

Memory ★ ICON

Homecoming

by [Dave Biggins](#)

FORWARD

"Homecoming" is an adventure designed for ***Star Trek: The Next Generation Role Playing Game***. The players play the crew of the U.S.S. *Hood*, an *Excelsior*-class Cruiser involved in a routine mission where things take a turn for the interesting.

The Tarella system, former home of the Tarellans, that is gripped by a plague caused by years of Biological warfare. The original Tarellans themselves left their world as refugees and plague carriers. Those worlds that they made contact with, soon died of the horrible plague that they carried. From that point the Tarellan vessels were turned away, if not hunted and destroyed outright.

The only friendly link that the Tarellans had with other species was one of a psychic nature between a Tarellan girl named Adriana and a human boy named Wyatt Miller. The link continued as Wyatt grew and matured. When Wyatt graduated from medical school, he was draw to the Tarellans by fate.

He met Adriana and the seven other survivors. Risking infection himself, he joined with the Tarellans and united with Adriana. Being a doctor, he dedicated himself to finding a cure to the disease that plagued them for generations. Three years later, he found it.

With renewed hope, the Tarellans decided to head back to their homeworld. Taking what they learned from Wyatt they could certainly clean their planet and have a homeworld once more.

While they were gone, their planet remained untouched by alien powers. Although the Tarella system was claimed by no one, the Federation quarantined the system and set up a series of sensor buoys to forewarn them of anyone approaching the system. The neighboring powers voiced no objections. Once a year, each sensor buoy needs to be maintained by a passing starship to include upgrading the equipment and recalibrating the sensors. That's where the U.S.S. *Hood* (or whatever ship you use in your series) comes in.

While the crew goes over the sensor buoys, the Tarellan ship will return. This will cause much consternation and doubt to the validity of the Tarellans' claims.

To make things worse, word of the Tarellans' return spreads to neighboring systems and one of the neighbors, the Alcyones, takes extreme umbrage to this. They send a three small ships to destroy the Tarellans and their ship.

They players will find themselves in quite a knot and must think clearly to find a way out.

CAMPAIGN NOTES

In my series, the Captain and First Officer are Non-Player Characters or (as a lot of Trekkies call them) "Red

Shirts." The adventure can be adapted easily for this. The players will just have a lot more decisions to make.

Also keep in mind that due to the varies locations of the scenes, the characters can be spread over many different areas. From my own experience, Cross Cutting (described in Last Unicorn Games' *Narrator's Toolkit*) is highly recommended. Troupe style play is another possibility.

I hope that this adventure give you and your players plenty of enjoyment.

PART I: INTRODUCTION

Captain's Log, Stardate 45122.3: We are approaching the Tarella System, once home of the Tarellans. Their story is an all too common one of technology and aggression overcoming common sense. After a world wide biological war, they nearly wiped themselves out and made their homeworld uninhabitable to most forms of animal life.

Although Tarella is not in Federation space, Starfleet has placed the system under quarantine. To enforce this quarantine, a series of sensor buoys have been placed around the system to track any vessels coming near the system. The buoys themselves require yearly maintenance and this year is has fallen on the Hood.

SCENE: Open Space, Near a Sensor Buoy

Shuttles are used to bring engineers to the buoys. Once there, the engineers go EVA to each buoy and conduct maintenance. How many buoys there are is left entirely up to the Narrator. Assume that it take two engineers per buoy to get the job done.

Reaching a buoy from a shuttle will require a Personal Equipment (Environmental Suit) Test at Routine (4) Difficulty. Failure at this test means that the character has overshot the platform and must continue to make these tests until successful. There is no penalty for repeating the test. This test isn't so much dangerous as it is potentially embarrassing.

Once on the buoy, a Personal Equipment (Tricorder) Test made at Routine (4) Difficulty will reveal that there has been some signal degradation at each sensor, but none more than expected.

SCENE: Bridge, U.S.S. Hood

As maintenance on the sensor buoys continue, the ship monitors the surrounding system.

Have the Ship's Tactical or Science Officer make a Starship Systems (Sensors) Test at Routine (4) Difficulty. If successful, the character will detect the approach of a vessel. A repeat of the test (or a Dramatic Success) during the first) will identify the ship as Tarellan.

Also have the Tactical or Science Officer make a Systems Engineering (Sensors) Test at Moderate (7) Difficulty. Success in that test will denote that the ship's sensors should have detected that ship quite some time ago.

Once informed of the Tarellan ship, the Officer holding the Conn (LCDR Torres in my Series), will look puzzled. Anyone making a History (Tarellan) Test at Moderate (7) Difficulty will know that the last Tarellan vessel was seen four years ago and they only had eight personnel on board. Anyone making a Medical Science (Tarellan) Test at Challenging (10) Difficulty will know that they should have died from their disease

quite some time ago.

LCDR Torres (or whoever has the Bridge in your series) will order the Communications Officer to hail them. Regardless of the result of any tests made, the ship doesn't respond to any hails.

A successful Starship Systems (Sensors) Test made at Moderate (7) Difficulty will note that there are nine life-forms aboard. Repeating the test at Challenging (10) Difficulty (or a Dramatic Success during the first try) will note that there are eight Tarellans and one Human on that ship.

Treat the Tarellan craft as an *Antares*-class starship. Remove the type IV phasers and increase the maximum impulse speed to .9 c. Reduce the Warp System to 1/2/3 (12 hours). Increase its maximum number of passengers to 60.

The *Hood* will receive a hail but it will be from outside the system. The hail will be from Admiral Stairek of the Grand Fleet of the Alcyones. He will demand to speak to the Captain of the ship and no one else.

A Starship Systems (Sensors) Test made at Moderate (7) Difficulty will reveal that there are three Alcyone ships headed toward the system.

Once the Captain arrives, the tirade will begin.

"I am Admiral Stairek of the Grand Fleet of the Alcyones. Our sensors have detected the approach of a Tarellan vessel. Can you confirm this?"

"Confirmed," responds Captain DeSoto, "We're trying to hail them now."

"That is not necessary, Captain. Destroy them now."

"I'm afraid that is not possible, Admiral."

"Captain, are you telling me that your weapon systems are not operational?"

"No. I am telling you that they have not initiated any hostile action."

"They are plague carriers! They are a threat to this whole sector!"

"Admiral, being the victim-"

"Enough! If you will not take steps against them, then we will!"

The screen will go blank and Captain DeSoto will tell the Tactical Officer to estimate what time the Alcyones will arrive at the sector. A successful Starship Systems (Tactical) Test made at Routine (5) Difficulty will set the Alcyones' ETA in 1 hour.

As this occurs, have each character on the Bridge make a History (Tarellan or Alcyone) Test at Moderate (7) Difficulty. Successful characters will note that the Alcyones were responsible for the bulk of the attacks

against Tarellan refugees.

SCENE II: CONFLICT

SCENE: Bridge, U.S.S. *Hood*

After the rather disastrous chat with Admiral Stairek, LCDR Torres will recommend to the Captain that they round up all their engineers. The Captain will agree and ask the Conn, round-robin, how long it will take. A successful Computer (Modeling) Test made at Routine (4) Difficulty will set the time at about a half an hour.

The Captain will order the round up to begin. At that point the Communications Officer will receive a hail from the Tarellan Vessel. When the captain orders the hail on screen, they will see a Ren flanked by Wyatt and Adriana.

"This is Ren of the Tarellans. Can I assume you to be the Captain?"

The Captain will respond: "Yes. This is Robert DeSoto. Can I assume that you've been monitoring the conversation between myself and Admiral Stairek?"

"Yes, but there fears are unfounded. You see, we've been cured."

Allow for a dramatic pause. Unless the characters input anything, Captain DeSoto will break the silence by diplomatically asking for proof.

At that point, Dr. Wyatt Miller will take over. He will introduce himself and state that he's been living among the Tarellans for the past four years. He will state that he has finally found a cure for the plague that the Tarellans carry and offer to transmit his findings to the ship.

Captain DeSoto will agree and call the CMO to the bridge. The data discusses the existence of a bacteria that is benign to humans but deadly to the virus that the Tarellans carry. A successful Medical Science (Tarellan) Test made at Moderate (7) Difficulty will reveal Dr. Miller's work to be theoretically possible but the doctor will need actual proof of it.

SCENE: Space Adjacent to Sensor Buoys

If any characters were out doing maintenance on the sensor buoy, have them the last to be picked up. While conducting their final inspection, have the player make a Material Engineering (Structural) Test at Moderate (7) Difficulty. If successful, the character will note that the probe has been tampered with. As far as the question of who messed with the sensor buoy goes, it will not be able to be solved with a tricorder in the coldness of space. The probe will need to be examined with a Quantum Gradient Catalyst (or the techno-babble of your choice) inside the ship.

Of course, with the Alcyones heading into the system with murderous intentions toward Tarellans, the *Hood* will probably be at Yellow Alert with shields up. Talking the Captain into lowering the shields so that the probe can be transported on board will require a Persuasion Test at Moderate (7) Difficulty. Lower the difficulty to Routine (4) if the character mentions his or her belief that the probe has been tampered with.

As predicted, three Alcyone ships will arrive one hour after their last transmission. They state that they are

here to destroy the craft and the *Hood* had best not interfere.

Treat the Alcyone vessels as *B'rel*-class Starships. Replace the VIII Phase Disruptors and Photon Torpedoes with Type VI Phasers.

PART III: CLIMAX

SCENE: Main Engineering, U.S.S. Hood

Once on the ship, the probe can be analyzed with the proper equipment. The use of this equipment is reflected in a Starship Systems (Sensors) Test at Routine (5) Difficulty.

That test done, they will detect a Type A energy discharge was used to remove and reattach a part of the sensor array. A subsequent World Knowledge (Alcyone) Test made at Challenging (10) Difficulty or a Computer (Research) Test made at Moderate (7) Difficulty will reveal that the Alcyones use such energy in their cutting tools.

SCENE: Bridge, U.S.S. Hood

Cut to the Tactical Officer (or whoever is manning the Sensors) and have the player make a Starship Systems (Sensors) Test at Routine (4) Difficulty. A success will forewarn the ship that the Alcyones are powering up their weapons.

Upon hearing this, Captain DeSoto will order shields up (if not already done so) and the Conn to place the *Hood* between the Alcyones and the Tarellan vessel. This will be a Starship Systems (Flight Control) Test at Moderate (6) Difficulty. After that, the *Hood* will be hit by three disruptor blasts.

Captain DeSoto will order the Operations Manager to increase power to shields and the Tactical Officer to fire a torpedo spread as a warning shot. Firing the warning shot will be a Starship Systems (Tactical) at Routine (4) Difficulty.

That done, Captain DeSoto will order the Admiral to stand down stating that the *Hood* will protect the Tarellan vessel at all costs and that an incident with Starfleet is the last thing that the Admiral wants.

If the Tactical Officer makes a Starship Systems (Sensors) Test at Routine (4) Difficulty, he or she will note that the Alcyone vessels have powered down. Upon hearing this Captain DeSoto will call for a conference with his senior officers in his ready room.

SCENE: Ready Room, U.S.S. Hood

A Strategic Operations (Starfleet) Test made at Routine (4) Difficulty will tell a character that there are eight Starfleet vessels in this sector of over thirty systems. Everyone should conclude that keeping a Starfleet vessel in the system at all times is very unrealistic.

If the sensor buoys are mentioned, a Space Science (Astrogation) Test made at Routine (4) Difficulty will tell the player that even if a ship is a nearby system receives a signal from the sensors, it will take that vessel at least a day to reach the system.

A Social Science (Political Science) Test made at Routine (4) Difficulty will tell the player as long as the

Tarellans are believed to be plague carriers, they could never expect assistance from neighboring systems.

This should lead to one very obvious conclusion: as long as the Tarellans are believed to be plague carriers, they are doomed. There needs to be quantifiable proof that the Tarellans are cured.

A scan with a medical tricorder is all the proof that they need. The catch is that someone will have to beam over to the Tarellan ship and conduct the scans. Wearing an Environmental suit should do the trick. Let the players, though, come up with their own ideas.

PART IV: RESOLUTION

SCENE: Interior of Tarellan Vessel

Sooner or later, someone will have to go onto the Tarellan vessel and verify their claims with a medical tricorder. The Tarellans do not mind being scanned. The scan is a Personal Equipment (Medical Tricorder) Test at Routine (4) Difficulty. The tricorder will detect no traces of the plague but large quantities of the bacteria that Wyatt talked about.

If a character wishes to observe the bacteria, have the player make a Life Science (Microbiology) Test at Moderate (7) Difficulty. A success indicates that the bacteria is harmless to humanoid life forms.

While Wren is being scanned, he will apologize for the fact that the Federation had to get involved. He will even admit that he purchased some technology that would make his ship invisible to Starfleet sensors. Apparently, they didn't work as well as he hoped.

If prodded further, he will claim that his daughter Adriana handled most of the work.

Adriana will confirm this. She will claim that after she was cured, she approached the Alcyones claiming to be a go-between for a power that wished to remain unknown. She will blush and claim that she was a real socialite on the Alcyone homeworld. She even has pictures to back this claim up. In one of the pictures, Admiral Stairek can be seen clearly in the background if a character makes a successful Search Test at Moderate (7) Difficulty.

SCENE: Bridge, U.S.S. Hood

In light of these recent events, things will not go well for Admiral Stairek. With these photos, he cannot claim that the Tarellans are plague carriers without pulling his people into the mess as well.

He will try to make a deal. He will remain silent about the Tarellan presence if the Federation agrees to.

This will work well for both sides. Secrecy of the Tarellan presence will, for the most part, protect them from hostile races. The Federation's knowledge of the Tarellans' presence among the Alcyones, in turn, be a bond of good faith.

Each character gets one experience point for surviving the adventure. If they ensured the safety of the Tarellans, increase the award to two: three if they role-played well.

Characters threaten any of the Tarellans	Aggression +1
Characters obey their chain of command	Discipline +1
Characters question every order from their chain of command	Discipline -1
Characters try stuff without consulting their chain of command first	Initiative +1
Characters treat the Tarellans with sympathy	Openness +1
Characters succeed in the mission	Skill +1

Characters should complete the adventure with no more than three points of Renown.

NONPLAYER CHARACTERS

Captain Robert DeSoto

Image: Starfleet captain with sad eyes and a receding hairline.
Personality: CAPT. DeSoto is a very mild-mannered man in his early-sixties. He approaches all situations with a quiet and calm bearing.
History: Starfleet has been the center of his life for as far back as he could remember. His most memorable times were of him serving as an Operations Manager aboard the U.S.S. *Intrepid* during the Khitomer Massacre, his time as First Officer during the several brush-fire conflicts with Cardassia and assuming command of the *Hood*. He has had several First Officers come and go to include Commander William Riker. He plans to stay with the *Hood* until the ship (and he) retires.

ATTRIBUTES

Fitness: 2
Coordination: 2
Intellect: 3
Logic +1
Presence: 2
Willpower +1
Psi: 0

SKILLS

Administration (Starship) 4 (5)
Athletics (Climbing) 3 (4)
Command (Starship) 4 (5)
Computer (Research) 2 (3)
 (Modeling) (3)
Culture (Human) 2 (3)
Diplomacy (Interstellar Trade) 1 (2)
Dodge 2
Energy Weapon (Phaser) 1 (2)
History (Human) 1 (2)

(Federation) (2)
Language, Federation Standard 3
Portuguese 1
Law (Starfleet Regulations) 4 (5)
Personal Equipment (Tricorder) 1 (2)
Physical Science (Mathematics) 2 (3)
Planetary Survival (Urban) 1 (2)
Propulsion Engineering (Impulse Drive) 2 (3)
(Warp Drive) (3)
Shipboard Systems (Command) 4 (5)
(Sensors) (5)
Space Science (Astrogation) 1 (2)
(Stellar Cartography) (2)
Starship Tactics (Cardassian) 4 (5)
Systems Engineering (Sensors) 2 (3)
Vehicle Operations (Shuttlecraft) 2 (3)
World Knowledge (Earth) 1 (2)

ADVANTAGES/DISADVANTAGES

Code of Honor (Starfleet); Department Head (Tactical); Rank (Captain)

Courage: 5
Renown: 63
Aggression: 6
Discipline: 19
Initiative: 10
Openness: 18
Skill: 20

Resistance: 2

Healthy		
Stunned +1		
Injured +1		
Wounded +2		
Incapacitated (-)		
Near Death (-)		
Killed		

Lieutenant Commander Manuel Torres

Image: An unassuming Hispanic male of average height and indeterminate age. NOTE: For a better picture of Torres, see *ST:TNG* Episode 1: "Encounter at Farpoint (Part 1)."

Personality: LCDR Torres is a gentleman's gentleman. He has a quiet, easy-going manner which makes him somewhat more approachable than the captain. A social butterfly, he tries to get to know as many of the crew members as possible.

History: Before becoming the *Hood's* First Officer, he was the Relief Flight Control Officer aboard the *Enterprise*. He was hospitalized after the first meeting with the Q-entity where he was reassigned to the Utopia Planetia Ship Yards on Mars. From there he has been the Flight Control Officer of countless shake-down cruises.

ATTRIBUTES

Fitness: 2

Coordination: 2

Reaction +1

Intellect: 2

Perception +1

Presence: 2

Willpower +1

Psi: 0

SKILLS

Administration (Starship) 2 (3)

Athletics (Running) 3 (4)

(Climbing) (4)

Command (Starship) 2 (3)

Computer (Simulation/Modeling) 1 (2)

Culture (Human) 2 (3)

Dodge 1

Energy Weapon (Phaser) 1 (2)

History (Human) 1 (2)

(Federation) (2)

Language, Federation Standard 3

Law (Starfleet Regulations) 2 (3)

Personal Equipment (Tricorder) 1 (2)

Physical Science (Physics) 1 (3)

Planetside Survival (Urban) 1 (2)

Propulsion Engineering (Warp Drive) 1 (3)

Shipboard Systems (Flight Control) 2 (3)

(Sensors) (3)

Space Science (Astrogation) 1 (2)

(Astronomy) (2)

(Stellar Cartography) (2)

Starship Tactics (Federation) 2 (3)

Systems Engineering (Flight Control) 2 (4)

Unarmed Combat (Starfleet Martial Arts) 1 (2)

Vehicle Operations (Shuttlecraft) 2 (3)

World Knowledge (Earth) 1 (2)
(Deneb IV) (2)

ADVANTAGES/DISADVANTAGES

Code of Honor (Starfleet); Department Head (Flight Control); Innovative; Phobia (Q-Continuum, +3 Difficulty on all tests); Phobia (Sub-Zero Temperatures, +1 Difficulty on all tests); Promotion (Lieutenant Commander)

Courage: 5

Renown: 28

Aggression: 2

Discipline: 7

Initiative: 5

Openness: 6

Skill: 8

Healthy		
Stunned +1		
Injured +1		
Wounded +2		
Incapacitated (-)		
Near Death (-)		
Killed		

Admiral Stairek

Image: An obese Alcyone male

Personality: Admiral Stairek is a man who likes to think he's in control. He always keeps a neutral demeanor...until things blow up in his face. That is the point he becomes a sputtering idiot.

History: Admiral Stairek has had a long career of being a political hack.

ATTRIBUTES

Fitness: 2

Strength -1

Coordination: 2

Intellect: 2

Logic +1

Perception +1

Presence: 2

Empathy -1

Willpower -1

Psi: 0

SKILLS
Administration (Alcyone) 2 (3)
Command (Starship) 2 (3)
Computer (Data Alteration/Hacking) 2 (3)
Culture (Alcyone) 2 (3)
Dodge 2
Espionage (Forgery) 2 (3)
Fast Talk 2
History (Alcyones) 1 (2)
Intimidation (Bluster) 2 (3)
Language, Federation Standard 1
 Alcyone 3
Law (Alcyone) 1 (2)
Medical Science (Psychology) 1 (2)
Shipboard Systems (Sensors) 1 (2)
Starship Tactics (Alcyone) 2 (3)
World Knowledge (Alcyone Homeworld) 1 (2)

ADVANTAGES/DISADVANTAGES
Greedy

Resistance: 2

Healthy		
Stunned +1		
Injured +1		
Wounded +2		
Incapacitated (-)		
Near Death (-)		
Killed		

Dr. Wyatt Miller

Image: A robust human in his mid- to late-twenties. See *ST:TNG* Episode "Haven"
Personality: Wyatt is an altruist. He’s polite, easy-going, and very approachable.
History: Since he was a child, Wyatt shared a telepathic link with the Tarellan woman, Adriana. When he encountered their vessel, he risked everything to join them. He believes that he found a cure for the plague that has ailed them.

ATTRIBUTES
Fitness: 2

Coordination: 2
Intellect: 3
Presence: 2
Willpower +1
Psi: 2

SKILLS

Athletics (Running) 2 (3)
Culture (Human) 2 (3)
 (Tarellan) (3)
First Aid (Chemical-Biological) 2 (3)
 (Tarellan) (3)
History (Human) 1 (2)
 (Tarellan) (2)
Language, Federation Standard 3
 Tarellan 2
Life Science (Microbiology) 2 (3)
Medical Science (Pathology) 2 (4)
Mind Meld 1
Personal Equipment (Medical Tricorder) 2 (3)
Physical Science (Chemistry) 1 (2)
Shipboard Systems (Medical) 2 (3)
World Knowledge (Earth) 1 (2)

ADVANTAGES/DISADVANTAGES

Code Of Honor (Hypocratic Oath); Impulsive

Resistance: 2

Healthy		
Stunned +1		
Injured +1		
Wounded +2		
Incapacitated (-)		
Near Death (-)		
Killed		

Ren

Image: A average sized Tarellan male with a bald pate. See *ST:TNG* Episode "Haven"
Personality: Ren is a friendly man who approaches problems with the stubborn calm of a man with nothing

left to lose.

History: Ren is the leader of the last eight Tarellans. The link between his daughter and the human, Wyatt Miller, became a beacon of hope for them. Now that Wyatt has come up with a possible cure for the plague, he can now afford to hope for his people.

ATTRIBUTES

Fitness: 2
Coordination: 2
Intellect: 2
 Perception +1
Presence: 2
 Empathy +1
Psi: 0

SKILLS

Command (Tarellan) 3 (4)
Culture (Tarellan) 2 (3)
History (Tarellan) 1 (2)
Language, Tarellan 3
 Federation Standard 3
Life Science (Microbiology) 1 (2)
Medical Science (Tarellan) 2 (3)
Shipboard Systems (Command) 2 (3)
 (Communications) (3)
Starship Tactics (Federation) 2 (3)
 (Alcyones) (3)
Systems Engineering (Communications) 2 (3)

ADVANTAGES/DISADVANTAGES

Medical Condition (Tarellan Plague); Reviled

Resistance: 2

Healthy		
Stunned +1		
Injured +1		
Wounded +2		
Incapacitated (-)		
Near Death (-)		
Killed		

Adrianna

Image: A lithe Tarellan female with long, kinky blonde hair. See *ST:TNG* Episode "Haven"
Personality: Adriana is a quiet and introspective woman with a great love for Wyatt.
History: Adriana has never known her homeworld. Since he was a child, she shared a telepathic bond with Wyatt. Since his arrival, she has been integrating him into what remains of Tarellan society.

ATTRIBUTES

Fitness: 2
Coordination: 2
Intellect: 2
 Perception +1
Presence: 2
 Empathy +1
Psi: 2

SKILLS

Culture (Tarellan) 2 (3)
First Aid (Tarellan) 1 (2)
History (Tarellan) 1 (2)
Language, Tarellan 3
 Federation Standard 3
Life Science (Microbiology) 1 (2)
Medical Science (Psychology) 2 (3)
 (Tarellan) (3)
Mind Meld 1
Persuasion (Counseling) 3 (4)
Shipboard Systems (Operations) 2 (3)
Systems Engineering (Operations) 2 (3)

ADVANTAGES/DISADVANTAGES

Medical Condition (Tarellan Plague); Reviled; Sexy

Resistance: 2

Healthy		
Stunned +1		
Injured +1		
Wounded +2		
Incapacitated (-)		
Near Death (-)		

Killed		
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U.S.S. HOOD (NCC-42296)

Class & Type: *Excelsior*-Class Cruiser
Commissioning Date: 2294

Hull Characteristics

Size: 7 (470 meters long, 30 decks)
Resistance: 3
Structural Points: 140

Operational Characteristics

Crew/Passengers: 770/3,500
[7 pwr/round]
Computers: 4
[4 pwr/round]
Transporters: 4 personnel, 5 cargo, 4 emergency
[6 pwr/round]
Tractor Beams: 1 ad, 1 fv
[2/rating used]

Propulsion & Power Characteristics

Warp System: 5.0/9.0/9.2 (6 hours)
[2/warp factor]
Impulse Power System: .75c/.9c
[7/9 pwr/round]
Power: 160

Sensor Systems

Long Range Sensors: +1/15 light years
[6 pwr/round]
Lateral Sensors: +1/1 light year
[4 pwr/round]
Navigational Sensors: +1
[5 pwr/round]
Sensor Skill: 5

Weapons System

Type VIII Phaser:
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 5/6/8/11
Damage: 16
Power: [16]
Type II Photon Torpedoes:
Number: 200
Launchers: 1 ad, 1 fv

Spread: 5
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 5
Defensive Systems
Starfleet Deflector Shield
Protection: 48/70
Power: [48]

HANDOUT #1

TARELLAN

HOMEWORLD
Tarella

SUGGESTED ATTRIBUTE & EDGE RATINGS

Fitness: 2 [5]
Coordination: 2 [5]
Intellect: 2 [5]
 Perception +1
Presence: 1 [5]
 Empathy +1
Psi: 0 [5]

SPECIAL OR UNIQUE ABILITIES
None.

SPECIAL OR UNIQUE SKILLS
Culture (Tarellan) 2 (3)
Engineering, Any (Choose Specialization) 2 (3)
History (Tarellan) 1 (2)
Language, Tarellan 2
 (Any Other Language) 2
Life Science (Microbiology) 1 (2)
Medical Science (Tarellan) 2 (3)
Shipboard Systems (Choose Specialization) 2 (3)

SIZE
Humanoid norm

TRAITS COMMON TO THE SPECIES

The Tarellans nearly wiped themselves out through Biological Warfare. Carriers of a disease of their own making, the Tarellans wander the galaxy homeless and unwelcome by other races. The following Disadvantages apply:

Medical Problem (Tarellan Plague)
Reviled

By current Federation records, only eight Tarellans remain.

STORY NOTES

Due to the Tarellan Plague, Tarellans suffer a -2 penalty to all Fitness based tests.

The Disadvantage "Reviled" is inverse to the Disadvantage "Intolerant". Now instead of a character disliking a race, a race dislikes the character's race. Like Intolerant, the negative value of the Disadvantage is scaled.

<u>Value</u>	<u>Reviling Race</u>
-1	Minor Race (Breen, Naucicans, Orions)
-2	Major Race (Cardassians, Humans, Klingons, Romulans)
-3	Everybody but the character's own race

DESCRIPTION

Tarellans bear a striking resemblance to humans of Northern European origin. It is believed that they are descendants of the Tkoni.

HANDOUT #2

PLANETARY TEMPLATE

Planet Name: Tarella

Class: M

System Data: Tarella has no moons

Gravity: .9G

Year & Day: 365/24

Atmosphere: Nitrogen-Oxygen with unusually high amount of Carbon Dioxide.

Hydrosphere: 75%

Climate: Temperate.

Sapient Species: Tarellans

Tech Classification: Five-Six.

Government: N/A

Culture: Few survivors are leading a nomadic existence among the stars.

Affiliation: N/A

Resources: Unknown

Places of Note: Federation Sensor Buoys outside of system monitoring traffic outside of Tarella System.

Ship Facilities: None

Other Details: Tarella had undergone biological warfare ten years ago. It is believed that the bacterial infection known as "Tarellan Plague" is still active on planet. Although system is not considered Federation Territory, Starfleet has placed system under quarantine. There have been no objections from neighboring races.

EDITOR'S NOTES

After reading this and Dave's last two adventures I'm beginning to think he's going to write one for every episode of TNG! Even so, that would be fine because Dave puts together some nice stuff.

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