / 1		

Miscellaneous

Maneuver Modifiers +0 C, +2 H, +0 T

U.S.S. *Platte* is currently carrying a "Strap-On" or "Roll Bar" Sensor Pod which upgrades her sensor suite to Class 4 (+4/D).



Handout #1b: USS Medicine Bow Log and Loadout

"Mission Log, Stardate 49010.3, USS Platte, USS Medicine Bow, and USS Blacks Fork twelve hours out of Point Aransas. We are backtracking the planned route of the Federation courier USS Quicksilver, which missed a scheduled check-in ten hours ago and is not responding to communications attempts.

In addition to our concern for the crew of the Quicksilver, the courier was carrying a shipment of ryetalin to treat an outbreak of Corisan fever on Tau Cygna V. Our orders are to locate the Quicksilver, offer whatever assistance is necessary, and safeguard the ryetalin shipment. We are on course and speed. There is, as yet, no sign of the Quicksilver."

Cargo Pod One: Torpedo Module
Cargo Pod Two: Torpedo Module

Torpedo Offensive Value (3/3/3/3/0) (B)

Cargo Pod Three: Torpedo Module
Cargo Pod Four: Sensor Module

Field Emergency Kit (2)

1 Emergency Beacon (PG pp. 173)
1 Medical Kit (PG pp. 176, DS9TM pp. 115)
50 meters Lightweight Synthrope (w/ grapple and launcher)
2 Type 1 Phasers
6 Molecular Pitons
3 Climbing Harnesses
1 Survival Axe/Pick
1 Set Powered Binoculars (PG pp. 174)
2 Dylex Memory Tents (PG pp. 173)
3 Gill packs
1 Standard Tricorder (TR-590 X) (PG pp. 175)
1 Replicator Multitool (SFOM pp. 70)
1 Portable Fusion Generator/Thermal Heater
120 Starfleet Issue Ration Packs

Science/Computing Equipment

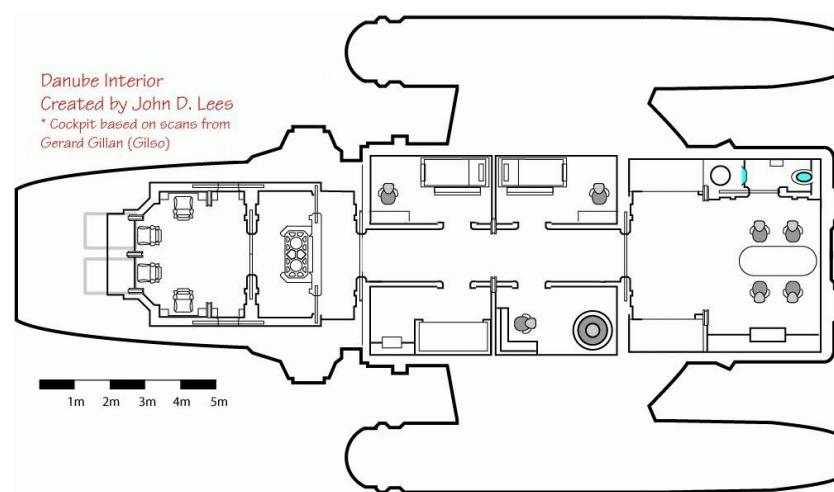
4 PADDs (2 large, 2 small)
4 Standard Tricorders (TR-590 X) (PG pp. 175)
4 Communicator Badges (PG pp. 172)

Medical Equipment

2 Medical Kits (PG pp. 176, DS9TM pp. 115)
1 Stasis Backboard (SFOM pp. 69)

Armament/Security Equipment

2 Type 1 Phasers
4 Type 2 Phasers
4 sets Electronic Binders
Engineering/Repair Equipment
2 Antigrav Lifters (SFOM pp. 69)
2 Repair Kits (PG pp. 177)
2 Replicator Multitools (SFOM pp. 70)
4 Type III SEWG suits (PG pp. 173)
3 Patterns Enhancers (PG pp. 174)



USS *Medicine Bow* NCC-72386

Production Data

Origin: United Federation of Planets
Class and Type: *Danube* Class Runabout
Year Launched: 2368

Hull Data

Size: 2, 1 deck Length: 23m Structure: 10 Crew: 1+
Cargo Capacity: 2 Atmospheric Capable: Yes

Operational Data

Transporters: 1 2-person standard
Sensor Systems Class 2 (+2/C) Operations Systems Class 1 (B)
Life Support Class 1 (B) Tractor Beams: 1fd, 1ad

Propulsion Data

Impulse Engines: FIB-3 (.75c) (B) Warp Drive: LF-7x2 (Warp 4 / 6 / 8.3) (B)

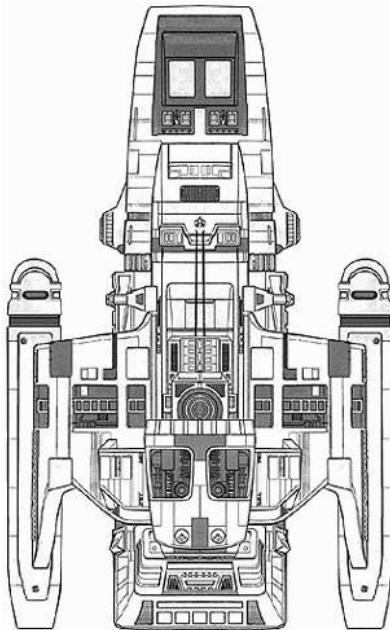
Tactical

Phaser Banks	Type VI (x2/B)	Photon Torpedoes	(24 total)
Penetration	4 / 3 / 3 / 0 / 0	Penetration	3 / 3 / 3 / 3 / 0
Deflector Shields	FSQ-2 (CC)	Protection/Threshold	14 / 1

Miscellaneous

Maneuver Modifiers +0 C, +2 H, +0 T

U.S.S. *Medicine Bow* is currently configured as a "torpedo boat" with a total of 24 photon torpedoes in canisterized containers in her cargo pods. There are no reloads.



Handout #1c: USS Blacks Fork Log and Loadout

“Mission Log, Stardate 49010.3, USS Platte, USS Medicine Bow, and USS Blacks Fork twelve hours out of Point Aransas. We are backtracking the planned route of the Federation courier USS Quicksilver, which missed a scheduled check-in ten hours ago and is not responding to communications attempts.

In addition to our concern for the crew of the Quicksilver, the courier was carrying a shipment of ryetalin to treat an outbreak of Corisian fever on Tau Cygna V. Our orders are to locate the Quicksilver, offer whatever assistance is necessary, and safeguard the ryetalin shipment. We are on course and speed. There is, as yet, no sign of the Quicksilver.”

Cargo Pod One: Torpedo Module

Cargo Pod Two: Torpedo Module

Torpedo Offensive Value (3/3/3/3/0) (B)

Cargo Pod Three: Torpedo Module

Cargo Pod Four: Sensor Module

Field Emergency Kit (2)

- 1 Emergency Beacon (PG pp. 173)
- 1 Medical Kit (PG pp. 176, DS9TM pp. 115)
- 50 meters Lightweight Synthrope (w/ grapple and launcher)
- 2 Type 1 Phasers
- 6 Molecular Pitons
- 3 Climbing Harnesses
- 1 Survival Axe/Pick
- 1 Set Powered Binoculars (PG pp. 174)
- 2 Dylex Memory Tents (PG pp. 173)
- 3 Gill packs
- 1 Standard Tricorder (TR-590 X) (PG pp. 175)
- 1 Replicator Multitool (SFOM pp. 70)
- 1 Portable Fusion Generator/Thermal Heater

120 Starfleet Issue Ration Packs

Science/Computing Equipment

- 4 PADDs (2 large, 2 small)
- 4 Standard Tricorders (TR-590 X) (PG pp. 175)
- 4 Communicator Badges (PG pp. 172)

Medical Equipment

- 2 Medical Kits (PG pp. 176, DS9TM pp. 115)

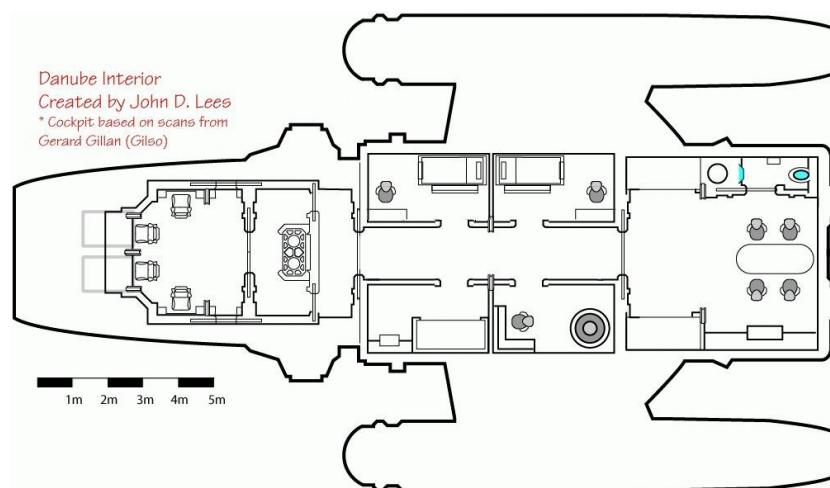
1 Stasis Backboard (SFOM pp. 69)

Armament/Security Equipment

- 2 Type 1 Phasers
- 4 Type 2 Phasers
- 4 sets Electronic Binders

Engineering/Repair Equipment

- 2 Antigrav Lifters (SFOM pp. 69)
- 2 Repair Kits (PG pp. 177)
- 2 Replicator Multitools (SFOM pp. 70)
- 4 Type III SEWG suits (PG pp. 173)
- 3 Patterns Enhancers (PG pp. 174)



USS *Blacks Fork* NCC-72401

Production Data

Origin: United Federation of Planets
Class and Type: *Danube* Class Runabout
Year Launched: 2368

Hull Data

Size: 2, 1 deck	Length: 23m	Structure: 10
Crew: 1+	Cargo Capacity: 2	Atmospheric Capable: Yes

Operational Data

Transporters: 1 2-person standard		
Sensor Systems	<u>Class 2 (+2/C)</u>	Operations Systems <u>Class 1 (B)</u>
Life Support	<u>Class 1 (B)</u>	Tractor Beams: 1fd, 1ad

Propulsion Data

Impulse Engines: FIB-3 (.75c) (B) Warp Drive: LF-7x2 (Warp 4 / 6 / 8.3) (B)

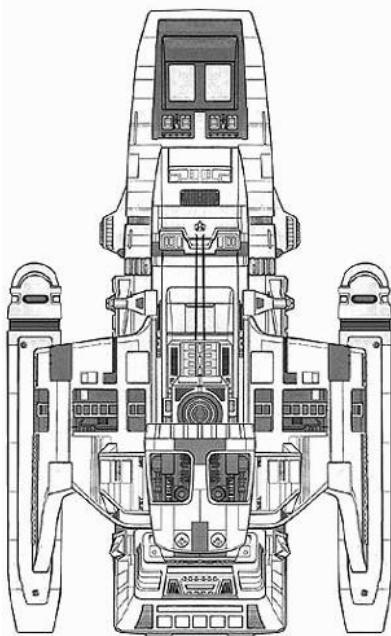
Tactical

Phaser Banks	Type VI (x2/B)	Photon Torpedoes	(24 total)
Penetration	4 / 3 / 3 / 0 / 0	Penetration	3 / 3 / 3 / 3 / 0
Deflector Shields	<u>FSQ-2 (CC)</u>		
Protection/Threshold	14 / 1		

Miscellaneous

Maneuver Modifiers +0 C, +2 H, +0 T

U.S.S. *Blacks Fork* is currently configured as a "torpedo boat" with a total of 24 photon torpedoes in canisterized containers in her cargo pods. There are no reloads.



Handout #2: Starship Profile- USS Quicksilver

USS Quicksilver Profile

Production Data

Hull Data

Origin: United Federation of Planets Structure: 15

Class and Type: *Alacrity* Class Courier (Far Scout)

Size: 3 Year Launched: 2379

Length: 65 m Crew: 5 Atmospheric Capable: Yes

Operational Data

Transporters: 1 2-person Cargo Capacity: 30 Tractor Beams: 1 av

Sensor Systems: Class 2 (+2/C) Operations Systems: Class 2 (C)

Life Support: Class 2 (C)

Propulsion Data

Impulse Engines: FIG (.9 c)(C) Warp Drive: Dual LF-45 (Warp 4 / 9.6 / 9.9) (E)

Tactical

Phasers: Type II (x6/B)

Deflector Shields

PFF-3

Penetration 4 / 3 / 3 / 0 / 0

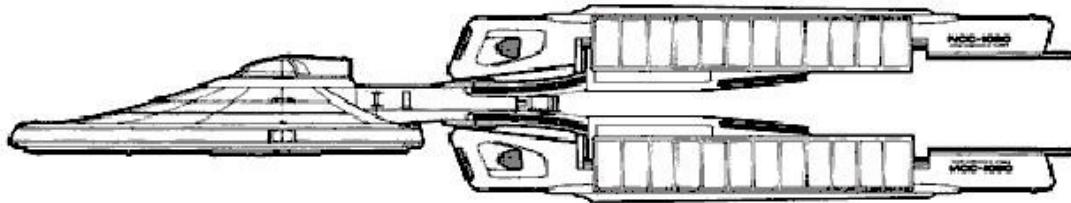
Protection/Threshold 14 / 3

Miscellaneous

Maneuver Modifiers -1 C, + 3 H, -1 T

Traits

None



Handout #3: Kodura System Summary

Kodura- Kodura is a cold, bitter world on the bare edge of habitability orbiting a dim distant red giant in an eccentric orbit. Clouds of windblown snow and ice crystals kilometers high wreath the world in gloom and vicious cold, and obscure a surface composed of jagged mountains and miles-thick glaciers.

Thousands of years ago, Kodura enjoyed a more stable orbit and a more temperate climate, but a near-miss by a rogue star (still visible in the night sky) shifted the planet's orbit and led to a cataclysmic ice age. Everything that could not adapt to the change died. Those that survived did so through cunning, strength, or sheer dogged determination.

The world's only claim to fame arose in the 2260's when the Klingons invaded and established a small advance garrison. Federation response was swift and spirited, carrying out several ground assaults to overrun the Klingon outpost. The third attempt succeeded, returning the planet to Federation hands and leading to the establishment of a short-lived garrison and subspace monitor array to provide early warning of Klingon activity. During the abortive conflict that led to the Organian Treaty, the Klingons destroyed the subspace array from orbit, but left the garrison intact as a display of contempt. Following the end of hostilities, the Federation abandoned the garrison almost intact. Both the Federation and Klingon Empires considered duty on Kodura to be punitive, and by treaty, have agreed that neither would return military forces to the misbegotten little world.

Class	K
System Data	Kodura IV
Gravity	.98 G
Year and Day	2458 days / 30.13 hrs
Atmosphere	Thick
Hydrosphere	21% (all in glaciers or snow drifts)
Climate	Tempestuous and bitterly cold.
Sapient Species	None
Tech Level	Level 5, some Level 6
Government	None, administered by Starfleet Command.
Culture	None
Affiliation	United Federation of Planets
Resources	Extensive ice deposits, with additional pockets of snow and ice.
Places of Note	Abandoned Klingon/Federation garrison in northern hemisphere.
Ship Facilities	None.

Handout #4: Starship Profile- B'Rel Class Bird of Prey

Production Data

Origin: Klingon Empire Structure: 20

Class and Type: Modified B'Rel Class Bird of Prey

Size: 4, 2 decks

Year Launched: 2294

Length: 110m

Crew: 24

Atmospheric Capable: Yes

Operational Data

Transporters: 2 standard/emergency

Cargo Capacity: 40

Tractor Beams: 1v

Sensor Systems Class 3 (+3/D)

Operations Systems Class 4 (E)

Life Support Class 3 (D)

Cloaking Device Class 2 (18)

Propulsion Data

Impulse Engines: K-HEU-4 (.6c)(C) Warp Drive: STN-6 (Warp 4 / 5 / 6.5) (BB)

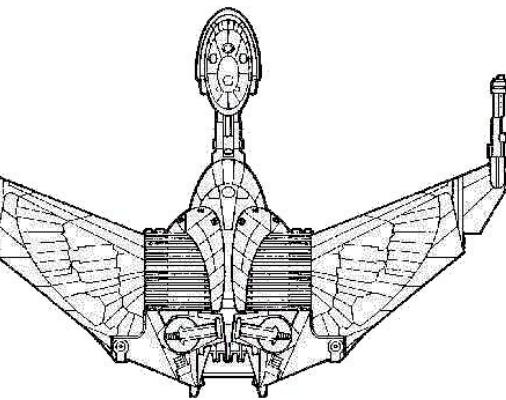
Tactical

Disruptor Cannon 4 x K-GDM-3 (B)

Penetration 4 / 4 / 4 / 0 / 0

Deflector Shields Class 2 (B)

Protection/Threshold 13/3



Photon Torpedo 1 x KP-5 (A)

Penetration 2 / 2 / 2 / 2 / 0

Miscellaneous

Maneuver Modifiers +1 C, +2 H, +2 T Traits None

7th Fleet Scoring Sheet:

Benchmark	Bonus	Achieved
PCs recover the ryetalin:	+2	▢
PCs recover Ensign Connor alive:	+2	▢
PCs destroy the <i>Bird of Prey</i> :	+1	▢
PCs drive the <i>Bird of Prey out of Federation space</i> :	+2	▢
PCs capture the <i>Bird of Prey</i> :	+5	▢
PCs investigate the Kodura IV garrison:	+1	▢
PCs defeat the snow demon pack:	+1	▢
PCs capture Captain Kotur or one of his senior staff:	+1	▢
PCs recover the bodies of the <i>Quicksilver</i> 's crew:	+1	▢
PCs think to request assistance from USS <i>Hartford</i> :	+1	▢
Per Runabout destroyed:	-5	▢
Per Player Character killed:	-2	▢

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Proctors Notes:

A faint, large watermark of the Star Trek logo (a stylized 'Delta' symbol) is centered on the page, partially obscured by a grid of horizontal lines.

Proctor: _____

Crew: USS _____ **Final Score:** _____ / 14

Officers Present:

Reviewed By: _____

Commanding Officer

Fleet Commander

Sentinel Campaign Characters

The characters included below were created using rules and information found in the Star Trek: Player's Guide, Star Trek: Aliens, the Star Trek: Starfleet Operations Manual and the Enlisted Creation rules expansion found in Beyond the Final Frontier, Issue #2.

Each character is a member of Starfleet, assigned to VMU-12 and is intended for use as a player character. The enlisted characters have more advancements than the officers to bring them up to a rough par, and make them more attractive to players.

All of the characters are presented in order of seniority. Despite being the most senior officer, Doctor Farel is staff officer, and should defer to the senior line officer present, if any.

Any of these characters could be assigned to a VMU-12 runabouts on a mission by mission basis.

VMU-12 Vessel Manifest

<u>Vessel Name</u>	<u>Registration</u>	<u>Class</u>	<u>Crew Chief</u>
<i>USS Platte</i>	NCC-72385	<i>Danube</i>	GMC Pike
<i>USS Medicine Bow</i>	NCC-72386	<i>Danube</i>	ATC Rickenbacker
<i>USS Blacks Fork</i>	NCC-72401	<i>Danube</i>	AT1 Wheeler
<i>USS Sevier</i>	NCC-72419	<i>Danube</i>	AT1 Greene
<i>USS Laramie</i>	NCC-72545	<i>Danube</i>	AT1 Barak
<i>USS San Rafael</i>	NCC-72557	<i>Danube</i>	AT1 Nerud
<i>USS Blackhawk</i>	NCC-75251	<i>Talon</i>	AT1 Sotok
<i>USS Wildcat</i>	NCC-75273	<i>Talon</i>	ATC Nomura

Starfleet Bureau of Personnel

Starfleet Command

Farel Kovan

Age: 24
Species Bajoran
Homeworld: Bajor
Gender: Male
Eyes: Brown
Hair: Brown

Rank: Lieutenant

Current Assignment:
 Medical Officer, Medium Utility Squadron 12

Profile/History:

Doctor Farel spent most of his early years living in a monastery on Bajor. Young Kovan studied extensively with the Vedeks, helped tend the gardens and learned quite a bit about herbal medicine before the Cardassians wiped out the monastery on the pretext it was harboring members of the Resistance.

Relocated to a refugee camp on Maryyx Prime, Kovan came to the attention of Starfleet officers on a medical relief mission to the camp. They soon sponsored him for admission to Starfleet Academy and tutored him exhaustively in preparation for the exams. Just over four years later, Farel Kovan had earned the right to wear the Starfleet uniform, and had a burning desire to bring aid and comfort to the sick and the afflicted.

Late one night in his second year, Kovan was struggling with his studies and depressed and was seriously considering leaving the Academy. At his moment of deepest despair, Kovan believes that the Prophets granted him a vision- a vision showing him healing the sick and the weak, and making a difference for his people and the peoples of the Federation. Kovan hasn't looked back since.

Psychological Profile:

Farel is a dedicated healer, sworn to the principles of the Hippocratic Oath and eager to serve both his people and the Federation.

Attributes

Str 5 (+0) Agl 7 (+0)* Int 12 (+3)* Vit 10 (+2)* Prs 7(+0) Per 10 (+2)
Quickness +2 **Savvy** +2 **Stamina** +2* **Willpower** +3 **Defense:** 7

Miscellaneous Scores

Courage: 4 **Health:** 10 **Renown:** 8 **Advancements:** 4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+3	+3		+6	(Retrieval)
Craft-Calligraphy	AGI	+0	+1		+1	
First Aid	INT	+3	+5		+8	
Influence	PRS	+0	+2		+2	
Knowledge:Culture	INT	+3	+4		+7	(Bajoran)
Knowledge:History	INT	+3	+4		+7	(Bajoran)

Knowledge:Religion	INT	+3	+6		+9	(Bajoran)
Knowledge:Specific World	INT	+3	+3		+6	(Andoria)
Knowledge:Trivia	INT	+3	+4		+7	(Herbal Medicines)
Language- Bajoran	INT	+3	+4		+7	
Language- Cardassian	INT	+3	+3		+6	
Language- Fed Standard	INT	+3	+2		+5	
Life Science	INT	+3	+3		+6	(Exobiology)
Medicine	INT	+3	+5		+8	(General)
Physical Science	INT	+3	+3		+6	(Chemistry)
Ranged Combat:Energy	AGL	+0	+2		+2	(Phaser)
Repair	INT	+3	+2		+5	
System Operation	INT	+3	+6		+9	(Medical)

Professional Abilities:

General Medicine: Doctor Farel has received a wide range of medical training in order to deal with any situation that might arise aboard a starship. Whenever Kovan makes a *Medicine* test, he receives a +2 bonus to the result.

Ignore These Blasted Machines: Doctor Farel knows what his equipment should be telling him, and knows how to interpret anomalies. Whenever he makes a *System Operations (Medical)* test, he gains a +2 affinity bonus (equal to half his *Medicine* skill rounded down.)

Starship Duty: Lieutenant Farel meets all the prerequisites for his posting with VMU-12.

Species Abilities:

Artistic: Bajorans are generally artistic and gain a +1 Craft skill at character creation

Faithful: Religion permeates Bajoran society, and every Bajoran gains a +2 Religion at character creation.

Pagh: So long as they are living the path of the Prophets, Bajorans gain a +1 Courage.

Edges/ Flaws:

Command 1: Kovan is assigned as a Department Head for VMU-12.

Promotion 2: Farel Kovan holds the rank of Lieutenant in Starfleet.

Skill Focus-Compassionate: A skilled healer, Farel gains a +1 skill level to *First Aid* and *Medicine* tests.

Starfleet Bureau of Personnel

Starfleet Command

Adala Sur

Age: 24
Species Trill
Homeworld: Trill
Gender: Female
Eyes: Blue
Hair: Red-Brown

Rank: Lieutenant, Junior Grade

Current Assignment:
Science Officer, Medium Utility Squadron 12

Profile/History:

A hauntingly beautiful young woman with auburn hair and brown eyes, Adala Betan was the daughter of a Trill diplomat. Adala spent her early years moving about the Federation and surrounding territories- wherever her mother's diplomatic duties required them.

Brilliant as well as beautiful, Adala was selected to be the third host of the Sur symbiont upon her graduation from Starfleet Academy.

Other Hosts:

Belal Sur (the second host) was also a diplomat, and was a distant associate of Adala's mother. Belal specialized in settling trade disputes, which brought him into occasional contact with the Orions.

Arjin Sur (the first host) was a rake and raconteur who rubbed elbows with the powerful and influential and made and lost several fortunes in his lifetime. Arjin was rumored (quite true, I'm afraid) to have dabbled in corporate espionage and other unscrupulous practices. Despite his somewhat less than grandiose accomplishments, Arjin made quite a splash in his lifetime.

Psychological Profile:

Dedicated, disciplined and serious, Adala is a consummate professional with a wicked, sense of humor and a carefully hidden *joie de vive*.

Attributes

Str 6 (+0) **AgI** 8 (+1) **Int** 12 (+3)* **Vit** 9 (+1)* **Prs** 8(+1) **Per** 8 (+1)
Quickness +1 **Savvy** +1 **Stamina** +1* **Willpower** +3 **Defense:** 8

Miscellaneous Scores

Courage: 3 **Health:** 9 **Renown:** 8 **Advancements:** 2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat- Simple	STR	+0	+2		+2	(Running)
Computer Use	INT	+3	+4		+7	(Retrieval)
Conceal	INT	+3	+1		+4	
Enterprise-Administration	INT	+3	+2		+5	
Enterprise-Streetwise	INT	+3	+1		+4	

Influence	PRS	+1	+2		+3	
Knowledge:Culture	INT	+3	+5		+8	(Trill)
Knowledge:History	INT	+3	+5		+8	(Federation)
Knowledge:Politics	INT	+3	+5		+8	(Andorian)
Knowledge:Specific World	INT	+3	+5		+8	(Andoria)
Language- Kolari (Orion)	INT	+3	+2		+5	
Language- Fed Standard	INT	+3	+4		+7	
Life Sciences	INT	+3	+4		+7	(Botany)
Negotiate	INT	+3	+3		+6	
Observe	PER	+1	+1		+2	
Physical Science	INT	+3	+4		+7	(Physics)
Planetary Science	INT	+3	+4		+7	(Geology)
Ranged Combat:Energy	AGL	+1	+3		+4	(Phaser)
Repair	INT	+3	+2		+5	
Space Science	INT	+3	+3		+6	(Astrophysics)
System Operation	INT	+3	+4		+7	(Sensors)
Stealth	AGL	+1	+1		+2	

Professional Abilities:

Journeymen: Lieutenant Sur can use all the *Science* group skills untrained.

Starship Duty: Lieutenant Sur meets all the prerequisites for her posting with VMU-12.

Species Abilities:

Joined: Adala is host to the Sur symbiont, and has access to several lifetimes worth of skills and experience.

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

Edges/ Flaws:

Command 1: Lieutenant Sur is assigned as a Craft Commander for VMU-12.

Promotion 1: Adala Sur holds the rank of Lieutenant, Junior Grade in Starfleet.

Skill Focus (Eloquent): A skilled speaker, Lieutenant Sur gains a +1 bonus to *Negotiate* (*Entreat*) and *Persuade* (*Oratory*).

Starfleet Bureau of Personnel

Starfleet Command

Thelon Korev

Age: 22
Species Human
Homeworld: Earth
Gender: Male
Eyes: Green
Hair: Red

Rank: Lieutenant, Junior Grade

Current Assignment:
Tactical Officer, Medium Utility Squadron 12

Profile/History:

The son of Vice Admiral Korev (Commander, 19th Starfleet), Thelon is young, proud, and supremely disciplined. A son of Andor, a son of warriors, Thelon is heir to a martial tradition that predates the founding of the Federation. In the early days of Federation history, several septs of Keth Indrani swore themselves and their honor to the defense of the Federation and its ideals. While this usually resulted in serve in Starfleet, it also occasionally manifested in service to the Federation Security Bureau and the Andorian *Ahn Tal*, fighting the elusive Section 31.

Psychological Profile:

Like his fathers and grandfathers before them, Thelon is supremely dedicated to the Federation and to the high ideals it espouses. Passionate, fierce, and reserved Thelon is quick to action, but has the seeds of greatness within him.

Attributes

Str 7 (+0) **Agi** 9 (+1)* **Int** 10 (+2) **Vit** 10 (+2) **Prs** 5(+0) **Per** 10 (+2)*
Quickness +2* **Savvy** +2 **Stamina** +2 **Willpower** +2 **Defense:** 8

Miscellaneous Scores

Courage: 3 **Health:** 10 **Renown:** 4 **Advancements:** 1

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat- Simple	STR	+0	+3		+3	(Running)
Computer Use	INT	+2	+5		+7	(Hacking)
Knowledge:Culture	INT	+2	+5		+7	(Andorian)
Knowledge:History	INT	+2	+2		+4	(Federation, Andorian)
Knowledge:Law	INT	+2	+1		+3	
Knowledge:Politics	INT	+2	+2		+4	(Andorian)
Knowledge:Religion	INT	+2	+3		+5	(Andorian)
Knowledge:Specific World	INT	+2	+3		+5	(Andoria)
Language- Andorian	INT	+2	+3		+5	
Language- Fed Standard	INT	+2	+3		+5	

Operate Vehicle	INT	+2	+2		+4	
Ranged Combat:Energy	AGL	+1	+4		+5	(Phaser)
Repair	INT	+2	+2		+4	
System Operation	INT	+2	+6		+8	(Tactical)
Tactics	INT	+2	+2		+4	(Starship)
Unarmed Combat	AGL	+1	+3		+4	(Starfleet Martial Arts)

Professional Abilities:

Fire Control Officer: If Lieutenant Korev controls the ship's weapons during combat, the ship gains a +2 to all Tactical maneuvers.

Security Protocols: Korev knows is very familiar with the security procedures surrounding his duty station and gains a +2 affinity bonus (half his Computer Use level) to *System Operations (Tactical)* skill tests.

Starship Duty: Lieutenant Korev meets all the prerequisites for his posting with VMU-12.

Species Abilities:

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

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

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

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

Edges/ Flaws:

Ally: Thelon is the son of Vice Admiral Korev, Commander of the 19th Starfleet- who might just be willing to do a favor or two for the young officer.

Command 1: Korev is assigned as a Craft Commander for VMU-12.

Promotion 1: Korev holds the rank of Lieutenant, Junior Grade in Starfleet.

Starfleet Bureau of Personnel

Starfleet Command

Sador

Age: 26

Species Vulcan

Homeworld: Vulcan

Gender: Male

Hair: Black

Eyes: Brown

Rank: Lieutenant, Junior Grade

Current Assignment:

Science Officer, VMU-12

Profile/History:

The son of Sepok is a Starfleet officer who defied his father's wishes to join the family business. Although merchant travel would afford Sador the opportunity to see a small portion of the galaxy, it would not allow him the same breadth and scope of travel, nor allow him to make a difference.

Psychological Profile:

Eminently logical and reserved, Sador is cursed with vibrant curiosity and a barely repressed wanderlust.

Attributes

Str	7 (+0)	AgI	9 (+1)	Int	12 (+3)*	Vit	9 (+1)	Prs	7(+0)*	Per	6 (+0)	Psi	4 (+0)
				Quickness	+1	Savvy	+0	Stamina	+1*	Willpower	+3	Defense:	8

Miscellaneous Scores

Courage: 3 **Health:** 11 **Renown:** 4 **Advancements:** 2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Appraise	INT	+3	+1		+4	
Computer Use	INT	+3	+4		+7	(Retrieve)
Enterprise-Business	INT	+3	+2		+5	
Investigate	PER	+0	+2		+2	(Research)
Knowledge:Culture	INT	+3	+4		+7	(Vulcan, Klingon)
Knowledge:History	INT	+3	+4		+7	(Federation)
Knowledge: Politics	INT	+3	+2		+5	(Interstellar Trade)
Knowledge: Religion	INT	+3	+2		+5	(Vulcan)
Knowledge: Specific World	INT	+3	+4		+7	(Vulcan)
Language- Fed Standard	INT	+3	+4		+7	
Language- Vulcan	INT	+3	+4		+7	
Life Science	INT	+3	+3		+6	(Zoology)
Mind Meld	PSI	+0	+1		+1	
Physical Science:	INT	+3	+3		+6	(Mathematics)

Planetary Science	INT	+3	+3		+6	(Hydrology)
Ranged Combat:Energy	AGL	+1	+2		+3	(Phaser)
Repair	INT	+3	+3		+6	
Space Science	INT	+3	+3		+6	(Astronomy)
System Operation	INT	+3	+5		+8	(Sensors)

Professional Abilities:

Intrepid: Sador has been trained to boldly go where no one has gone before. When spending Courage to improve Professional skills, he gains a +5 bonus instead of the usual +3.

Journeymen: Lieutenant Sador can use all the *Science* group skills untrained.

Starship Duty: Lieutenant Sador meets all the prerequisites for his posting with VMU-12.

Species Abilities:

Enhanced Rapid Healing: Once per day, Sador may enter a healing trance (pg 49), and recover a number of wound points equal to his *Vitality* modifier.

Mind Meld: With physical contact, Sador has the ability to telepathically join his mind to another.

Nerve Pinch: Sador may stun an opponent for 2d6 rounds by making an *Unarmed Combat* skill test. If the victim knows what he is attempting, Sador suffers a -5 penalty to the test.

Psionic: Sador has telepathic mental abilities.

Skill Focus (Keen Hearing): Sador receives a +4 bonus to *Observe (Listen)* tests.

Edges/ Flaws:

Command 1: Lieutenant Sador is assigned as a Craft Commander for VMU-12.

Promotion 1: Sador holds the rank of Lieutenant, Junior Grade in Starfleet.

Wealth 1: Sador has access to liquid assets equal to 200 bars of gold-pressed latinum or 20,000 Federation credits.

Starfleet Bureau of Personnel

Starfleet Command

Oren Bailey

Age: 22
Species Human
Homeworld: Earth
Gender: Male
Eyes: Green
Hair: Red

Rank: Ensign

Current Assignment:

Flight Officer, Medium Utility Squadron 12

Profile/History:

Oren "Red" Bailey is a brash, adventurous, young officer who's cursed with freckles, red hair, and a perpetual baby-face that won't let him buy a drink without ID until he's forty- if he lives that long.

Bailey and Chief Rickenbacker share a friendly rivalry, competing in mock duels in replica World War One aircraft. So far, neither has managed to kill themselves, although the "battle" can be intense.

Bailey was born on the Federation colony of Cestus III and has had a fair number of contacts with the Gorn who frequent that world.

Psychological Profile:

Eager, over confident, and devil-may-care, Bailey's only saving grace at this point is that he generally is that good. Bailey considers it a matter of pride to be the best pilot around.

Attributes

Str 8 (+1) Agl 11 (+2)* Int 10 (+2)* Vit 7 (+0) Prs 6(+0) Per 8 (+1)
Quickness +4* **Savvy** +1 **Stamina** +1 **Willpower** +2 **Defense:** 8

Miscellaneous Scores

Courage: 4 **Health:** 8 **Renown:** 1 **Advancements:** 1

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+1		+2	(Running)
Computer Use	INT	+2	+3		+5	(Retrieval)
Construct	INT	+2	+2		+4	
Knowledge:Culture	INT	+2	+4		+6	(Human)
Knowledge:History	INT	+2	+4		+6	(Federation)
Knowledge:Specific World	INT	+2	+4		+6	(Cestus III)
Knowledge:Trivia	INT	+2	+1		+3	(World War One)
Language- Fed Standard	INT	+2	+4		+6	
Language- Gorn	INT	+2	+4		+6	
Operate Vehicle	INT	+2	+5		+7	(Archaic Aircraft)

Ranged Combat:Energy	AGL	+2	+3		+5	(Phaser)
Repair	INT	+2	+3		+5	
Space Science	INT	+2	+4		+6	(Astrogation)
Survival	PER	+1	+2		+3	
System Engineering	INT	+2	+2		+4	(Flight Control)
System Operation	INT	+2	+5		+7	(Flight Control)
Unarmed Combat	AGL	+2	+1		+3	(Starfleet Martial Arts)

Professional Abilities:

Dogfighter: If Ensign Bailey is at the helm during combat, the ship receives a +2 to all Helm maneuvers.

Starship Duty: Ensign Bailey meets all the prerequisites for his posting with VMU-12.

Species Abilities:

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

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

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

Edges/ Flaws:

Command 1: Ensign Bailey is assigned as a Craft Commander for VMU-12.

Likable: People tend to gravitate to Ensign Bailey, allowing him to adjust modifiers from interaction stance by +3.

Starfleet Bureau of Personnel

Starfleet Command

Maryn Kari

Age: 22
Species Human/Betazed Hybrid
Homeworld: Betazed
Gender: Female
Eyes: Black
Hair: Black

Rank: Ensign

Current Assignment:

Operations Officer, Medium Utility Squadron 12

Profile/History:

Ensign Kari was brought up in an extremely traditional family in a small, backwater district on Betazed. Maryn's mother was a Starfleet officer who was killed at Wolf 359.

For fear of losing what he had left, Maryn's father became controlling and dominating, which actually drove his daughter into Starfleet. Eager to escape her controlled home life, Maryn revolted and joined Starfleet, specializing in Starship Operations.

Psychological Profile:

The traditional structure of her home life allowed Maryn to adapt easily to the regimented life of Starfleet, and she graduated near the top of her accelerated class. Maryn feels some guilt at abandoning her home for Starfleet, but also realizes that her father's efforts would have stunted her emotional and psychological growth.

Maryn is determined to serve proudly as her mother did before her- but also intends to make her own mark on Starfleet, rather than living in either of her parents' shadows.

Attributes

Str 8 (+1) Agl 9 (+1)* Int 12 (+3)* Vit 10 (+2) Prs 11(+2) Per 9 (+1) Psi 4(+0)
Quickness +1 **Savvy** +2 **Stamina** +2 **Willpower** +3* **Defense:** 8

Miscellaneous Scores

Courage: 3 **Health:** 11 **Renown:** 1 **Advancements:** 1

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+2		+3	(Running)
Computer Use	INT	+3	+5		+8	(Programming)
Craft-Cooking	AGL	+1	+2		+3	
Empathy	PSI	+0	+4		+4	
Entertain	PRS	+2	+1		+3	(Sing)
Knowledge:Culture	INT	+3	+4		+7	(Human, Betazed)
Knowledge:History	INT	+3	+4		+7	(Federation)
Knowledge:Specific World	INT	+3	+5		+8	(Betazed)
Language- Fed Standard	INT	+3	+5		+8	
Language- Betazoid	INT	+3	+5		+8	

Mind Shield	PSI	+0	+3		+3	
Persuade	PRS	+2	+2		+4	
Ranged Combat:Energy	AGL	+1	+4		+5	(Phaser)
Repair	INT	+3	+3		+6	
System Engineering	INT	+3	+3		+6	(Electro Plasma System)
System Operation	INT	+3	+5		+8	(Operations)
Unarmed Combat	AGL	+1	+2		+3	(Starfleet Martial Arts)

Professional Abilities:

Fire Control Officer: If Ensign Kari controls the ship's weapons during combat, the ship gains a +2 to all *Tactical* maneuvers.

Starship Duty: Ensign Kari meets all the prerequisites for her posting with VMU-12.

Species Abilities:

Empathy: Her half-Betazed heritage grants Ensign Kari the *Empathy* skill at +2 and is a professional skill for the purposes of advancement.

Psionic: Ensign Kari has latent telepathic mental abilities drawn from her Betazoid heritage, and may treat Psionic skills as Professional skills for the purposes of advancement.

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

Edges/ Flaws:

Command 1: Ensign Kari is assigned as a Craft Commander for VMU-12.

Eidetic Memory: Ensign Kari has a photographic memory and automatically succeeds at academic tests with a TN less than 5 and gains a +2 bonus to all other academic tests.

Starfleet Bureau of Personnel

Starfleet Command

Kenneth Rickenbacker

Age: 34
Species Human
Homeworld: Earth
Gender: Male
Eyes: Brown
Hair: Brown-Blond

Rank: Astronautics Technician Chief Petty Officer

Current Assignment:
 Crew Chief, U.S.S. *Medicine Bow* NCC-72386

Profile/History:

Chief Rickenbacker is a former Starfleet brat who opted to enlist and ship out almost immediately rather than spend four years in classrooms. Since his earliest youth, Chief Rickenbacker has been filled with romantic dreams of adventure in the skies and beyond them. A devotee of archaic World War One aircraft and his distant relative Eddie Rickenbacker, the Chief has spent a considerable amount of his leisure time building an authentic replica Sopwith Pup, in which he frequently "duels" with Ensign Bailey.

Psychological Profile:

A veteran spacer, Chief Rickenbacker is a talented engineer with an instinctive love for things mechanical. He also believes that as a Chief Petty Officer, it's his duty to keep the officers from getting in over their heads. While respectful and professional, Rickenbacker's not above offering a polite "suggestion" now and then.

Attributes

Str 7 (+0) Agl 7 (+0) Int 10 (+2)* Vit 10 (+2)* Prs 7(+0) Per 9 (+1)
Quickness +3 **Savvy** +1 **Stamina** +2* **Willpower** +2 **Defense:** 7

Miscellaneous Scores

Courage: 4 **Health:** 10 **Renown:** 12 **Advancements:** 8

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+0	+1		+1	
Computer Use	INT	+2	+6		+8	(Retrieve)
Construct	INT	+2	+5		+7	
Knowledge:Culture	INT	+2	+4		+6	(Human)
Knowledge:History	INT	+2	+4		+6	(Human)
Knowledge:Specific World	INT	+2	+4		+6	(Earth)
Language- Fed Standard	INT	+2	+4		+6	
Language- Klingonese	INT	+2	+4		+6	
Operate Vehicle	INT	+2	+5		+7	(Archaic Aircraft)
Physical Science	INT	+2	+3		+5	

Propulsion Engineering	INT	+2	+4		+6	(Warp Drive)
Ranged Combat:Energy	AGL	+0	+5		+5	(Phaser)
Repair	INT	+2	+4		+6	
Structural Engineering	INT	+2	+3		+5	(Spaceframes)
Survival	PER	+1	+1		+2	
System Engineering	INT	+2	+3		+5	(Weapons)
System Operation	INT	+2	+5		+7	
Unarmed Combat	AGL	+0	+1		+1	(Starfleet Martial Arts)

Professional Abilities:

Engineering Certification: Chief Rickenbacker may use all of the *Engineering* group skills untrained.

Species Abilities:

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

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

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

Edges/ Flaws:

Bold: When Chief Rickenbacker spends a Courage point on a *Physical* test, he gains +5 bonus instead of the usual +3.

Command 1: Chief Petty Officer Rickenbacker is one of the senior enlisted men assigned to VMU-12 and is fully qualified for command in the absence of a commissioned officer.

Fit: Chief Petty Officer Pike is in great physical shape and receives a +1 to all *Physical* tests

Innovative: Enlistedmen generally do not have professional abilities. Rickenbacker, on the other hand, has the Engineering Certification Professional Ability.

Promotion 6E: Rickenbacker holds the rank of a Chief Petty Officer in Starfleet.

Starfleet Bureau of Personnel

Starfleet Command

William Pike

Age: 32
Species Human
Homeworld: Earth
Gender: Male
Eyes: Brown
Hair: Black

Rank: Gunner's Mate Chief Petty Officer

Current Assignment:
 Crew Chief, U.S.S. *Platte* NCC-72385

Profile/History:

Human Gunner's Mate (Tactical Specialist) Chief Petty Officer. Chief Pike is a quiet, determined veteran who's served on several starships in his career, including the *Lexington*, *Valley Forge*, and *Curtis Wilbur*.

Psychological Profile:

Like Chief Rickenbacker, Chief Pike considers himself a keeper of tradition, and his main job is to help bring up young officers properly. Pike is a genial man with a quick smile and a carefully hidden wit. Taciturn and thoughtful, Pike is usually the last to speak up- but his words are almost always worth listening to.

Attributes

Str 5 (+0) Agl 10 (+2)* Int 10 (+2)* Vit 9 (+1) Prs 6(+0) Per 10 (+2)
Quickness +3* **Savvy** +2 **Stamina** +1 **Willpower** +2 **Defense:** 9

Miscellaneous Scores

Courage: 4 **Health:** 9 **Renown:** 11 **Advancements:** 7

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+0	+1		+1	
Computer Use	INT	+2	+5		+7	(Retrieve)
Construct	INT	+2	+5		+7	
Investigate	PER	+2	+3		+5	(Research)
Knowledge:Culture	INT	+2	+5		+7	(Human)
Knowledge:History	INT	+2	+5		+7	(Human)
Knowledge:Specific World	INT	+2	+5		+7	(Earth)
Language- Fed Standard	INT	+2	+5		+7	
Observe	INT	+2	+4		+6	(Biology, Microbiology, Zoology)
Physical Science	INT	+2	+3		+5	
Propulsion Engineering	INT	+2	+3		+5	(Warp Drive)
Ranged Combat:Energy	AGL	+2	+6		+8	(Phaser)

Repair	INT	+2	+2		+4	
Survival	PER	+2	+1		+3	
System Engineering	INT	+2	+3		+5	(Weapons)
System Operation	INT	+2	+6		+8	(Tactical)
Tactics	INT	+2	+2		+4	
Unarmed Combat	AGL	+2	+4		+6	(Starfleet Martial Arts)

Professional Abilities:

Fire Control Officer: If Chief Petty Officer Pike controls the ship's weapons during combat, the ship gains a +2 to all Tactical maneuvers.

Species Abilities:

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

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

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

Edges/ Flaws:

Command 1: Chief Petty Officer Pike is one of the senior enlisted men assigned to VMU-12 and is fully qualified for command in the absence of a commissioned officer.

Fit: Chief Petty Officer Pike is in great physical shape and receives a +1 to all *Physical* tests

Innovative: Enlistedmen generally do not have professional abilities. Pike, on the other hand, has the Fire Control Officer Professional Ability.

Promotion 6E: Pike holds the rank of Chief Petty Officer in Starfleet.