

STAR TREK ROLEPLAYING GAME

The Tomb Raiders



A Post-DS9 Adventure
for Starfleet

SHATTERED STARS #13

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Jester Class Corvette from Jackill's Starships of the Galaxy

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Introduction

"The Tomb Raiders" is 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 Voyager/Post-Dominion War era. With some modification, this adventure 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 *Star Trek: Aliens* manuals and may also require the use of the *Star Trek: Starfleet Operations Manual* in running this adventure.

The adventure takes place near the Federation/Romulan border in the year 2388. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

Having been alerted by a Starfleet science vessel, Starfleet Command has diverted the player's starship to the Devari Nebula to investigate possible Borg activity. Once inside the nebula, heroes detect a derelict Borg sphere within the mists and haze. The heroes' orders are simple- analyze and obtain samples of any Borg materials that might exist within the nebula, but first and foremost, protect the Federation!

Recommended Date/Season/Stardate:

2388/ Voyager 17th Season / 65837.1

Setting:

Otorin Sector- Deep space near the Federation/Romulan border.

Background:

Early in 2364, the Borg conducted a sampling mission through the Romulan Neutral Zone and assimilated several colonies and installations at a cost of hundreds of lives. This sampling mission led to renewed contact between the Romulans and the Federation as both sides attempted to determine what happened to their people and colonies- but responsibility for the attacks was only fixed upon the Borg well after the fact- as no further attacks were recorded.

What was not known is that the Borg had launched a follow-up mission, during which

the Borg sphere became infected with a virulent strain of nitrium metal parasites. In order to deal with the infestation, the Borg sphere ducked into the Devari Nebula. The radiation levels ultimately eliminated the parasites, but not before the Borg reactivation subroutine was disabled. The sphere has been locked in a low-level regenerative stasis ever since. With all of its drones inactive, only the simplest repairs and "house-keeping" chores have been completed- the sphere is in essentially in the same condition as when it entered the nebula- twenty-three years ago.

Two days ago, while conducting an intense sensor sweep of the nebula perimeter, the U.S.S. *Covington* detected a strong theta wave radiation signature consistent with Borg activity.

Alarmed at the possibility of another Borg incursion into Federation space, Starfleet Command has placed the entire area on alert and dispatched a full starship to investigate.

Small, (comparatively) slow and poorly armed, *Covington* will stand watch upon the nebula perimeter until *Sakarya* arrives and then join the fleet massing near Starbase 153 to meet the new threat.

ADVICE FOR THE NARRATOR

Adding this Scenario To Your Campaign

“The Tomb Raiders” is an advanced scenario intended for experienced and inventive crews only. The nature of the Borg threat all but ensures that (even with veteran players) one or more of the player characters might wind up dead, assimilated, or both. The Narrator should consider very carefully about whether to incorporate this mission into an on-going campaign.

It is the author's opinion that this scenario should be reserved for either the climax or finale of an ongoing campaign.

The Borg Threat

Events recorded onscreen give different (and often contradictory) glimpses of the Borg and the threat they pose. The events recorded in Star Trek The Next Generation and Star Trek: First Contact show a relentless, tireless, and highly adaptable threat that cannot be easily overcome and which can adapt far faster than Starfleet crews. Star Trek: Voyager and Star Trek: Enterprise, on the other hand, demoted the Borg to a sort of “villain-of-the-week”.

Where you rank the Borg- and how you portray them- will determine whether your players respect and fear the Borg or ultimately view them with contempt.

The rules (as written here) trend towards the former- the Borg wiped out a 47-ship task force without pausing for breath and nearly assimilated the *Enterprise* (Starfleet's flagship) and the planet Earth twice.

Despite fifteen years of near-frantic research and development following the Battle at Wolf 359, and a massive retooling of the entire fleet, the Battle at Sector 001 (in Star Trek: First Contact) was still very nearly a rout. Despite being fought by battle-hardened crews who'd seen war service against the Klingons and the Dominion- a total defeat was averted only by the intervention of Captain Picard and the *Enterprise*. Even the doughty little *Defiant*- built and bred as a Borg killer- was crippled and nearly assimilated. How then will your players fare?

Be warned- this adventure (as written) pulls no punches and takes no prisoners. There are

no technobabble miracles to protect the unwary or foolish, no magic weapons to which the Borg cannot adapt, no personal force fields, magic eight-balls, or coin-sized transporters to pull your crews' bacon out of the fire.

If you play the adventure as written, your characters will either survive through guts, guile, and ingenuity or they will be killed or assimilated.

Modified Equipment Rules

While the adventure assumes that the Borg have not learned the lessons of the last two decades, it assumes that your characters (and Starfleet) have. When he comes aboard, Lieutenant Barzan brings with him equipment specially modified for encounters with the Borg. This equipment requires a few rules changes or clarifications.

Modified Beam Weapons

Because the Borg adapt rapidly to standard attacks, standard issue phaser pistols and rifles and isomagnetic disintegrators can be modified to remodulate the beam after each shot. These weapons focus on upper EM bands (to which the Borg have proven vulnerable).

The Narrator may choose to use the adaptation rules found of page 40 of the Star Trek: Aliens manual, or may use the modified adaptation rules below.

The most common Borg adaptation for phaser or other weapons fire is the use of personal force-fields.

Explosives and Other High-Energy Ordinance

High energy explosives and Tetryon Pulse Launchers (being more anti-vehicle than anti-personnel weapons) cannot be adapted to with personal force fields, but the Borg CAN adapt to the weapon by using either internal (barrier) force fields to limit or even neutralize the weapon's field of fire or effect or by other, less direct methods.

Characters using such high-powered ordinance will be the direct focus of Borg attention, and as a last resort, the Borg might even beam the weapon (and its wielder) into space in order to end the threat posed.

After each use by the offending weapon, the Borg may make a TN 15 *Tactics* test. If the test is successful, the Borg have adapted to that weapon and may avoid or neutralize it by any method the Narrator considers feasible and reasonable.

Electromagnetic Pulse Grenade- A modified photon grenade which emits a high powered electromagnetic Pulse. Every electromechanical target (including the players and their equipment) within 10m of the grenade suffers a Heavy Stun effect for 3d6 hours. (Stamina saving tests apply).

Photon Grenades- High powered Rapid Nadiom Pulse weapon. Does 5d6+20 damage (comparable to Light Disrupt setting) out to 10 meters with a -5/m fall off. When set for Setting 5 or higher the photon grenade does 1 point of damage to the Borg cube as well (at least until it the Borg adapt).

Miniature Gravitic Mine- does 14d6+150 damage out to 50 meters, w a -50/meter fall off. In addition to its immediate effects (twisting bulkheads, warping corridors and shattering metal plating) this weapon will disrupt any energy/deflector shields in operation throughout the blast radius. This weapon also causes 3 points of structural damage to the Borg cube.

Conner Net- a small canister projector (roughly the size and shape of a phaser pistol) fires an energized super-conducting mesh to a range of 20 meters. The mesh is five meters in diameter and does 3d6+10 electrical damage to any target entangled. Targets must make a successful *Dodge* test (-5 penalty to Quickness) to avoid being entangled. Entangled targets suffer +5 TN to all *Physical* tests. Removing the net requires a TN 20 *Strength* check and is a full-round action.

The Borg must make two TN 15 *Tactics* tests to adapt to this weapon. The first successful test will allow the Borg to ignore the electrical damage. The second test will allow the Borg to learn to avoid being entangled by the weapon (by whatever means the Narrator sees as reasonable and feasible). Because the Conner Net represents a comparatively minor threat, it will likely be countered through barrier force fields or the like rather than being beamed into space.

Kelodine Auto-injector- Less an anti-Borg measure than one designed to ensure Starfleet personnel are not assimilated, this device is worn in a patch just over the target's heart.

If the auto injector detects Borg nanoprobes in the wearer's blood stream, it releases the Kelodine, causing instantaneous and irreversible neurological collapse.

Kelodine Six

Type: Injection **Onset:** Instant
Potency: +15 TN **Treatment:** +15 TN
Effect: -3d6 *Intellect* (if *Intellect* reaches 0, the patient dies)
Secondary Effects: -5d6 *Vitality* (if *Vitality* reaches 0, the patient dies)
Stages: 5

Modified Adaptation Rules

The Borg are smart, adaptive, and relentless, but they can only analyze and react to threats- they cannot anticipate threats or tactics.

The Borg should adapt to basic threats (such as weapons fire) either using the rules found on page 40 of the *Star Trek: Aliens* manual or the modified rules, below.

For each shot fired with a specific weapon type (phaser, tetryon pulse launcher, etc.) the Narrator should roll 2d6. If the result is lower than the total number of shots fired using that weapon type, the Borg have adapted and are immune to that weapon type- even if remodulated.

Should your players come up with more innovative or esoteric threats or weapons, the Borg should be required to make at least one (and possibly more) TN 15 *Tactics* (or appropriate *Engineering*) tests. Once the test is successful, the Borg may adapt their technology or *tactics* to deal with that threat.

It should also be remembered that once a character is assimilated into the Collective, the Borg have access to any strategies, tactics, and knowledge that character possessed- and may develop the means to counter weapons or tactics of which that character was aware, whether they've been used or not.

In *Star Trek:First Contact*, the Borg were intent upon establishing a beacon to contact the Borg native to that century. When Picard and company thwarted that plan, the Borg responded by overrunning the ship. When the Borg failed to break Commander Data's fractal

encryption of the computer core, they responded by attempting to corrupt Data himself.

The Narrator should keep in mind that Borg do not adapt merely by modifying their technology- they also adapt by altering how, where, and when they attack as well. Your Borg should be no different.

Borg Repairs

Giving the Borg time to repair is usually a very bad idea. If the Collective is focused solely upon repairs, they may automatically repair one block of system damage or one point of structural damage every ten minutes. Otherwise, repairs should be conducted using the rules on page 122 of the Narrator's Guide.

Damaged drones may recover 1 point of damage per hour of regeneration, but drones damaged to the Incapacitated level are usually scavenged for parts, at which point they disintegrate.

Telepathic/Psionic Contact with the Borg

The Psionic Modifiers tables found in the Player's Guide and Narrator's Guides give some indication of just how daunting establishing and maintaining telepathic contact with the Borg (or even an assimilated individual) can be. Given the sheer number of individuals involved and the completely alien nature of the hive mind itself, Target Number penalties start in the low 30's and go up from there- even before accounting for factors such as range, life-threatening situations, or emotional stress.

Only the most powerful psions could even hope to be effective in such a situation- and would inescapably be in considerable danger.

A mind meld is a temporary joining of minds and personalities- but it can be difficult to resist the various desires and influences, and emotional imbalances- as Tuvok clearly demonstrated following his mind meld with Lon Suder.

Consider for a moment, the danger Tuvok was in following a joining with a single imbalanced (but powerful and charismatic) individual. Then consider the dangers inherent in a mind-meld with the collective conscious of thousands, millions, or even billions of

individuals.

Anyone so foolish as to attempt such an effort would be immediately lost in an overwhelming torrent of minds all flowing in a single direction, and paddling desperately to avoid drowning.

Each round a character is in telepathic contact with the Borg, they must make a TN 30 *Willpower* check or risk being overwhelmed by the voices in their head. Should the character suffer a Catastrophic Failure, he or she is "possessed" by the Borg- just as if assimilated- until telepathic contact is broken. Even once contact is broken, the character will be severely disoriented and must make a TN 15 *Willpower* to reassert his or her own personality and to resist either carrying out his (or her) last directive from the Borg.

Recovering Assimilated Characters

Characters assimilated by the Borg might be physically recovered by their shipmates (much as Captain Picard was recovered by the crew of the *Enterprise*)- but freeing them from the influence of the Collective is far more problematic.

If the Sphere is destroyed while the character is still linked to the Borg, he too (or she) will be destroyed. Picard only survived the destruction of that first cube because they were already removing the hardware and because Data (in direct contact with him at the time) was able to countermand the "destruct" order.

If the heroes can find a way to break the connection to the Collective (without destroying the character in the process), he or she can begin to recover normally.

In this event, and depending upon how long the character was held by the Collective, he or she will undoubtedly suffer a variety of emotional, physical, and psychological problems resulting from their captivity.

Narrators are advised to handle this on a case-by-case basis, taking into account the amount of time the character was assimilated and what changes the Borg made to him in the meanwhile.

The longer the character was held, or the more extreme the modifications made, the harder it will be to make the transition back.

Under no circumstances, however, should assimilation and recovery be treated lightly- being absorbed into the Borg Collective is a

complete rape of body, mind, and soul- and the scars can never be fully erased.

Starship Grade Weapons

One additional note- depending upon the type and class of the crew's starship, they might well have access to the newly developed quantum torpedoes and pulse phasers (as deployed on the *Defiant* class and later vessels).

Contrary to popular misconception, these "Borg killer" weapons are not fool-proof.

Per the Starships Guide and the Deep Space Nine Technical Manual, the quantum torpedo uses a standard photon torpedo warhead to initiate a zero-point energy reaction- radically increasing the explosive yield of the weapon.

The pulse phaser uses a rapid discharge emitter array to land a "layered" energy burst instead of the more traditional continuous stream.

These weapons deliver more energy to the target in a single instance and are harder to dissipate- but given the time and opportunity to do so, the Borg can and will adapt, even to these new weapons.

ACT ONE

Just Another Day In Starfleet

As the mission opens *in media res* with the heroes investigating a possible smuggler along the Romulan Neutral Zone.

The Commanding Officer should be asked to specify who has been assigned away team duty.

The away team, for their part, is aboard the Ferengi transport *Ilya* and the crew has found what appears to be a false bulkhead just off the main hold.

The Ferengi crew (including their Captain, Targ) are clustered in front of the bulkhead keening and carrying on about "harassment", "intimidation", their rights under the law and generally making as much fuss as possible in order to keep the heroes from investigating what's behind the bulkhead.

The away team is in a bit of a spot as the four Ferengi are physically barricading the suspicious bulkhead, but are not actually threatening the away team. Physical force may or may not be sanctioned under the circumstances.

In any event, this encounter should be interrupted by the captain before it gets too far out of hand, but if the heroes decide to play it through, the away team has several options. Worst case, the Ferengi can be scared (opposed *Willpower vs. Influence (Intimidation)* tests) or hauled out of the way by physical force (or even stunned and then hauled out of the way).

The bulkhead which the Ferengi are guarding is shielded against tricorder scans, thermal imaging, and most other forms of scanning, and is magnetically sealed.

A TN 10 *System Engineering*, TN 15 *Repair*, or TN 20 *Computer Use (Hacking)* test is necessary to open the bulkhead. Gravitic calipers, polaron and magnetic probes, all confer a +5 equipment bonus to the test.

Worst case, a low-power phaser or plasma torch will cut the panel open (an Extended TN 50 *Energy Weapons* test). The door isn't really that hard to open- its seemingly innocent nature is its first line of defense.

Once past the bulkhead (by whatever means), the crew will find a small fortune in Romulan ale, Klingon aphrodisiacs, and

gemstones- or any other low mass, high-value illicit cargo the Narrator wishes.

While this is going on, the Captain should receive [Handout #1 \(Code Factor 1\)](#). A TN 5 *Enterprise-Administration (Starfleet)* test will reveal that a Code Factor 1 message means that invasion or other massive disaster is imminent, and that all personnel are to move to an "at-war" footing. Ideally, the orders should be timed such that the Captain interrupts his crew's attempt to raid the vault.

Speed Run

Once the away team is back aboard, *Sakarya* should conduct a speed run to the specified coordinates.

In order for the ship to make (and maintain) top speed, the Chief Engineer is required to make a TN 30 *Propulsion Engineering (Warp Drive)* test. The Chief Engineer should add the warp drive's reliability modifier to this test.

Additionally, the Chief Engineer must make a Reliability check as above for each hour spent above the ship's cruising speed.

A failure to either test means that the warp drive has failed and the ship must slow to sublight to effect repairs (which will require a half hour of work, minimum).

Should they possess the "Surfing Space-Time" Professional Ability, the Helmsman, navigator, or Conn officer may attempt to maximize the ship's speed (and minimize the stress on the warp drive) as per the rules on page 36 of the [Starfleet Operations Manual](#). If the test is successful, the ship behaves as if she is traveling one category faster.

The heroes start at Section V-10- just over five light years from their destination.

Warp Factor	TN	ETA
Warp 5	N/A	9 days
Warp 6	N/A	5 days
Warp 7	N/A	3 days
Warp 8	N/A	2 days
Warp 9	N/A	27 hours
Warp 9.2	N/A	25 hours
Warp 9.6	17	23 hours
Warp 9.8	18	20 hours
Warp 9.9	20	14 hours

Once underway, it is up to the Commanding Officer to determine how much of their orders he wishes to share, and the Narrator should take care not to tip the Captain's hand in asking about what precautions and preparations the crew wish to take while underway.

There should be no doubt, however- *Sakarya* is standing into harm's way.

The Transfer

About twelve hours after *Sakarya* begins her speed run, her long range sensors detect a vessel approaching on their starboard side- closing fast.

A TN 5 *System Operation (Sensors)* test will reveal her to be the fast courier U.S.S. *Expedient* – running hot enough to place her engines in danger.

The *Expedient* will contact *Sakarya* via low-power, tight-beam transmission and arrange to transfer her passenger and cargo with a minimum of chatter.

There are two methods for doing this- either dropping to sublight and completing the transport or matching course and speed in order to make the transfer “at speed”.

Dropping to sublight is the safer option, but will take roughly six minutes.

Matching course and speed is both faster and flashier, but slightly trickier. A TN 15 *System Operation (Conn)* test is required to match speed, and the Target Number for the *System Operation (Transporter)* test is increased by from 5 to 15). If the course and speed are not matched precisely, the TN for the *System Operation (Transporter)* test is doubled (to 30).

Once Lieutenant Barzan and his gear are aboard, the *Expedient* will alter course sharply and warp out immediately. Given the situation, the heroes would be wise to resume their speed run per the rules above.

When welcomed aboard, Barzan will be prim, proper, and business-like, asking to speak immediately with the ship's commanding officer. Officers who roughly equal in age or rank may attempt a TN 14 *Knowledge-Culture (Starfleet)* test is necessary to recognize Barzan.

The Benzite is something of a minor legend in his class- he was voted “most likely to be assimilated” during his tenure at the Academy.

Barzan beams aboard with five large crates

of equipment which he requests be moved to either his lab or to the Armory immediately. In either case, he wants the materials there kept under lock and key (and armed guard, if possible).

Barzan will then offer to brief the Captain on the mission ahead (as he sees it).

The Briefing

Lieutenant Barzan's briefing is just that- brief- largely because there is so little information available.

While conducting a survey of the Devari Nebula (using her new, low-frequency sensor array), the starship *Covington* detected both theta radiation signatures and what might be a Borg cube approximately $\frac{1}{2}$ light year inside the nebula. Because *Covington* is ill-equipped to transit the nebula (to say nothing of confronting the Borg), the heroes have been tasked to investigate in *Covington*'s stead. Once relieved on-station, *Covington* is to join the task force Starfleet is attempting to assemble in the event things go badly.

The heroes' orders are to investigate the sighting and to gather as much information about the Borg presence as possible, and to take whatever action is necessary to safeguard Federation interests.

Barzan will note proudly that he himself was chosen for this assignment as he has spent the last several years working in a Starfleet R&D lab attempting to develop technologies and strategies to defeat the Borg.

The enemy they face (assuming the Borg are actually there) is the most dangerous the heroes (and the Federation) have ever faced- as demonstrated at the Battles at Wolf 359 and Sector 001.

The Borg are relentless, tireless, and supremely adaptable. Their weapons and defensive systems are (by and large) far superior to Starfleet's.

The heroes' only saving grace is that the Borg do not anticipate- they react. They do not innovate- they adapt. If the heroes can stay ahead of the Borg “learning curve”, then they ought to do well.

It must also be noted, however, that once a character is assimilated into the Collective, the Borg have access to any strategies, tactics, and knowledge that character possessed- and may develop the means to counter weapons or

tactics to which that character was privy, whether they've been used or not.

As a safeguard to prevent Starfleet secrets from falling into Borg hands, all personnel boarding the Borg vessel will be issued an auto-injector containing Kelodine- an alkaloid nerve toxin. Upon detecting Borg nanoprobes within the wearer's blood stream, the auto-injector will release the kelodine- causing instant and irreversible brain death.

General Order Six

In Starfleet Protocols, General Order Six requires a starship to self-destruct (usually within twenty-four hours) if all life aboard is lost- usually in order to protect other vessels from potential hazards. In this instance, Admiral Thol is instructing the Captain to destroy the ship before allowing her to fall into Borg hands.

The Approach and Covington

As their vessel approaches the Devari Nebula, the heroes should begin making a series of *System Operation (Sensor)* tests to chart the nebula perimeter and determine its present status. The nebula is in a state of flux and is highly active. A Routine (TN 10) *Physical Science (Astrophysics)* test will indicate that nebula has probably been agitated by the Class 6 ion storm which passed through three days ago.

Once the accumulated *System Operation (Sensor)* test results reach 50, the heroes should detect the U.S.S. *Covington*, holding station near the nebula perimeter.

Commander Aiden Kennedy is a youngish officer in his mid-to-late twenties (very young to hold such a rank). He has a shock of reddish-brown hair atop green eyes and a Vandyke beard (probably grown to hide his baby face).

A TN 10 *Savvy* test will confirm that- despite the calm, professional facade he's affecting (presumably for the sake of his crew), Kennedy is extremely nervous. His interactions with the heroes, on the other hand, are crisp and precise.

Covington has confirmed that there are no other vessels- civilian, allied, or otherwise- within a light year of their position. Two days ago, they detected very strong Theta-band radiation emissions on an arc ranging from

bearing 342 to 351° (relative). Since reporting into Starfleet Command, *Covington* has been attempting to narrow that band- without much success. The best bearing to target is now 348° (relative).

The nebula interior is also greatly disturbed. Unless they take great care, the heroes and their starship are likely to be in as much danger from the nebula as from the Borg.

Having made his report, Commander Kennedy will report that he and *Covington* are standing by for orders*.

ACT TWO

Into The Veil

As the ship closes on the nebula perimeter, her sensors confirm the information in the profile- a massive cloud of gas, dust, and energy, sprinkled with subspace anomalies, debris, and clouds of radiation. The coordinates given lie roughly 1/2 light year inside the nebula's perimeter. Sensor scans- TN 15 *System Operations (Sensors)* tests- reveal no traffic within a light year of the Nebula- and none within its perimeter.

A TN 10 *System Engineering (Deflectors or Shields)* test suggests that the ship's shields should be able to handle everything occurring in the outer edges of the nebula- but give the particle density, speeds higher than Warp 5 or 6 are NOT recommended.

Zone 1

As the ship penetrates the nebula perimeter, she bucks sharply and the particle counts begins further interfering with both sensors and navigation. Graviton eddies are far more pronounced, and the heroes must alter the ship's course to hold her against the drift (much like an aircraft flying at an angle into the wind to account for drift).

All *Sensor* TNs increase by +8 and *Flight Control* TNs increase by +4 (as outlined above). The Narrator is advised to alert the respective crewmen of these increases by note

* In all actuality, Commander Kennedy and the *Covington* already have their orders- to report to the fleet rendezvous. Kennedy is offering (however obliquely) to violate his orders in order to assist the heroes.

rather than simply announcing it.

As the veil closes around the ship, the viewer displays a roil of angry black and purple clouds punctuated rapid slashes of blue and white lightning.

The heavy particle and energy concentrations in the nebula interfere with all communications (+5 TN for each 1/8th light year into the nebula) and will likely cause spurious sensor contacts as the the ship traverses the outer edges of the nebula.

Once the heroes are a half-light year in, all communications outside the nebula are cut off- including to the Federation nav beacons.

Sensor ranges are cut to $\frac{1}{2}$ of a light year. At that point the ship must begin navigating inertially- and there are graviton anomalies and eddies to throw off her fix. Without a positive position reference (fix), all *System Operation (Helm or Conn)* and *Space Science (Astrogation)* tests to determine the ship's position have a minimum TN of 20- modified by the table below.

Inertial Navigating

Target Number Modifiers:

Each hour of sublight travel between fixes:	+5 TN
Each $\frac{1}{2}$ hour of travel Warp 1-3 between fixes:	+5 TN
Each $\frac{1}{4}$ hour of travel Warp 4+ between fixes:	+5 TN
Per radical combat maneuver (or turn of combat)	+1 TN
Per probe placed as marker buoy: (-10 maximum)	-1 TN
Per stellar "landmark" within sensor range	-5 TN

Each stellar "landmark" (planet, moon, or sizable asteroid) within range can serve to help fix the ship's position relative to them- but even then, the errors will begin to accumulate. The crew can also try and leave a trail of bread crumbs by placing a series of probes. Firing them in a small pattern is best- as it allows the probes to maintain their own positions relative to one another and to known "landmarks". Even this is not a fool-proof solution as the probes will drift as well.

In addition to the severely curtailed range, the sensors will detect "ghosts" and other false data. In addition to the odd Ferengi or Breen vessel, this the Narrator may improvise his own "ghosts" to create an air of tension by

using sensor ghosts. If the sensors have been optimized for operation within the nebula, then no sensor ghosts should be detected.

Finally, the outer reaches of the nebula are far from empty, and the Narrator is encouraged to either improvise his own encounters or choose from those on the list below to fill the transit time between the nebula perimeter and the Borg vessel.

Zone 1 Random Encounters Table (2d6)

2-5	Sensor Ghost TN 10 to dispel
6-8	Large plasma streamer
9-10	Particle "Chase"
11-12	Rogue Asteroid or Comet

Clever players might also chart and keep track of the plasma streamers, comets, and asteroids as "stellar landmarks" improving their navigational fix.

The Search

Based on their own sensor data and that from the *Covington*, the heroes have a very rough idea of where the Borg vessel is, but will still need to search a good portion of the nebula in order to get a precise fix. This is akin to traversing a field in deep fog searching for a fog horn. You know generally where it is, and can correct your course toward it based on the noise- but you still have to cross a significant portion of the field in order to get there.

Locating the Borg vessel shouldn't be too terribly difficult- unless the players forget about the unique Theta radiation signature. An Extended (TN 100) *System Operation (Sensors)* test should be made, with each sweep taking one minute. If the heroes are scanning specifically for the Theta-band radiation signature, the Narrator should add +5 to each test result.

Other officers may assist in the search as per the combined test rules on pp 85-86 of the *Narrator's Guide*. The Narrator should assume a basic TN of 15 for these tests, but should use ONLY the Science Officer's modified results to reach the extended test target number.

Because of the degraded sensor performance, sensor bonuses are reduced to zero, but may be restored as per the rules on page 102 of the *Narrator's Guide*.

Zone 2

Approximately $\frac{1}{4}$ light year into the the nebula, the Narrator should inform the heroes that they are preparing to enter an even more active section of the nebula, one with severe radiation and particle flares, graviton ellipses and subspace compressions, - from which the ship's shields might not fully protect them.

Reconfiguring the ship's shields for each threat will be impractical as such modifications would need to be made on a minute-to-minute basis- and could conceivably do more harm than good. The best course is to optimize the shields before entering the zone, and then "grin and bear it".

Zone 2 of the nebula has a slightly different topography than the outer area, with a variety of compressed particle packets and subspace anomalies. At random intervals, the Narrator should roll 1d6 for the obstacle type from the table below.

Zone 2 Encounters Table (2d6)

1-2	Radiation Pocket
3-4	Particle "Chase"
5-6	Particle Flare
7-8	Rogue Asteroid or Comet
9-10	Graviton Ellipse
11-12	Subspace Compressions

At the Narrator's discretion, the helmsman or Conn officer might make a TN 15 *System Operation (Conn)* check to avoid the obstacle. A success allows the the heroes to avoid the obstacle, but reduces the search result by +5 (because their search pattern has been disrupted). A Superior success (a 26 or better) allows the the ship to avoid the radiation pocket without undue disruption to the search. These tests count as radical combat maneuvers for navigational purposes above.

If the ship passes through the obstacle she and her crew suffer the effects listed below. Reductions in shield strength may be reinforced per the rules on page 106 of the [Narrator's Guide](#).

In addition to the various obstacles laid out below, the Narrator should roll 1d6 each hour the ship spends inside the nebula. On a 1, the Narrator should inflict one block of system damage randomly (as determined in Table 7.10 on page 115 of the [Narrator's Guide](#)) or wherever his little black heart desires. In addition to giving players with engineers and

damage control teams something to do, it reflects the nebula's interference and effect upon the ship's systems.

The primary goal of this part of the adventure is that when the heroes finally reaches the Borg sphere, their ship should be battered, but relatively intact. Simply getting there is half the battle- but it cannot and should not be a "deal breaker" for the balance of the adventure.

When the EXTENDED Sensor tests begun earlier reaches TN 100, tell them that sensor detect a large object one-quarter light year ahead, of the starboard bow. A Challenging (TN 15) *System Operation (Sensor)* test should earn the heroes [Handout #4 \(Target Analysis\)](#).

ZONE 2 ENCOUNTER RULES

Radiation Pocket

Passing through a radiation pocket reduces the ship's shields by 1d3 percent and reduces the search result by 1 (due to sensor interference).

If the ship passes through a radiation pocket while her shields are reduced to 40% strength or less, the shields will be insufficient to protect the crew.

As radiation levels begin to grow inside the ship, the crew will need to begin making *Stamina* tests in order to resist the effects of radiation.

Rather than detail the specific radiation and/or particle fluxes, the Narrator has the option of using the following "quick and dirty" stats:

Onset: 30 minutes. **Potency:** +5 TN

Effect: 1d6 wounds.

Secondary Effects: -1d6 *Vitality*, *Intellect*, or *Strength*. (Pick one at random).

The ship's Chief Medical Officer may attempt to treat patients with Hyronalin, Cordrazine (both on pg 177 of the [Player's Guide](#)), Arithrazine, Coradrenaline (pp 68-69 of the [Starfleet Operations Manual](#)), or other potions in his little black bag. Narrators without access to either the [Player's Guide](#) or [Starfleet Operations Manual](#) may use a "quick and dirty" rule of thumb which assumes that the medication confers a +3 *Stamina* bonus for one hour and reduces any wounds or attribute damage suffered by 1d3 points).

Environmental suits confer a +3 bonus to *Stamina* tests made to resist radiation damage, but also confer a -2 penalty to all *Physical* tests. Additionally, the vessel only has enough suits for perhaps a third of the crew.

The Particle Chase

A particle "chase" is a collection of energy nodules- each one less than 5 cm in length and weighing a gram or so. Each nodule is capable of incredible speeds (up to Warp 3) and glows brightly as a distinct (and intense) green-white light.

The nodules collect in groups of tens (or hundreds) of thousands and travel upon the gravitic eddies and currents within the nebula.

When encountered, the particle chase will approach the ship, curling around or over her shields (or hull) in a fast flowing stream. If sucked into the ship's impulse exhaust, the "chase" will be disrupted into ionized chaos, only to reform and dart off back into the nebula. There is a 1-in-6 chance of a specific chase returning for a second pass.

The effect is not unlike a stream of air bubbles following the contours of a (water-borne) ship's hull or the low pressure cavitation surrounding her screws.

A "particle chase" is not affected by the normal operation of the navigational deflectors, but any active pulse from the deflectors or weapons of any kind will be sufficient to disrupt and drive off the chase.

A TN 25 *Life Science (Biology or Xenobiology)* test will suggest that the swarming/schooling behavior is similar to that observed in certain species of birds, fish, and insect.

Empathy, telepathy, and other similar psionic tests are simply indeterminate.

Particle Flare

Separate and distinct from the Particle Chase, a Particle Flare is a tightly compressed streamer of high-energy particles being emitted by a small subspace tear. A TN 10 *Space Science (Astrophysics)* test will allow a character with access to the sensors to identify both the nature of the fountain and particle type. The Narrator should roll 1d6 to determine the particle type and damage from the table below.

Passing through a particle flare reduces the ship's shields by 1d6% and and reduces the search result by 1d6 (due to sensor interference). Further effects are subject to Narrator's discretion and any particular particle vulnerabilities the ship may possess.

Rogue Asteroid or Comet

Evading a rogue asteroid or comet requires a TN 15 *System Operation (Flight Control)* test.

Collision reduces the ship's shields by 1d6 levels or causes 2d6 damage to the hull.

Graviton Ellipse

Graviton ellipses generate dangerous electromagnetic fields and gravimetric distortions which are dangerous to both ships and their crews. through subspace to the space around them, creating severe turbulence.

As an ellipse emerges from subspace, the initial target it was drawn to is already in (long) range of the distortions and will no longer be capable of forming warp fields to escape. In addition, the target ship will experience a ship-wide power drain. An ellipse is fast enough to overtake it's target even at maximum impulse.

Graviton ellipses close toward their target by one range increment each round and causes the following damage:

Medium range: 1d6

Short Range: 2d6

Point Blank Range 3d6

For simplicity's sake, the ellipse will destroy any ship it touches.

The only (effective) countermeasure available is to cut power and reverse the polarity of deflector shields- a TN 15 *System Engineering (Deflectors)* test. At that point the ellipse will no longer be drawn toward the target.

Subspace Compression

A subspace compression is essentially a "wrinkle" in space and time which throws out gravimetric distortions.

The compression causes 1d6+2 points of damage, but can be avoided by making a TN 15 *System Operation (Flight Control)* test.

At Deaths Door

The Borg sphere is stationary, inside a

comparatively quiet area of the nebula (equivalent to Zone 1). This "backwater" lies approximately four and a half million kilometers from the edge of the turbulent zone, and is approximately 700,000 kilometers across.

A Challenging (TN 15) *System Operation (Sensor)* test will allow the heroes to ask a specific question about the Borg sphere, and each degree of success (or additional test) will allow the heroes to ask one additional question.

The Narrator is advised to be somewhat coy in how he answers these questions- for a number of reasons. First and foremost, sensors are severely hampered by the effects of the nebula, and second, because the Borg and their technology are very alien.

A quick, pre-game review of the Sensors section on page 101 of the *Narrator's Guide* probably wouldn't hurt either.

Because the Borg do not register as separate lifeforms, the sensors must be recalibrated (a TN 15 *System Engineering* test) to determine whether there are any crew aboard. Even then, lifesigns are extremely low and nearly indeterminate.

The PCs may beam aboard the Borg sphere with a TN 15 *System Operation (Transporter)* test. Lower the TN by 1 for every full 5,000 km less than 20,000. If necessary, treat this as an extended test for the dramatic tension, but double the target number. On a Disastrous failure, the away team makes it aboard, but suffers 3d6 wounds and -1d6 *Stamina* from the rough transport.

Should the PCs go EVA and attempt to cut their way in or otherwise attack the sphere, the regenerative cycle is broken- cut directly to *The Gates of Hell*, below.

Into the Breach

Once aboard the sphere, the PCs have their first look around. The ship's interior surfaces are covered with frost and mire, and lights and other systems are operating at extremely low power levels. The corridors are dimly lit and cold, and filled with ominous creaks and groans.

Borg drones fill the alcoves, silent and unmoving, and are either dead or appear to be either in some kind of stasis. A TN 15 *Structural Engineering (Spaceframes)* test will

reveal numerous minute (almost microscopic) holes appear in some of the secondary structures, although the outer hull is intact. A TN 15 *Life Science (Biology)* test will suggest that this damage is consistent with the nitrium metal parasites detected in earlier scans.

The PCs may walk and explore as they please, conducting passive observation and scans. They may make *Science, Engineering, Investigate*, and *Observe* tests as they like to determine the fate and status of the Borg vessel. Despite the inactivity of the drones, the ship is filled with loud bangs, creaks, and other noises.

Additionally, the radiation spikes are also causing random sensor ghosts.

Navigating within the sphere is difficult due to the uniformity and regularity of the sphere itself. Unless the heroes are leaving a photoplasmonic trail (or some other trail of bread crumbs), a TN 15 *Intellect* or *Tactics* test is necessary to avoid becoming lost. Once lost, the TN increases by 5 for each failed test. The hero should receive appropriate equipment bonuses for an active tricorder or other appropriate gear.

Barzan, of course, is like a kid in a candy store- eager to see, and observe, and touch everything. He can be trusted to provide accurate technical advice and analysis- but unless he's kept under control, is likely to awaken the Borg.

Passive observation and scans (up to and including the placement of demolitions charges) will not trigger a response from the Borg, but damaging or removing components of any major system will trigger the reactivation subroutine and dispatch a drone to correct the situation, if necessary.

If, at that moment, the PCs stop tampering and manage to hold fire, the drone will conduct any necessary repairs and return to its alcove. The Borg will not really be aware of the intruders, but will begin to regenerate and reactivate their ship, as indicated by increased power levels, warming temperatures, and increased activity by the drones (see *View From the Bridge*, below)..

If the PCs open fire, or take other action warranting their attention, the Borg will respond by attempting to isolate and assimilate the away team.

If the heroes attempt to remove any of the

drones themselves, there is a 1-in-3 chance that the drone is merely quiescent instead of simply dead. If they think to check, a TN 25 *Life Science (Cybernetics)* test will allow the heroes to differentiate between the two.

Removing a dead drone will not trigger a response- but removing a quiescent drone will automatically trigger the regeneration/reactivation cycle- and move the adventure to The Gates of Hell, below.

ACT THREE

Optional Scene- The Gates of Hell

For whatever reason, the Borg are awake and mad as hell. They are now out to assimilate the crew and repair their vessel. Because of the division of labor, they will ignore *Sakarya* until she presents herself as a threat, and will send no more than ten Borg drones after the PCs in any one wave.

Once one wave has been eliminated, another will be dispatched, if necessary. If the PCs flee one wave, another will be dispatched, with any survivors of the previous wave pursuing until released to other duties.

Once the reactivation/regeneration cycle is begun, the Borg will erect a low-level force field- which has the effect of protecting the crew from the nebula's radiation, but preventing them from beaming out. In order to escape, the PCs must either determine the field frequency or disable or destroying at least four shield generators.

The shield generators have a Defense of 5 and 500 wound points. The generators are also widely dispersed throughout the ship- which means facing at least four waves of drones as they attempt to shut down the generators. Additionally, if the heroes take too long to disable all four generators, the Borg may regenerate/repair those destroyed earlier.

The PCs may determine the shield frequency by locating and accessing a data terminal. Locating the terminal will require an extended TN 25 *Investigate (Search)* test. Accessing the relevant data requires a TN 25 *Computer Use (Invasion)* test.

The crew may also disable the generators by locating and destroying at least eight power distribution nodes. The nodes are not as widely dispersed, so players should only face

one wave per distribution node. Each node has a Defense of 15 DR 5, and 100 wound points. After the first power node or shield generator has been destroyed by phaser fire, the Borg will adapt by erecting force fields around the threatened equipment. Once a force field has been erected, normal phaser modulation (and adaptation) rules apply.

Optional Scene- View From the Bridge

Run concurrent with The Gates of Hell (above), this scene reflects events from the point of view of those left aboard *Sakarya*.

A TN 10 *System Operation (Sensors)* test will earn the heroes Handout #5 (Energy Spikes) and reveal the presence of the low-level force field.

Sakarya might attempt to locate and disable the shield generators using her phasers (torpedoes are too imprecise), but this will require a TN 27 *System Operations (Tactical or Weapons)* test. If successful, every three points of damage (above the Sphere's threshold) causes one block of system damage directly to the shields. After the first shot, normal adaptation and modulation rules apply. This will also have the side effect of marking *Sakarya* as a threat and bring the full weight and wrath of the Sphere down upon her.

Heart and Soul

Given the odds against them, and the threat posed by the Borg, the heroes may attempt to destroy the Borg Vinculum, if they can locate it. The vinculum is the central processing node for all of the drones aboard the ship and is their link to the rest of the Collective. If the PCs can cripple or destroy the unit, all shipboard functions will cease (including the force fields). The sphere will not be able to regenerate and the drones aboard will not be able to adapt.

The problem is that the vinculum is extremely well protected, and should the Borg determine that it is the PCs goal (perhaps through opposed *Tactics* tests), they will protect it with the weight and might of every drone aboard.

The vinculum has a Defense of 7, DR 15, and 1000 wound points.

Home Turf

If the PCs manage to escape to *Sakarya* without having disabled the sphere, the Borg will turn their attention to the ship. Combat will be resolved normally, using the rules detailed in the *Narrator's Guide*. The sphere can adapt to the *Sakarya*'s shields, phasers, and plasma torpedoes as per the rules outlined above. The Borg will attempt to cripple, board, and assimilate the *Sakarya*- and will not stop until they are destroyed, disabled, or are presented with a higher priority target.

At either short range, or with *Sakarya* snared in their tractor beam, the Borg may attempt a *System Operations (Tactical)* test with a TN equal to the *Sakarya*'s Protection +5. If successful, the attack drains 3 points of shield strength per degree of success. Once the shields have collapsed, they may not be brought back up until the energy drain has been disabled or destroyed. The crew can attempt to bolster the shields as per the rules on pp 122-123 of the *Narrator's Guide* or by remodulating the shields (a TN 45) *System Engineering (Tactical or Shields)* test. The remodulation will last only until the Borg again make a successful attack.

Resolution

Depending upon how clever, how careful, and how inventive the heroes are, there are two possible outcomes- either the heroes destroy the Borg, or the Borg destroy the heroes.

If the heroes can complete their survey without awakening the Borg, destroying the sphere is simply a matter of firepower- dumping a sufficient quantum torpedoes into the derelict.

Once the sphere is active, however, matters become far more problematic.

If they are given the opportunity, the Borg will assimilate *Sakarya* and her crew, repair their transwarp coil, and then return to Borg space.

If necessary (and assuming she wasn't sent away earlier), a particularly merciful Narrator might allow Commander Kennedy and poor, over-matched *Covington* to intercede, ramming the Borg sphere and doing just enough critical damage to allow *Sakarya* to catch her breath and go on the offensive.

On the other hand- however they escaped, however they survived- the crew can count what has been gained and what has been lost.

Starfleet Command will undoubtedly send a ship to transfer any data or materials they recovered to the facility at Okori I, but even then, there is much to gain and to lose.

Ideally, the heroes should come through this adventure with both ship and crew intact- but there are no guarantees. It is very possible that *Sakarya* and her crew will be assimilated.

Further, the heroes are operating under a number of unspoken directives- first and foremost, that the Borg do not gain an understanding of the Federation's anti-Borg defenses. In the short term, this means that the crew must prevent Lieutenant Barzan from being assimilated. In the long term, it might require the destruction of *Sakarya* herself.

As one of the Federation's top subject matter experts on the Borg, Barzan knows everything there is to know about the Federation's anti-Borg research. If the Borg were to escape with that knowledge, it would set Federation defenses and strategies back by decades.

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 survive:	100 exp points
PCs conduct scan of "Particle Chase":	200 exp points
PCs complete sensor scans of Borg sphere (and receive Handout #4):	800 exp points
PCs conduct physical survey of Borg Sphere:	800 exp points
PCs determine that Borg Sphere was subject to attack by nitrium metal parasites:	200 exp points
PCs capture at least one Borg drone:	200 exp points
PCs destroy the Borg Vinculum (separately from sphere):	200 exp points
PCs destroy the Borg sphere:	100 exp points
Per player character assimilated:	-100 exp points

Renown Awards

PCs survive:	Renown +1
PCs conduct scan of "Particle Chase":	Renown +1
PCs complete sensor scans of Borg sphere (and receive Handout #4):	Renown +1
PCs conduct physical survey of Borg Sphere:	Renown +2
PCs determine that Borg Sphere was subject to attack by nitrium metal parasites:	Renown +1
PCs capture at least one Borg drone:	Renown +1
PCs destroy the Borg Vinculum (separately from sphere):	Renown +1
PCs destroy the Borg sphere:	Renown +1
Sakarya assimilated or destroyed:	Renown -8
Covington assimilated or destroyed:	Renown -5
Lieutenant Barzan assimilated:	Renown -2
Per player character assimilated:	Renown -1

Optional Renown Results (per Officer):

-6 or less	Officer is court-martialed, Infamy Flaw possible (Narrator'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

Should Sakarya be assimilated or destroyed (and the heroes survive), the senior officers will automatically be subject to a court-martial to review their actions (standard procedure when a starship is lost).

Given the nature of the threat, and assuming that their actions were otherwise consistent with Starfleet regulations, the Board of Inquiry should clear them of any wrong-doing.

Should Lieutenant Barzan be assimilated and the Borg sphere escape, the heroes automatically lose this scenario. As he boasted early on, Barzan has spent the better part of a decade analyzing the Borg and developing defenses and weapons to use against them. Should the Borg gain access to his knowledge and experience, they will be able to obviate a decade or more of Federation research and development and tactical planning.

Non-Player Characters

Barzan- Lieutenant, Starfleet Corps of Engineers.

Barzan is a Benzite scientist/engineer specializing in Borg technology. He is brilliant, though somewhat arrogant, and has an unhealthy fascination with the Borg- (he was voted "most likely to be assimilated" by his class at the Academy).

Barzan is a wunderkind and an academic who has spent most of his career ensconced in the laboratories at Okori I. The atmosphere there tends to be both academic and informal, and as a result, Barzan has forgotten most of his Starfleet protocols and courtesy to the chain of command.

Barzan is neither a braggart nor a fool, but possesses a child-like fascination with the Borg and sometimes lacks the caution and wariness which are vital in dealing with so dangerous a species as the Borg.

Str 9(+1) **Agl** 6(+0) **Int** 10(+2) **Vit** 8(+1) **Prs** 5(+0) **Per** 7(+0)

Quickness -2 Savvy +0 Stamina +2 Willpower +2 Defense: 7

Skills: Computer Use (Retrieve, Invasion) 6, Construct 4, Systems Engineering 7,

Knowledge: Culture (Borg Collective) 5, Repair 4, Life Science (Cybernetics) 6,

Tactics (Borg) 3, Unarmed Combat (Grapple) 4 Energy Weapon (Phaser) 4

Species Abilities: Bonus Edge: Coordinator, Bonus Edge: Ally 2, Selfless, Small Group Dynamics, Works Well With Others

Professional Abilities: Journeyman, Science Tech

Edges/ Flaws: Promotion 2, Arrogant, Reckless

Borg Drone- This drones tactics are to close with his target (as much as possible) and grapple to inject Borg nanoprobes and assimilate the target.

Str 9(+1) **Agl** 4(+0) **Int** 6(+0) **Vit** 10(+2) **Prs** 5(+0) **Per** 7(+0)

Quickness -2 Savvy +0 Stamina +2 Willpower +2 Defense: 7

Skills: Computer Use (Retrieve, Invasion) 6, Construct 4, Demolitions 3, Systems

Engineering 4, Knowledge: Borg Collective Database 3, Language: Borg Collective Database 3, Repair 4, Science (Borg Collective Database) 3, Tactics (Borg Collective Database) 3, Unarmed Combat (Grapple) 4

Species Abilities: Adaptation, Hive Mind, Inflexible, Regulated Physiology, Species Flaw:Slow

Edges/ Flaws: Multitasking

Borg Injection Tubules and Nanoprobes-

Onset Time: 1d3 rounds **Potency** +13 **Treatment** +2/+20

Effect: 1 wound level **Secondary Effect:** 3d6 damage. **Stages:** 10

When the character reaches zero health, he or she is assimilated. Once he or she reaches the Wounded level, he is effectively paralyzed, and can only act in response to guidance from the Collective. If, after ten rounds, the character has not been assimilated, the nanoprobes lose their effectiveness and are eventually absorbed into the bloodstream.

(Starships)

USS Sakarya **NCC-52143**

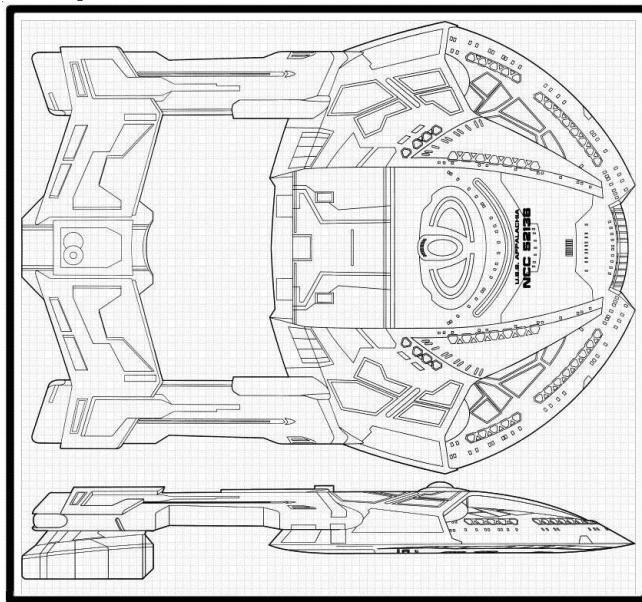
“...Sound once more a daring note of hope and will...”

Production Data

Origin: United Federation of Planets
 Class and Type: *Steamrunner* Class Heavy Frigate
 Year Launched: 2369

Hull Data

Size: 6, 18 decks,
 Length: 356/263/77 meters*
 Structure: 40 (5 ablative)
 Crew: 200
 Cargo Capacity: 60
 Atmospheric Capable: No



Operational Data

Transporters: 3 ea personnel, cargo, emergency
 Sensor Systems **Class 4 (+4/E)**
 Operations Systems **Class 3 (D)**
 Life Support **Class 4 (E)**
 Masking System: Monoreflective Plating (14)
 Shuttlebays: 1 aft saucer Shuttles: 6 size worth
 Tractor Beams: 1 fd, 1av, 1ad

Propulsion Data

Impulse Engines: FIG-5 (.92c) (D) Warp Drive: LF-41 (wf 6/9.2/9.6) (D)

Tactical

Phaser Banks	Type IX (x4/D)	Photon Torpedoes	Mk 95 (x1/C)
Penetration	6 / 5 / 5 / 0 / 0	Photon Penetration	4 / 4 / 4 / 4 / 4
		Quantum Penetration	5 / 5 / 5 / 5 / 5

Deflector Shields FSR (E)
 Protection/Threshold 17 / 4

Miscellaneous

Maneuver Modifiers +2 C, +1 H, +1 T
 Traits: Ablative Armor (+5 Structure), Monoreflective Plating

The second of the Perimeter Defense Directive ships, the *Steamrunner*-class heavy frigate was designed with relatively specific mission profiles in mind, including perimeter patrol and defense, long-range threat response, covert operations, and combat support. It's also the first Starfleet vessel to mount mono-reflective plating.

U.S.S. *Sakarya* is named in honor of the Turkish submarines which commemorated the Battle of Sakarya in the Greco-Turkish War (1919–1922) and Turkish War of Independence. She is also the first starship to bear the name.

Sakarya is currently carrying the following small craft:

U.S.S. <i>Tarsus</i>	NCC-76410	<i>Danube</i> Class Runabout
<i>Lake Tuz</i>	NCC-52143-1	Type 12 Shuttlecraft
<i>Lake Van</i>	NCC-52143-2	Type 8 shuttlecraft

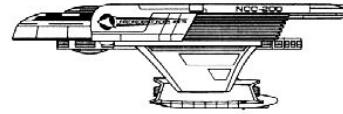
* Hull dimensions are derived from comparisons done at Ex Astris Scientia.
<http://www.ex-astris-scientia.org/articles/akira-size.htm>

U.S.S. Covington NCC-213

Production Data

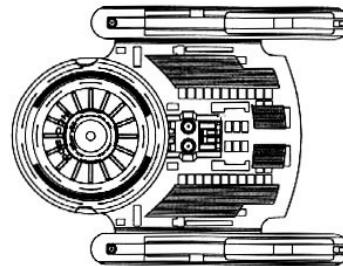
Hull Data

Origin:	United Federation of Planets
Structure:	25
Class and Type:	Modified Jester Class
	Light Corvette
Size:	5, 5 decks
Year Launched:	2265
Length:	108.7m
Crew:	28
Atmospheric Capable:	No
Separation Systems:	None



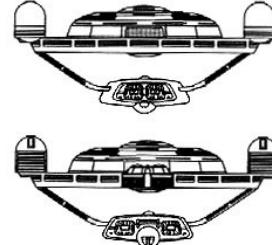
Operational Data

Transporters:	5 standard, emergency, and cargo
Cargo Capacity:	50
Tractor Beams:	1a
Sensor Systems	<u>Class 5a (+7/EE)*</u> Operations
Systems	<u>Class 3 (D)</u>
Life Support	<u>Class 3 (D)</u>



Propulsion Data

Impulse Engines:	FIE-2 (.85c) (E)
Warp Drive:	LF-10 (Warp 5 / 6 / 8) (C)



Tactical

<u>Phaser Cannon</u>	<u>2xType VI (A)</u>	<u>Deflector Shields</u>	<u>CIDSS-3(C)</u>
Penetration	4 / 3 / 3 / 0 / 0	Protection/Threshold	15/3

Miscellaneous

Maneuver Modifiers +1 C, +2 H, +0 T **Traits** Prototype (+2 to sensors)*

The U.S.S. *Covington*, NCC-213 was originally laid down in 2273 as a *Jester* Class corvette, and served until 2321, when she was decommissioned and placed in storage.

Covington was refitted and recommissioned in 2373 as part of the Federation's Dominion War mobilization. During her refit, *Covington* was tapped as the testbed vessel for Cobra Meridian- an experimental long-range subspace telescope array.

In 2388, *Covington* was attacked and overrun by Toren military vessels which held her and her crew for ransom before they were subsequently liberated by Starfleet Marines and Rapid Response Team members striking from undisclosed Starfleet assets. *Covington* was subsequently repaired and returned to service.

USS Covington Senior Staff

Position	Name	Species	Rank
Commanding Officer	Aiden Kennedy	Human	Commander
Executive/ Science Officer	Trag	Tellarite	Lt. Commander
Chief Engineer	Seydet	Vulcan	Lieutenant
Conn Officer	Allison MacGrew	Human	Lieutenant, JG
Operations Officer	Tanis	AlphaCent	Lieutenant, JG
Chief Medical Officer	Dr. Than ir'	Andorian	Lieutenant

Borg Exploratory Sphere

Hull Data

Size: 8, 85 decks

Structure: 45

Crew: 800

Operational Data

Transporters: 4 ea standard, emergency, cargo

Tractor Beams: 5

Sensor Systems Class 4(+4/E)

Operations Systems Class 4(F)

Life Support Class 4 (F)

Propulsion Data

Impulse Engines: Borg Impulse Coil (.9c) (EE)

Warp Drive: Borg Warp Coil (Warp 9.4 / 9.6 / 9.99) (EE)

Transwarp Drive: Borg Transwarp Coil (Warp 9.9999) (F)

Tactical

Particle Beam (x3/C)

Penetration 6 / 5 / 5 / 0 / 0

Photonic Missiles (x2/C)

Penetration 7 / 7 / 7 / 7 / 7

Cutting Beam (x1/C)

Damage 5

Deflector Shields FSR-2

Protection/Threshold 17 / 5

Miscellaneous

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

Traits: Blind Luck: Transporters, Battle Scarred: Transporters

The Borg exploratory sphere is a smaller alternative to the Borg cube designed for long range exploration missions. The sphere is fitted with both a conventional (for the Borg) warp drive to allow swift passage through territories designated for exploration and a transwarp coil to allow it to reach distant areas of the galaxy with comparative ease.

In normal (Alpha Quadrant) terms, this vessel would be considered a scout-cruiser or light explorer, able to reach distant locations quickly and to remain on station for extended periods.

Special Notes:

The cutting beam requires that the target vessel be locked in a tractor beam (and therefore at short or point blank range). The cutting beam removes a Size 1 section of hull (causing 5 points of damage).

Borg transporters are not hampered by standard shield designs can beam through them quickly and easily.

At short range, the Borg may attempt a *System Operations (Tactical)* test with a TN equal to the target's Protection +5. If successful, the attack drains 3 points of shield strength per degree of success. Once the shields have collapsed, they may not be brought back up until the energy drain has been disabled or destroyed. Characters aboard the target vessel can attempt to bolster the shields as per the rules on pp 122-123 of the *Narrator's Guide* or by remodulating the shields (a TN 45) *System Engineering (Tactical or Shields)* test.

The stats above reflect a fully operational exploratory sphere, which (fortunately) the crew has not discovered.

When discovered by the *Covington* (and then boarded by the crew of the *Sakarya*), Sphere 384-87 has only 347 "live" drones remaining aboard and has suffered two blocks of damage to sensors and life support, and three blocks of damage to her propulsion and shields. Once reactivated, the Borg will immediately begin repairs.

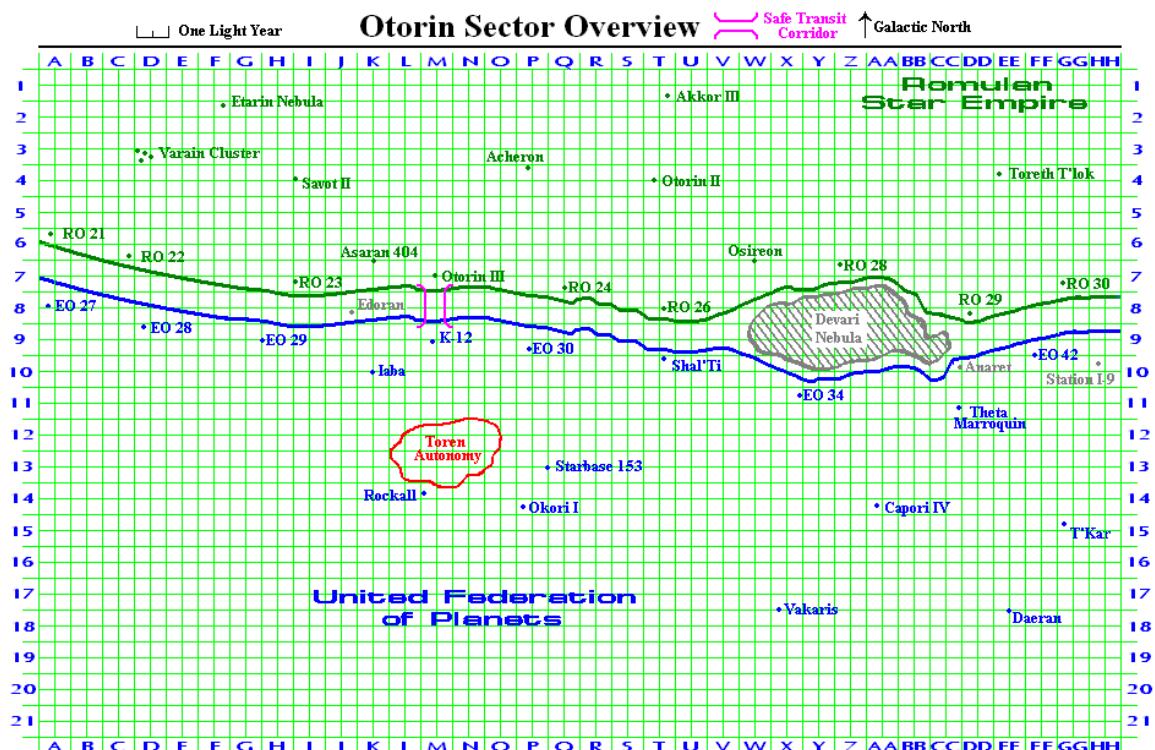
One final note: This Borg vessel was disabled well before the *Enterprise*'s first encounter with the Borg or the Battle of Wolf 359. These Borg have not learned the lessons of those events or the subsequent encounters with Hugh, *Voyager* or Species 8472, and their behavior should reflect this earlier mode of thinking.



Maps:

Map #1

Sector Map



Speed

1 LY

Standard Orbit	112,499 years
Full Impulse	4.00 years
Warp 1	1.00 years
Warp 2	36.53 days
Warp 3	9.37 days
Warp 4	3.58 days
Warp 5	1.71 days
Warp 6	22.37 hours
Warp 7	13.37 hours
Warp 8	8.56 hours
Warp 9	5.78 hours
Warp 9.2	5.32 hours
Warp 9.6	4.59 hours
Warp 9.9	2.87 hours
Warp 9.99	1.11 hours
Warp 9.999	2.64 minutes

Handouts:

Handout #1: Code Factor 1

To: Commanding Officer, U.S.S. *Sakarya*
From: Thol, Admiral, Commander, Starbase 153
Re: New Orders

*****Code Factor 1 - Captain's Eyes Only*****

Captain-

Upon receipt of this transmission, you are ordered to abandon your current mission regardless of status and proceed at best possible speed to the Devari Nebula, coordinates 187 mark 184 mark 293 (Section AA-10).

You will rendezvous *en route* with Federation fast courier U.S.S. *Expedient* for personnel and material transfer. Upon arrival at the Devari Nebula, you will rendezvous with (and relieve on station) U.S.S. *Covington*, NCC- 213, and investigate theta radiation readings emanating from the Devari Nebula. This theta radiation signature is consistent with Borg activity.

Per Starfleet regulations, you will take all necessary precautions to safeguard your vessel, crew, and the security of the Federation. Further, you will take steps to ensure that General Order #6 is carried out as necessary to protect Starfleet security procedures and operational protocols.

Acquire as much information as prudently possible about any Borg activity this sector and relay to Starfleet.

This mission is classified Priority One, and supersedes all other assigned activities.

God Speed and Good Hunting,

Thol

Handout #2: Devari Nebula Profile

Devari Nebula-

A large Class E (Gamma Eridani type) nebula, the ionized particle cloud interferes with electronics, particularly subspace communications.

The nebula has a variable border and is approximately six light years long, two light years wide and two light years deep. The Devari Nebula is theorized to be comprised of seven zones of variable activity (and shifting borders), becoming progressively worse the deeper one penetrates into the nebula perimeter. Zone 1, the area of lightest activity, forms an outer "ring" approximately $\frac{1}{2}$ light year deep. No probe has survived or returned deeper than Zone 3, and no manned missions have been authorized due to the nebula's position inside the Romulan Neutral Zone..

The nebula is known to contain protostars and massive debris fields, and is considered a Type 3 stellar nursery.

Radiation spikes and plasma flares interfere with sensors and navigation, and pose a significant risk to ships and personnel. The nebula is considered impassable and is avoided by both military and all civilian shipping.

Handout #3: Captain's Log Supplement

"Captain's Log, Supplemental We have completed our rendezvous with the U.S.S. *Expedient*, and have transferred one person (a Benzite Lieutenant named Barzan) and five sealed crates of material. *Sakarya* has resumed course for the Devari Nebula.

Lieutenant Barzan's service record is sparse, to say the least- he seems to have spent nearly his entire career assigned to the research facility at Okori I.

The crew, Lieutenant Barzan, and I are now sitting down to a briefing about the mission- and perils- ahead.

Handout #4: Target Analysis



Sensor Scan: Object Number S-69633

Physical Dimensions: 420 meter diameter.

General Composition: Outer shell composed primarily of polyduranium, tritium and other alloys.

Atmosphere: Earth Standard

Hydrosphere: N/A

Internal Temperature: -2° Celsius

Internal Humidity: 83 %

Life Signs: Indeterminate

Organic Matter: Numerous Discrete traces

Anomaly: Organic residue on outer hull consistent with remains of a breed of nitrium metal parasites discovered on I.K.S. *Pagh* in 2365.

Power Sources: Numerous Discrete traces, unknown composition.

Anomaly: Extremely low power levels consistent with stand-by/cold-iron operation.

Emission Signatures: Numerous Low Level RF/Subspace transmissions detected-unable to classify/decode.

Numerous Low Level Subspace fields- unable to classify.

Anomaly: Low level Theta radiation signature consistent with Borg regeneration cycle.

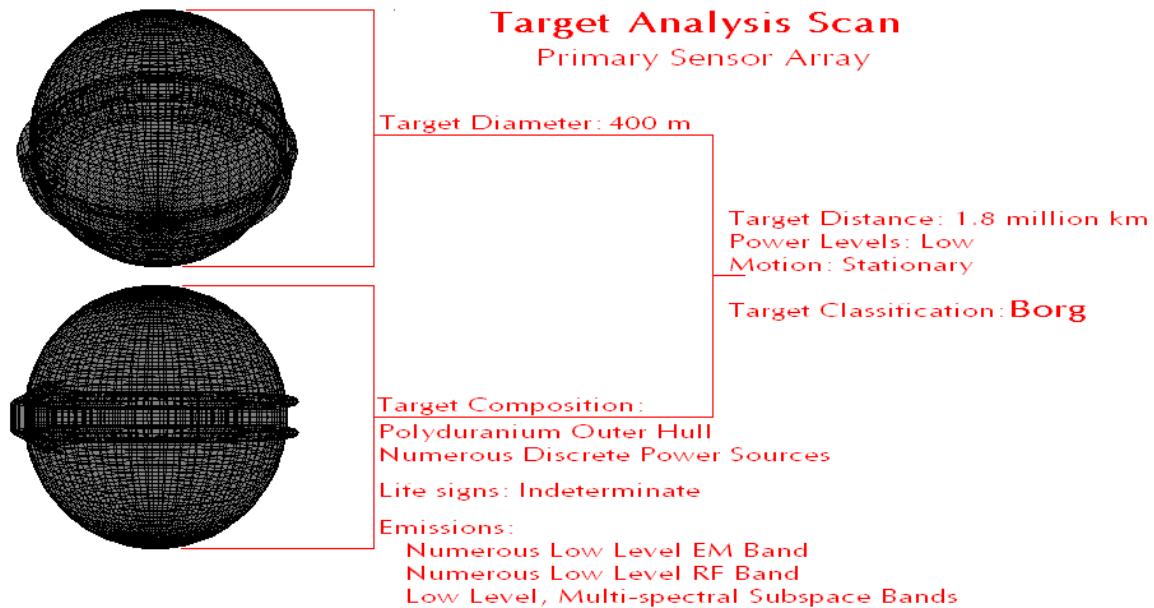
Specific Mass: Approximately 5.5 million metric tons

Classification: Borg Sphere

Systems Analysis:

Structural Integrity:	88% nominal
Weapons Systems:	Offline
Shields:	Offline
Propulsion Systems:	Indeterminate
Sensors:	Indeterminate
Life Support:	Indeterminate

Handout #5: Energy Spikes



Sensor Scan:	Object Number S-69633												
Physical Dimensions:	420 meter diameter.												
General Composition:	Outer shell composed primarily of polyduranium, tritium and other alloys .												
Atmosphere:	Earth Standard												
Hydrosphere:	N/A												
Internal Temperature:	7° Celsius and rising												
Internal Humidity:	83 %												
Life Signs:	Indeterminate												
Organic Matter:	Numerous Discrete traces												
	Anomaly: Organic residue on outer hull consistent with remains of nitrium metal parasites discovered on												
	<i>I.K.S. Pagh in 2365.</i>												
Power Sources:	Numerous Discrete traces, unknown composition.												
	Anomaly: Power levels increasing, up 10% from initial scan.												
Emission Signatures:	Numerous Low Level RF/Subspace transmissions detected-unable to classify/decode.												
	Numerous Low Level Subspace fields- unable to classify.												
	Anomaly: Low-level internal force-field now active.												
Specific Mass:	Approximately 5.5 million metric tons												
Classification:	Borg Sphere												
Systems Analysis:	<table border="0"> <tbody> <tr> <td>Structural Integrity:</td> <td>88% nominal- Regenerating</td> </tr> <tr> <td>Weapons Systems:</td> <td>Offline- Regenerating</td> </tr> <tr> <td>Shields:</td> <td>Online- Regenerating</td> </tr> <tr> <td>Propulsion Systems:</td> <td>Online- Regenerating</td> </tr> <tr> <td>Sensors:</td> <td>Online- Regenerating</td> </tr> <tr> <td>Life Support:</td> <td>Offline- Regenerating</td> </tr> </tbody> </table>	Structural Integrity:	88% nominal- Regenerating	Weapons Systems:	Offline- Regenerating	Shields:	Online- Regenerating	Propulsion Systems:	Online- Regenerating	Sensors:	Online- Regenerating	Life Support:	Offline- Regenerating
Structural Integrity:	88% nominal- Regenerating												
Weapons Systems:	Offline- Regenerating												
Shields:	Online- Regenerating												
Propulsion Systems:	Online- Regenerating												
Sensors:	Online- Regenerating												
Life Support:	Offline- Regenerating												

USS *Sakarya* Senior Staff

Position	Name	Species	Rank
Commanding Officer	Aydin ab Reis	Human	<i>Captain</i>
Executive Officer	Victoria Loch	Human	<i>Commander</i>
Tactical Actions Officer	Prin Ajan "A.J."	Bajoran	<i>Lt. Commander</i>
Chief Engineer	Choda	Tellarite	<i>Lieutenant</i>
Chief Science/Ops Officer	T'Var	Vulcan	<i>Lieutenant</i>
Conn Officer	Thrax	Denobulan	<i>Lieutenant, JG</i>
Chief Medical Officer	Dr. Paul Featherstone	Human	<i>Lieutenant</i>

Captain Aydin ab Reis

C.O., U.S.S. *Sakarya*- a captain of eight years experience, ab Reis is still a young and enterprising officer, but is also highly self-disciplined. He carries himself with both reserve and dignity- not with arrogance at his lofty position, but with a keen awareness of the duties and responsibilities he bears. His code of honor can be best described as noblesse oblige- "noble ancestry constrains to honorable behavior; privilege entails to responsibility".

Captain ab Reis adheres to a strict philosophy of personal austerity and personal honor- he has chosen the hard, disciplined road- and maintains his footing through sheer immovable integrity and iron will. Aydin ab Reis does not make close friends easily, but is loyal to such friends unto death.

Aydin ab Reis is descended from nobility on his home colony (hence the ab Reis honorific) and grew up with rigid standards of honor and conduct. On the one hand, ab Reis is plain spoken and sometimes blunt, preferring the unvarnished truth to diplomatic equivocation. On the other, he seldom shares his mind with others and plays his cards very close to the vest. He can be very warm and approving when he chooses to be- and conversely, does not need words to make his disapproval and disappointment plain. He demands the very best from his officers- and they work hard not to disappoint his trust in them.

Of all his officers, Captain ab Reis is closest to Commander Loch- he knows her and trusts her- and knows he can depend upon her more than anyone else aboard.

Tall, thin, handsome, and dark, ab Reis moves with quiet, contained power and determination. He is a man to be reckoned with and wastes neither words nor actions.

Captain ab Reis and the *Sakarya* have spent the last three years patrolling the Cardassian Demilitarized Zone, and are experienced in dealing with smugglers, pirates, and the like.

Renown: 26 (-5) **TN:** 10 **Note:** ab Reis is noted as being formal, even stand-offish, and occasionally arrogant.

Commander Victoria Loch

X.O., U.S.S. *Sakarya*- Commander Victoria Loch is- hands down- one of the brightest individuals aboard the *Sakarya*- a fact not lost on her captain. Loch came up in Operations, and has an Eidetic memory. She also has a keen sense of spatial awareness and can keep track of a thousand tiny details- an essential talent in operating and managing a starship.

Loch's job as Executive Officer is to keep the ship and crew operating at peak capacity in order to allow the Captain to concentrate on the mission at hand. If she were permitted, Loch would be both quiet and introspective- luxuries her duties do not normally permit her. Loch trusts Captain ab Reis completely- though she occasionally curses his name for keeping his own counsel and "drafting" her as his Executive Officer.

Lieutenant Commander Prin Ajan

Tactical Actions Officer, U.S.S. *Sakarya*. The ship's chief weapons officer and head of security, Lieutenant Commander Prin grew up on the Bajoran colony world of Cosas III. Remote and isolated in the Gamma Quadrant, Cosas III was settled- without authorization- by a group of Bajoran militants- which turned out to be something of a blessing as the colony was beset both by natural predators and occasionally by the Jem'Hadar and other Gamma Quadrant predators.

Although he saw little fighting of his own, Ajan "A.J." learned watchful wariness, self-reliance, and a deep suspicion of outsiders at his elders' knees. At age 14, Ajan shipped out with one of the few traders who supplied *Cosas III*- though he turned out to be more pirate and mercenary than merchant. After several trips running the blockades between Cardassian Space, Deep Space Nine, and the Gamma Quadrant, their luck finally ran out- Prin and his shipmates were brought down by a Jem'Hadar patrol in 237X and rescued by the U.S.S. *Copeland*. As Prin's injuries healed, the *Copeland*'s CO saw potential in the young man and sponsored him for Starfleet Academy.

Lieutenant Choda

Chief Engineering Officer, U.S.S. *Sakarya*. Short, portly, cheerful, loud, and occasionally obnoxious, Choda runs her engineroom with clock-work regularity and precision. Despite being a perfectionist and occasionally a driven taskmaster, Choda loves puzzles and equipment and despises the unknown with a passion. While Choda can be argumentative on a point of engineering process and procedure, she is more prone to loud and friendly banter than to serious disagreement.

Lieutenant T'Var

Chief Science Officer/Ops Officer, U.S.S. *Sakarya*. T'Var is a typical Vulcan- calm, rational, logical, and dedicated. Believing that her scientific career lacked diversity and field experience, the logical course of action was clear. T'Var joined Starfleet and after commissioning shipped out on the Starship *Ilan Ramon*. After her second deep-space tour, Captain ab Reis tapped her to become his Chief of Operations aboard the *Sakarya*.

Even absent her Vulcan conditioning, T'Var tends to be quiet and introspective- especially when working to solve a scientific puzzle. According to ship's legend, Thrax timed T'Var and discovered that she did not say a word to a single person for 56.4 hours straight. T'Var herself has no comment, save that "idle banter is illogical".

Despite her stoic exterior, T'Var is deeply devoted both to Starfleet and her shipmates. If pressed, T'Var will, of course, deny any emotional connection whatsoever- but she has turned down three transfer offers- including a position with the Daystrom Institute.

Lieutenant Junior Grade Thrax

Conn Officer, U.S.S. *Sakarya*. Thrax is *Sakarya*'s resident "space cadet". Young, cheerful, gregarious, and enthusiastic, he is governed by an unbridled enthusiasm and curiosity. As the youngest member of *Sakarya*'s bridge crew, he often feels like the center of attention- that everyone is watching- and as a result, takes his job very, very seriously.

Off duty, Thrax is obsessed with companionship of every variety- insecure in isolation, he seeks to surround himself with friends and acquaintances. He is interested in a wide variety of sports and physical activities, but is more dilettante than devotee- he lacks the devotion and discipline needed to truly excel at any given sport.

Doctor Paul Featherstone

Chief Medical Officer, U.S.S. *Sakarya*. Tall, rail-thin, slightly fussy, and undoubtedly brilliant, Doctor Featherstone is, at heart, a researcher. He much prefers tissue cultures and biological samples to people, and much prefers a quiet laboratory all to himself.

Featherstone would have gotten his way, too, had he not insulted and humiliated his last C.O. over what was (ultimately) a minor difference of opinion. In a fit of pique, Featherstone reprogrammed the station's computers to bombard his superior with irritating and infuriating messages and visuals. This might have been overlooked had the incident not coincided with an inspection by the Chief of Starfleet Medical.

Deciding that Featherstone was "unmilitary, unprofessional, and entirely too cosseted", Admiral Blackburn assigned the good doctor the first deep-space assignment available- the *Starship Sakarya*.

Featherstone is not a bad man, nor even a bad doctor- merely a pampered prima donna who loves to hear his praises spoken (a lot like the *Voyager* EMH).

Starfleet Bureau of Personnel

Starfleet Command

Aydin ab Reis

Age: 42 **Gender:** Male
Species Human **Eyes:** Grey
Homeworld: Antalya Colony **Hair:** Black

Rank: Captain

Current Assignment:

Commanding Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Aydin ab Reis is a young and enterprising captain of eight years experience. He is highly self-disciplined and carries himself with a keen awareness of his duties and responsibilities.

Aydin ab Reis is descended from nobility on his home colony (hence the ab Reis honorific) and grew up with a keen sense of *noblesse oblige*- "noble ancestry constrains to honorable behavior; privilege entails responsibility".

Tall, thin, handsome, and dark, ab Reis moves with quiet power and determination. He is a man to be reckoned with and wastes neither words nor actions.

Captain ab Reis and the *Sakarya* have spent the last three years patrolling the Cardassian Demilitarized Zone, and are experienced in dealing with smugglers, pirates, and the like.

Psychological Profile:

Captain ab Reis adheres to a strict philosophy of personal austerity and honor- he has chosen a hard, disciplined road- and maintains his footing through sheer immovable integrity and iron will. Aydin ab Reis does not make close friends easily, but is loyal to such friends unto death.

Aydin ab Reis is usually plain spoken and sometimes blunt, preferring the unvarnished truth to diplomatic equivocation. On the other hand, he seldom shares his mind with others and plays his cards very close to the vest. He can be very warm and approving when he chooses- and conversely, does not need words to make his disapproval and disappointment plain. He demands the very best from his officers- and they work hard not to disappoint his trust in them. Of all his officers, Captain ab Reis is closest to Commander Loch- he knows her and trusts her- and knows he can depend upon her more than anyone else aboard.

Attributes

Str 7 (+0) **Agl** 7 (+0) **Int** 10 (+2)* **Vit** 10 (+2) **Prs** 9(+1)* **Per** 7 (+0)

Quickness +0 **Savvy** +1 **Stamina** +2 **Willpower** +4*

Miscellaneous Scores

Courage: 4 **Health:** 10 **Renown:** 25 **Advancements:** 25

Defense: 7

Initiative: +0

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat-Simple Wpns	AGL	+0	+7		+7	
Athletics	STR	+0	+6		+6	(Ride Horses)
Computer Use	INT	+2	+7		+9	(Retrieve)
Enterprise-Administration	INT	+2	+7		+9	(Federation)
First Aid	INT	+2	+3		+5	
Inquire	PRS	+1	+5		+6	(Research)
Investigate	PER	+0	+4		+4	

Knowledge:Culture	INT	+2	+5		+7	(Human)
Knowledge:History	INT	+2	+5		+7	(Federation)
Knowledge:Politics	INT	+2	+4		+6	(Antalya Tribal Politics)
Knowledge:Specific World	INT	+2	+5		+6	(Antalya IV, Earth)
Language- Arabic	INT	+2	+4		+6	
Language- Fed Standard	INT	+2	+4		+6	
Negotiate	INT	+2	+5		+7	
Observe	PER	+0	+4		+4	
Persuade	PRS	+1	+5		+6	
Ranged Combat:Energy	AGL	+0	+7		+7	(Phaser, Phaser Rifle)
Repair	INT	+2	+5		+7	
Social Science	INT	+2	+4		+6	
Survival	PER	+0	+6		+6	(Desert)
System Operation	INT	+2	+7		+9	(Command, Ops, Tactical)
Tactics	INT	+2	+7		+9	(Cardassian, Orion, Romulan, Space)
Unarmed Combat	AGL	+0	+6		+6	(Starfleet Martial Arts)

Professional Abilities:

Commanding Presence: Commanding officers stick to their guns in tense situations. When making a *Willpower* reaction test, Captain ab Reis rolls an extra die (3d6) and keeps the higher of the two rolls.

Fighting Captain: If Captain ab Reis is on the bridge during combat, *Sakarya* receives a +2 to all *Command Maneuvers*.

Fire Control Officer: If Captain ab Reis is in command, acting as Exec, or at Tactical during combat, *Sakarya* receives a +2 to all *Tactical Maneuvers*.

Starship Duty: Captain ab Reis meets all the prerequisites for his post aboard *Sakarya*.

Starship/Starbase Protocols: Long experience has taught Captain ab Reis how best to navigate the Starfleet bureaucracy. Captain ab Reis receives a +4 bonus to *Administration (Starfleet)* tests.

Will To Survive: When Captain ab Reis makes a Survival test on a planetary surface, he gains a +3 bonus (equal to ½ his Athletics skill level).

Species Abilities:

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

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

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

Edges/ Flaws:

Ally (Antalya Royal Family): In dire circumstances, Captain ab Reis can ask his family for assistance (subject to a *Negotiate*, *Influence*, *Persuade*, or *Inquire* test and the Narrator's discretion).

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

Command 2: Captain ab Reis is fully qualified for command of a starship.

Competitive: Captain ab Reis gains a +1 to all opposed tests.

Promotion 5: Aydin ab Reis holds the rank of Captain in Starfleet.

Starfleet Bureau of Personnel

Starfleet Command

Victoria Loch

Age: 38
Species Human
Homeworld: Earth
Gender: Female
Eyes: Green
Hair: Blonde
Rank: Commander

Current Assignment:

Executive Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Commander Victoria Loch is- hands down- one of the brightest individuals aboard the *Sakarya*- a fact not lost on her captain. Loch came up in Operations, and has an eidetic memory. She also has a keen sense of situational awareness and can keep track of a thousand tiny details- an essential talent in operating and managing a starship. Loch's job as Executive Officer is to keep the ship and crew operating at peak capacity in order to allow the Captain to concentrate on the mission at hand.

Psychological Profile:

If she were permitted, Loch would be both quiet and introspective- luxuries her duties do not normally permit her. In order to keep the crew functioning efficiently, Loch must be involved and engaged, projecting just the right mix of encouragement, discipline, and scolding to get the job done.

Loch trusts Captain ab Reis completely- though she occasionally curses his name for keeping his own counsel and "drafting" her as his Executive Officer.

Attributes

Str	6 (+0)	Agl	7 (+0)*	Int	12 (+3)	Vit	9 (+1)	Prs	7(+0)*	Per	11 (+2)*
		Quickness	+4	Savvy	+2*	Stamina	+0	Willpower	+3		

Miscellaneous Scores

Courage:	4	Health:	9	Renown:	16	Advancements:	20
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Defense:	7
Initiative:	+4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+0	+3		+3	
Computer Use	INT	+3	+7		+10	(Retrieve)
Enterprise-Administration	INT	+3	+5		+8	(Federation)
First Aid	INT	+3	+4		+7	
Inquire	PRS	+0	+5		+5	(Research)
Knowledge:Culture	INT	+3	+4		+7	(Human)
Knowledge:History	INT	+3	+5		+8	(Federation)
Knowledge:Specific World	INT	+3	+4		+7	(Earth)
Knowledge:Trivia	INT	+3	+5		+8	(Terran Poetry)
Language- Fed Standard	INT	+3	+5		+8	
Language- Vulcan	INT	+3	+4		+7	

Negotiate	INT	+3	+5		+8	
Observe	PER	+2	+5		+7	
Persuade	PRS	+3	+6		+9	
Ranged Combat:Energy	AGL	+0	+5		+5	
Repair	INT	+3	+6		+9	
System Engineering	INT	+3	+7		+10	(ElectroPlasma Systems)
System Operation	INT	+3	+7		+10	(Operations Management)
Tactics	INT	+3	+5		+8	(Space)
Unarmed Combat	AGL	+0	+7		+7	(Starfleet Martial Arts)

Professional Abilities:

Command: Commander Loch may coordinate the efforts of her crew and increase their efficiency by making a TN 15 *Persuade* check (TN is 15 +1 per officer affected). A success doubles the contribution made by supporting characters in combined tests.

Cross-Trained: When performing the professional skill of another officer, Victoria may add +3 (her Intellect modifier) to the test. For Intellect-based tests, this amounts to doubling the modifier.

Level Headed: When performing any professional skill at her shipboard station, Loch ignores all test penalties from distraction.

Starship Duty: Commander Loch meets all the prerequisites for her post aboard *Sakarya*.

Starship/Starbase Protocols: Long experience has taught Commander Loch how best to navigate the Starfleet bureaucracy. Commander Loch receives a +4 bonus to *Administration (Starfleet)* tests.

Station Proficiency: Commander Loch has trained ruthlessly to qualify with every bridge system. Once per game session, Victoria may reroll one *System Operation* skill test and keep the better of the two results.

Systems Technician: Commander Loch knows her duty station inside and out. When making *System Engineering* tests to repair her console, Victoria gains a +4 affinity bonus (half her *Computer Use* skill level).

Species Abilities:

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

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

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

Edges/ Flaws:

Command 2: Loch is assigned as the Executive Officer of a starship, and is fully qualified for command.

Coordinator: Victoria has a natural affinity for organizing groups and harnessing them to her goals. She doubles the bonus for additional participants when leading combined tests. This edge stacks with Command Professional Ability, above.

Eidetic Memory: In academic tests with a TN greater than 5, Victoria receives a +2 bonus.

Multitasking: Victoria has learned to handle several problems at once- and may perform full-round actions as two actions instead (allowing additional actions at the standard -5 penalty).

Promotion 4: Loch holds the rank of Commander in Starfleet.

Zero-G Trained: Victoria has been trained for work in zero gravity, and ignores any penalties from operating in zero-g.

Starfleet Bureau of Personnel

Starfleet Command

Prin Ajan "A.J."

Age: 28
Species Bajoran
Homeworld: Casos III Colony
Gender: Male
Eyes: Hazel
Hair: Brown
Rank: Lieutenant Commander

Current Assignment:
Tactical Actions Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

The ship's chief weapons officer and head of security, Lieutenant Commander Prin grew up on the Bajoran colony world of Cosas III. Remote and isolated in the Gamma Quadrant, Cosas III was settled- without authorization- by a group of Bajoran militants- which turned out to be something of a blessing as the colony was beset both by natural predators and occasionally by the Jem'Hadar and other Gamma Quadrant predators.

Although he saw little fighting of his own, Ajan "A.J." learned watchful wariness, self-reliance, and a deep suspicions of outsiders at his elders' knees. At age 14, Ajan shipped out with one of the few traders who supplied Cosas III- though he turned out to be more pirate and mercenary than merchant. After several trips running the blockades between Cardassian Space, Deep Space Nine, and the Gamma Quadrant, their luck finally ran out- Prin and his shipmates were brought down by a Jem'Hadar patrol in 2375 and rescued by the U.S.S. *Copeland*. As Prin's injuries healed, the *Copeland*'s CO saw potential in the young man and sponsored him for Starfleet Academy.

Psychological Profile:

Prin projects a friendly and easy-going manner- a velvet glove over a core of steel. He is both proud of his accomplishments and his origins- though is more than a little reticent to discuss his youth or his tenure as a blockade runner.

Although by no measure a scholar, Prin is a quietly religious man who seeks to harmonize the will of the Prophets with his Starfleet duties. He is by no means a pacifist and will kill swiftly and efficiently if his duties require it.

Prin tends to watch everyone and everything carefully. He prefers to wait and watch- and watch some more. Prin know that people will reveal their true thoughts and intentions more often in subtle ways than with their words.

Attributes

Str	6 (+0)	Agl	8 (+1)	Int	10 (+2)*	Vit	9 (+1)	Prs	7(+0)	Per	10 (+2)*
Quickness +1* Savvy +2 Stamina +2 Willpower +2											

Miscellaneous Scores

Courage:	4	Health:	9	Renown:	12	Advancements:	12
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Defense:	8
Initiative:	+3

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Appraise	INT	+2	+1		+3	
Athletics	STR	+0	+4	+1	+5	
Computer Use	INT	+2	+5		+7	(Retrieve)

Craft	INT	+2	+2	+1	+5	
Enterprise- Streetwise	INT	+2	+4		+6	
Influence	PRS	+0	+3		+3	
Inquire	PRS	+0	+3		+3	
Investigate	PER	+2	+6	+1	+9	
Knowledge: Politics	INT	+2	+2		+4	
Knowledge: Religion	INT	+2	+2		+4	(Path of the Prophets)
Knowledge: Culture	INT	+2	+5		+7	(Bajoran)
Knowledge: History	INT	+2	+3		+5	(Bajoran)
Knowledge: Specific World	INT	+2	+3		+5	(Cosas III)
Language- Fed Standard	INT	+2	+4		+6	
Language- Bajoran	INT	+2	+3		+5	
Observe	PER	+2	+5	+1	+8	
Ranged Combat:Energy	AGL	+1	+7	+1	+9	(Phaser)
Repair	INT	+2	+5	+1	+8	
Sleight of Hand	AGL	+1	+1	+1	+3	
System Operation	INT	+2	+7	+1	+10	(Tactical)
Tactics	INT	+2	+3		+5	(Space)
Unarmed Combat	AGL	+1	+7	+1	+9	(Starfleet Martial Arts)

Professional Abilities:

Fire Control Officer: If "A.J." is in command, acting as Exec, or at Tactical during combat, *Sakarya* receives a +2 to all *Tactical* Maneuvers

Physically Fit: Prin has driven himself to the peak of human physical perfection- whenever he makes a *Strength* or *Vitality* attribute test or an *Athletics* skill test, he doubles the bonus conferred by the key attribute (to +4). When he received this ability, Prin also increased his *Stamina* reaction by +1.

Responsive: Prin has learned to respond faster than normal officers to various threats- during combat actions, he may take one additional combat action per turn (a total of three actions) without suffering the multiple action penalties.

Starship Duty: Lieutenant Commander Prin meets all the prerequisites for his post aboard *Sakarya*.

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 *Knowledge- Religion* at character creation.

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

Edges/ Flaws:

Alert: Prin has schooled himself to be alert for- and to react quickly to- danger. He gains a +2 to all *Initiative* tests.

Command 1: Prin is assigned as a Department Head aboard the *Sakarya*.

Promotion 3: Prin holds the rank of Lieutenant Commander in Starfleet.

Fit: Prin is in great physical shape and receives a +1 to all *Physical* tests.

Suit Trained: Prin has spent a great deal of time in environmental suits, and no longer suffers the -2 penalty they impose.

Zero-G Trained: Prin has been trained for work in zero gravity, and ignores any penalties from operating in zero-g.

Starfleet Bureau of Personnel

Starfleet Command

Choda

Age: 39
Species Tellarite
Homeworld: Tellar
Gender: Female
Eyes: Black
Hair: Orange-Brown
Rank: Lieutenant

Current Assignment:
 Chief Engineering Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Short, portly, cheerful, loud, and occasionally obnoxious, Choda runs her engineroom with clock-work regularity and precision. She is, at heart, a craftsman, an artist, a perfectionist, and occasionally a driven taskmaster. Choda has longed to serve in Starfleet since her earliest memories, and cut her teeth on a variety of engineering projects throughout the Alpha Quadrant. She has no ambition to be anywhere but the engineroom of a starship.

Psychological Profile:

Choda loves puzzles and equipment and has a hard time fighting the impulse to tinker, tweak, and adjust any machine that isn't quite "right"- whether or not that equipment belongs to her. Choda despises the unknown with a passion- one of her favorite mantras is "What you don't understand can kill you."

While Choda can be argumentative on a point of engineering process and procedure, she is more prone to loud and friendly banter than to serious disagreement. Off duty, Choda enjoys complex games such as *kal-toh* and has developed a fondness for a variety of ethanol products. She fancies herself quite the connoisseur, though always in moderation.

Attributes

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

Miscellaneous Scores

Courage: 3 **Health:** 9 **Renown:** 10 **Advancements:** 14

Defense: 8
Initiative: +1

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+1		+2	
Computer Use	INT	+2	+6	+1	+9	(Electronic)
Construct	INT	+2	+5	+2	+9	(Research)
Demolitions	INT	+2	+6		+8	
Gaming	INT	+2	+4		+6	
Knowledge: Culture	INT	+2	+3	+1	+6	(Tellarite)
Knowledge: History	INT	+2	+5	+1	+8	(Federation)
Knowledge: Specific World	INT	+2	+3	+1	+6	(Earth, Rigel IV)
Knowledge: Trivia	INT	+2	+2	+1	+5	(Alcoholic Beverages)
Language- Fed Standard	INT	+2	+3	+1	+6	

Language- Tellarite	INT	+2	+4	+1	+7	
Language- Vulcan	INT	+2	+3	+1	+6	
Observe	PER	+0	+5		+5	
Physical Science	INT	+2	+5	+1	+8	(Physics, Mathematics)
Propulsion Engineering	INT	+2	+7	+1	+10	(Warp Drive)
Ranged Combat:Energy	AGL	+1	+6		+7	(Phaser)
Repair	INT	+2	+6	+1	+9	
Structural Engineering	PRS	+2	+6	+1	+9	(Spaceframes)
Survival	PER	+0	+3		+3	
System Engineering	INT	+2	+7	+1	+10	(EPS Grid, Transporter)
System Operation	INT	+2	+6		+8	
Unarmed Combat	AGL	+1	+4		+5	(Starfleet Martial Arts)

Professional Abilities:

Engineering Certification: Lieutenant Choda may use all of the *Engineering* group skills untrained.

Fix-It: Having spent many hours tearing apart the *Sakarya*'s systems, Choda has learned how to repair them as well. She now knows all of the *Repair* skill specializations.

Miracle Worker- Propulsion Engineering: When making a *Propulsion Engineering* check (including Extended tests) Choda may take the action in half the base time.

Starship Duty: Lieutenant Choda meets all the prerequisites for her post aboard *Sakarya*.

Species Abilities:

Bonus Edge: Exceptional Fortitude: Tellarites suffer Fatigue-related test penalties as though they were one level less fatigued than they actually are.

Bonus Edge: Meticulous: Tellarites gain a cumulative +1 per round in extended tests.

Bonus Edge: Skill Focus (Exhaustive): Tellarites gain a +2 species bonus to *Inquire* and *Persuade (Debate)* tests.

Pig-Headed: Tellarites single-mindedness often makes them seem indifferent or difficult. They suffer a -2 to *Influence* tests.

Poison Resistance: Tellarites gain a +4 *Stamina* reaction to resist the effects of poisons.

Stubborn: Tellarites tend to be single-minded to a fault. A Tellarite who enters an argument favoring a particular position must spend a Courage point to back down from that position.

Edges/ Flaws:

Command 1: Choda is assigned as a department head aboard the starship *Sakarya*.

Multitasking: Choda has learned to handle several problems at once- and may perform full-round actions as two actions instead (allowing additional actions at the standard -5 penalty).

Promotion 2: Choda holds the rank of Lieutenant in Starfleet.

Skill Focus (Craftsman): Choda gains +1 each to *Construct* and *Repair* tests.

Suit Trained: Choda has spent a great deal of time in environmental suits, and no longer suffers the -2 penalty they impose.

Thinker: Choda receives a +1 to all *Academic* tests.

Zero-G Trained: Choda has been trained for work in zero gravity, and ignores any penalties from operating in zero-g.

Starfleet Bureau of Personnel

Starfleet Command

T'Var

Age: 40
Species Vulcan
Homeworld: Vulcan
Gender: Female
Eyes: Brown
Hair: Black
Rank: Lieutenant

Current Assignment:

Chief Operations/Science Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

T'Var spent ten researchs as a researcher with the Vulcan Science Academy. Believing that her scientific career lacked diversity and field experience, the logical course of action was clear. T'Var joined Starfleet and after commissioning, shipped out on the U.S.S. *Ilan Ramon*. After her second deep-space tour, Captain ab Reis tapped her to become his Chief of Operations aboard the *Sakarya*.

Psychological Profile:

T'Var is a typical Vulcan- calm, rational, logical, and dedicated. Even absent her Vulcan conditioning, T'Var tends to be quiet and introspective- especially when working to solve a scientific puzzle. According to ship's legend, Thrax timed T'Var and discovered that she did not say a word to a single person for 56.4 hours straight. T'Var herself has no comment, save that "idle banter is illogical".

Despite her stoic exterior, T'Var is deeply devoted both to Starfleet and her shipmates. If pressed, T'Var will, of course, deny any emotional connection whatsoever- but she has turned down three transfer offers- including a position with the Daystrom Institute.

Attributes

Str 8 (+1) Agl 7 (+0) Int 11 (+2)* Vit 9 (+1) Prs 7(+0) Per 10 (+2) Psi 4 (+0)*

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

Miscellaneous Scores

Courage: 3 **Health:** 10 **Renown:** 10 **Advancements:** 15

Defense: 7

Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+3	+1	+5	(Climbing)
Computer Use	INT	+2	+5	+1	+8	(Retrieve)
Enterprise-Administration	INT	+2	+3	+1	+6	(Starbase)
Influence	PRS	+2	+3		+5	
Investigate	PER	+2	+5	+1	+8	
Knowledge: Culture	INT	+2	+4	+1	+7	(Vulcan)
Knowledge: History	INT	+2	+4	+1	+7	(Vulcan)
Knowledge: Religion	INT	+2	+2	+1	+5	(Vulcan)
Knowledge: Specific World	INT	+2	+3	+1	+6	(Earth, Vulcan)
Language- Fed Standard	INT	+2	+3	+1	+6	

Language- Vulcan	INT	+2	+4	+1	+7	
Life Science	INT	+2	+5	+1	+8	(Biology)
Mind Meld	PSI	+0	+4		+4	
Negotiate	INT	+2	+2		+4	
Observe	PER	+2	+3	+1	+6	(Listen)
Persuade	PRS	+0	+3		+3	
Physical Science	INT	+2	+5	+1	+8	(Physics)
Planetary Science	INT	+2	+5	+1	+8	(Geology)
Ranged Combat:Energy	AGL	+1	+5	+1	+7	(Phaser)
Repair	INT	+2	+5	+1	+8	
Space Science	INT	+2	+6	+1	+9	(Astrophysics)
System Engineering	INT	+2	+4	+1	+7	(EPS Grid)
System Operation	INT	+2	+6	+1	+9	(Ops, Sensors)
Unarmed Combat	AGL	+1	+3	+1	+5	(Starfleet Martial Arts)

Professional Abilities:

Cross-Trained: When performing the professional skill of another officer, T'Var may add +2 (her *Intellect* modifier) to the test. For *Intellect*-based tests, this amounts to doubling the modifier.

Journeyman: Lieutenant T'Var can use all the *Science* group skills untrained.

Field Research: When making an *Investigate* test to explore a new phenomenon, T'Var gains an affinity bonus equal to $\frac{1}{2}$ her level in the appropriate skill level.

Level Headed: When performing any professional skill at her shipboard station, T'Var ignores all test penalties from distraction.

Ops Manager: When acting as Operations Officer at the beginning of a session, T'Var may designate one system as "mission critical". All *System Operation* tests made on that specialization receive a +1 bonus for the duration of the session.

Scientific Protocols: T'Var has been trained in how to investigate scientific phenomenon safely.

Whenever an *Observe* or *Investigate* test will endanger either herself or the crew directly, she may automatically make a TN 10 test against the appropriate *Science* skill to realize the danger.

Starship Duty: T'Var meets all the prerequisites for her post aboard *Sakarya*.

Station Proficiency: Lieutenant T'Var has trained ruthlessly to qualify with every bridge system.

Once per game session, T'Var may reroll one *System Operation* skill test and keep the better of the two results.

Species Abilities:

Enhanced Rapid Healing: Once per day, T'Var may enter a healing trance (pg 49), and recover a number of wound points equal to her *Vitality* modifier.

Mind Meld: With physical contact, T'Var has the ability to telepathically join her mind to another.

Nerve Pinch: T'Var may stun an opponent for 2d6 rounds by making an *Unarmed Combat* skill test. If the victim knows what she is attempting, T'Var suffers a -5 penalty to the test.

Psionic: T'Var has telepathic mental abilities.

Skill Focus (Keen Hearing): T'Var receives a +4 bonus to *Observe (Listen)* tests.

Edges/ Flaws:

Command 1: T'Var is assigned as a department head aboard the *Sakarya*.

Coordinator: T'Var has a natural affinity for organizing groups and harnessing them to her goals.

She doubles the bonus for additional participants when leading combined tests.

Fit: T'Var is in great physical shape and receives a +1 to all *Physical* tests.

Promotion 2: T'Var holds the rank of Lieutenant in Starfleet.

Thinker: T'Var receives a +1 to all *Academic* tests.

Starfleet Bureau of Personnel

Starfleet Command

Thrax

Age: 28
Species Human
Homeworld: Earth
Gender: Male
Eyes: Grey
Hair: Salt and Pepper (Grey and Black)
Rank: Lieutenant, Junior Grade
Current Assignment:
 Conn Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Lieutenant Junior Grade Thrax is a Starfleet officer on his first deep-space posting. His previous assignment was a customs enforcement patrol out of Deep Space Five.

Thrax spent his youth bumming around on his family's tramp freighter, learning the ins and outs of the Alpha Quadrant and getting a lot of hands-on experience in a variety of ships, vehicles, and small craft.

Psychological Profile:

Thrax is *Sakarya*'s resident "space cadet". Young, cheerful, gregarious, and enthusiastic, he is governed by an unbridled enthusiasm and curiosity. As the youngest member of *Sakarya*'s bridge crew, he often feels like the center of attention- that everyone is watching- and overcompensates by taking his job very, very seriously.

Off duty, Thrax is obsessed with companionship of every variety- insecure in isolation, he seeks to surround himself with friends and acquaintances. He is interested in a wide variety of sports and physical activities, but is more dilettante than devotee- he lacks the devotion and discipline needed to truly excel at any given sport.

Attributes

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

Miscellaneous Scores

Courage: 3	Health: 8	Renown: 5	Advancements: 7
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Defense: 9

Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Appraise	INT	+2	+1		+3	
Athletics	STR	+0	+3	+1	+4	
Computer Use	INT	+2	+4		+6	(Retrieve)
Knowledge: Culture	INT	+2	+3		+5	(Denobulan)
Knowledge: History	INT	+2	+3		+5	(Federation)
Knowledge: Specific World	INT	+2	+6		+8	(Rigel IV)
Language- Denobulan	INT	+2	+3		+5	
Language- Fed Standard	INT	+2	+3		+5	
Language- Orion	INT	+2	+2		+4	
Operate Veh.- Arch. Aircraft	INT	+2	+3	+1	+6	

Operate Vehicle- Motorcraft	INT	+2	+2	+1	+5	
Operate Vehicle- Sailcraft	INT	+2	+2	+1	+5	
Persuade	PRS	+2	+2		+4	
Ranged Combat:Energy	AGL	+1	+4	+1	+6	(Phaser)
Repair	INT	+2	+4	+1	+7	
Space Science	INT	+2	+9		+11	(Astrogation)
Survival	PER	+1	+2	+1	+4	
System Engineering	INT	+2	+2	+1	+5	(Flight Control)
System Operation	INT	+2	+5	+1	+8	(Flight Control)
Unarmed Combat	AGL	+1	+4	+1	+6	(Starfleet Martial Arts)

Professional Abilities:

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

Starship Duty: Lieutenant Thrax meets all the prerequisites for his post aboard *Sakarya*.

Surfing Space-Time: By making a TN 20 *Space Science (Astrogation)* test, Thrax can plot an exceptionally tight course which allows *Sakarya* to arrive at her destination as though she had been traveling at maxim speed- without exceeding her sustainable maximum speed.

Species Abilities:

Excellent Climb: Denobulans gain +4 species bonus to *Athletics (Climb)* tests and can climb up to five meters per round.

Hallucinations: In extremely stressful situations, a Denobulan may experience hallucinations.

However, such experiences are considered to be safe and natural ways of releasing nervous energy.

Hibernation: Unlike most species, Denobulans do not sleep as a part of their daily cycle. Instead, they hibernate for a full six days per year, although some can reduce this period time by various degrees. A Denobulan sleep period is handled similarly to the Fatigue rules found on pages 95-96 of the *Narrator's Guide*.

Resistance: Denobulans gain a +2 to *Stamina* tests to resist illness, disease, and radiations. Some technology, like Borg nanoprobes, also has a delayed effect on them.

Edges/ Flaws:

Command 1: Thrax is assigned as a department head aboard the *Sakarya*.

Cultural Flexibility: Thrax has been nearly everywhere and alien customs and mores seldom surprise him. He gains +2 to *Social* tests involving species other than his own.

Fit: Thrax receives a +1 to all *Physical* tests.

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

Starfleet Bureau of Personnel

Starfleet Command

Paul Featherstone, MD

Age: 39 **Gender:** Male
Species Human **Eyes:** Grey
Homeworld: Earth **Hair:** Salt and Pepper (Grey and Black)

Rank: Lieutenant

Current Assignment:

Chief Medical Officer, U.S.S. *Sakarya*, NCC-52143

Profile/History:

Tall, rail-thin, slightly fussy, and undoubtedly brilliant, Doctor Featherstone is, at heart, a researcher. He much prefers tissue cultures and biological samples to people, and much prefers a quiet laboratory all to himself.

Featherstone would have gotten his way, too, had he not insulted and humiliated his last C.O. over what was (ultimately) a minor difference of opinion. In a fit of pique, Featherstone reprogrammed the station's computers to bombard his superior with irritating and infuriating messages and visuals. This might have been overlooked had the incident not coincided with an inspection by the Chief of Starfleet Medical.

Deciding that Featherstone was "unmilitary, unprofessional, and entirely too cosseted", Admiral Blackburn assigned the good doctor the first deep-space assignment available- the *Starship Sakarya*.

Psychological Profile:

Featherstone is brilliant- a gifted and prolific researcher- but he has poor people skills and can be stubborn, rude, petulant, childish, and even insubordinate. He is almost critically underweight because research is more enthralling than eating.

Featherstone is leery of Captain ab Reis and Lieutenant Prin (his career lies in the Captain's hands while Lieutenant Prin might... *hurt* him). Conversely, Featherstone has a love/hate relationship with Commander Loch- she is unquestionably brilliant and beautiful, but she's also continually interrupting his research to make sure sick bay is run correctly (and not merely left in the hands of his nurses and other doctors). Featherstone deeply respects T'Var's intellectual discipline (and research background)- but most of the remaining officers and crew are tolerated, at best.

Featherstone is not a bad man, nor even a bad doctor- merely a pampered prima donna who loves to hear his praises spoken (a lot like the *Voyager* EMH).

Attributes

Str 7 (+0) Agl 8 (+1) Int 10 (+2)* Vit 9 (+1) Prs 6(+0) Per 10 (+2)*
Quickness +2 **Savvy** +2 **Stamina** +1* **Willpower** +2

Miscellaneous Scores

Courage: 4 **Health:** 9 **Renown:** 10 **Advancements:** 15

Defense: 8
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Computer Use	INT	+2	+6			(Retrieve)
Construct	INT	+2	+4			
First Aid	INT	+2	+6			
Knowledge: Culture	INT	+2	+4			(Human)
Knowledge: History	INT	+2	+5			(Federation)

Knowledge: Law	INT	+2	+2			(Medical Ethics)
Knowledge: Specific World	INT	+2	+4			(Earth)
Language- Fed Standard	INT	+2	+5			
Language- Vulcan	INT	+2	+4			
Life Science	INT	+2	+7			(Biology, Exobiology, Biotechnology)
Medicine	INT	+2	+8	+2		
Observe	PER	+2	+3			
Persuade	PRS	+2	+4			
Physical Science	INT	+2	+7			(Chemistry)
Ranged Combat:Energy	AGL	+1	+3			(Phaser)
Repair	INT	+2	+4			
System Engineering	INT	+2	+2			
System Operation	INT	+2	+5			(Command)

Professional Abilities:

Computer Whiz: Doctor Featherstone knows his way around computer systems, performing *System Operation* or *Computer Use* skills (including Extended tests) in half the base time.

Diagnosis: Doctor Featherstone has received special training in diagnosing alien diseases and toxins. Whenever Featherstone makes a *Medicine* test to identify an alien pathogen or disease, he gains an affinity bonus equal to half his *Investigate* skill (rounded up). If successful, *Medicine* tests to treat the disease receive a bonus based on the degree of success of the diagnosis roll.

Focus: Doctor Featherstone knows how to concentrate on the task at hand- and may ignore all circumstance penalties from distractions.

General Medicine: Doctor Featherstone has studied a great many medical procedures prior to being posted to Sakarya. Whenever Featherstone makes a *Medicine* test, he receives a +2 bonus to the result.

Immunization: After diagnosing an illness or pathogen, the Doctor may attempt a *Medicine (Research)* test. If successful, the doctor can produce 1d6 doses of a counter agent per hour spent in the lab. While the counter agent may be used as a cure, it may only be used as an innoculant for 2d6 hours.

Lab Work: Whenever Doctor Featherstone makes a *Physical Science (Chemistry)* test, he adds +4 to the result.

Secretive: Doctor Featherstone is very secretive about his work. He may add his *Intellect* modifier to any *Willpower* test, doubling the modifier when asked about his current project or mission.

Starship Duty: Doctor Featherstone meets all the prerequisites for his post aboard *Sakarya*.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climates. Human adaptability has given Doctor Featherstone a +2 bonus to his *Stamina* 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: Featherstone is assigned as a department head aboard the *Sakarya*.

Promotion 2: Doctor Featherstone holds the rank of Lieutenant in Starfleet.

Meticulous: Doctor Featherstone gains a cumulative +1 per round in extended tests.

7TH FLEET SCORING SHEET

"The Tomb Raiders"

Benchmark	Bonus	Achieved
PCs survive:	+1	☒
PCs conduct scan of "Particle Chase":	+1	☒
PCs complete sensor scans of Borg sphere (and receive Handout #4):	+1	☒
PCs conduct physical survey of Borg Sphere:	+2	☒
PCs determine that Borg Sphere was subject to attack by nitrium: metal parasites	+1	☒
PCs capture at least one Borg drone:	+1	☒
PCs destroy the Borg Vinculum (separately from sphere):	+1	☒
PCs destroy the Borg sphere:	+1	☒
<i>Sakarya</i> assimilated or destroyed:	-5	☒
<i>Covington</i> assimilated or destroyed:	-3	☒
Lieutenant Barzan assimilated and Borg Sphere escaped:	-6	☒
Per player character assimilated:	-1	☒

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Proctors Notes:

Proctor: _____

Crew: USS

Final Score: / 9

Officers Present:

Reviewed By: _____

Commanding Officer

Fleet Commander