

Memory ★ ICON

Return to Farpoint

by [Dave Biggins](#)

INTRODUCTION

"Return to Farpoint" is an episode for ***Star Trek: The Next Generation Role Playing Game***. In this adventure, an Away Team (the player characters) try to quell civil unrest on Deneb IV, the homeworld of a people calling themselves the Bandi.

The Bandi, desiring to become members of the Federation, offered Starfleet the use of a newly constructed Starbase called Farpoint Station. It was later discovered that the station was actually a shape-shifting space-borne life-form.

The creature was eventually allowed to return to space. An agreement with the Bandi for the use of a rebuilt Farpoint Station was concluded shortly after the departure of the creature.

A year later, rumors began to spread of the return of the space-borne life-form. They became known as the "Providers." Cults centering around "The Provider" began to spread all over Deneb IV. The message that they spoke was against the presence of the Federation and the Bandi spokesperson, Gropler Zorn.

Zorn became very concerned about this development and brought it up with the Commander of New Farpoint Station, CDR. MacDugall. There was nothing that CDR. MacDugall could really do while maintaining the principles of the Prime Directive. She attempted to win the hearts and minds of the people through various charity events and open forums but it had a marginal effect at best.

Frustrated, Gropler Zorn turned to securing the undercity, the suspected heart of antigovernment activities. He was approached by a group of Ferengi merchants who offered him the technology he needed and at a substantially discounted price, too. The Gropler agreed to this and fell into the Ferengi trap hook, line, and sinker.

The Ferengi, it turns out, have been behind the antigovernment activities in the first place. Learning of the incident with the original Farpoint Station, they played on the peoples hopes and fears of the Providers. With the proper hologram technology, they had people believe that the Providers were communicating with them. The Ferengi hope that the Federation will be ousted from New Farpoint Station and that the Ferengi Alliance will be able to move right in.

With the sale of the monitors, the Gropler got images of a quiet undercity and provided the Ferengi with added security.

That is when the players begin.

"Return to Farpoint" is based on the three part episode illustrated in the rule book with some additions. First is the Prelude: a method of introducing the players to the story and their characters. Next are Interludes: story

events that occur in accordance with the time table below.

Constant:	Sporadic protests by Bandi in Old City.
H Hour	Characters arrive at New Farpoint Station.
H+0.5	Federation Administrator, CDR. MacDugall, meets with LCDR Torres to discuss possible evacuation.
H+1	CDR. MacDugall sends security detachments into Old City to mop up stray Federation citizens.
H+1.5	Evacuation begins.
H+2	Away Team One is attacked by local Bandi. Characters asked to intervene.
H+2.5	Ferengi Marauder enters orbit. Claims to be there to ensure that violence does not spread through rest of sector.
H+3	Mob storms New Farpoint Station. Group nabs Gropler Zorn.
H+3.5	Gropler Zorn executed by revolutionary tribunal.
H+4	Revolutionary tribunal declares itself to be the legitimate government of Deneb IV. Offers Ferengi New Farpoint Station in exchange for protection.

Characters arrive on the planet at H-Hour. From there, it is the Narrator's responsibility to keep track of time and what occurs at each time. To assist the Narrator, a time approximation is given at each scene.

PRELUDE

Captain's Log, Stardate 45020.4: The Hood is speeding to Deneb IV, home of a people calling themselves the Bandi and the location of a major Starfleet port of call known as New Farpoint Station. Due to recent turmoil in the Bandi government, Starfleet Intelligence predicts that there will be a major coup d'etat in a matter of days. The Hood has been dispatched to begin the evacuation of Federation personnel.

This will be the Hood's first mission after a year-long refit subsequent to the Battle of Wolf 359. She is an old ship with an old captain and a young crew; perfect for the mission on hand.

Give players time to familiarize themselves with their characters. The Narrator should explain each character to the players including their position and their duties aboard the ship. Once players are indoctrinated, inform the player playing the Tactical Officer or Operations Manager that they are being hailed by New Farpoint Station.

Once CAPT. DeSoto is informed of this, he will order the hail to be put on screen. This is a Routine (3) Ship Systems (Communications) Test. Once on screen, they will see a haggard looking Commander on the screen:

"This is Commander MacDugall of New Farpoint Station calling the Hood. Are you there?"

"This is Captain DeSoto. We are receiving you."

"Captain, the protests in the Bandi Old City are getting worse. There is now sporadic fighting with Bandi locals and my security force. How soon will you get here?"

"We're currently at warp nine. We expect to reach you in twenty-four hours. Can you hold out that long?"

A tired smile crosses Commander MacDugall's face. "We will try. New Farpoint Station out."

Captain DeSoto will then turn to his First Officer, LCDR Manuel Torres, and inform him that he wants all senior officers to report to his ready room in one hour. He will then depart from the bridge.

All of the characters will be told to attend the meeting. Captain DeSoto will begin the meeting with an apology for not having time to familiarize himself with the new crew. Unfortunately, the mission really leaves them pressed for time. That said, he will go into the scope of his plan

Captain DeSoto's Briefing

Captain DeSoto begins the briefing by stating that he believes the source of the coup to be alien in nature. If asked why, he will shrug and say that it's just a hunch.

He plans on sending out two Away Teams. The first will be led by LCDR Torres (Team 1) while the second team (Team 2) will be lead by the senior player character. The mission of Team 1 will be to coordinate with CDR. MacDugall the evacuation. The mission of Team 2 will be to investigate the origins of the coup and, if possible, put a stop to it.

Captain DeSoto will warn the characters that the Prime Directive is in effect. If the coup is found to be purely Bandi in origin, they are not to interfere. If the coup is found to be due to outside influence, they are to do everything in their power to stop it.

From that point, he will go into the time table. At H-Hour, Team 2 will beam onto the planet followed by Team 1 at H+0.5. Team 2 will have transporter priority until H+1 when the evacuation begins. Once the evacuation is completed, both Teams will return to the Hood.

Each character will then receive a PADD with the Planetary and Species Templates (Handouts 1 & 2).

Give the players time to read over the information provided and to formulate a plan. Once that is completed they will be each issued a Type II Phaser and a Tricorder (Medical Tricorder if the character is a Doctor). That done, the adventure begins!

NEW FARPOINT STATION

Transport complete.

The tension in the area is thick. In the distance, you can hear angry voices of protest. Black plumes of smoke

can be seen from the Bandi Old City.

In the station, Federation citizens and personnel can be seen talking quietly to one another while Bandi, in their shops and booths scan over the area in apparent disinterest. The only interaction between the two groups are polite nods and quick transactions.

Talking to CDR. MacDugall

CDR. Patricia MacDugall is all business. Getting an appointment with her on such short notice requires a Routine (4) Administration (Starfleet) Test. Below are listed the time slots (see INTRODUCTION) that occur during this adventure and what information he is able to provide.

She states that after New Farpoint Station was constructed, a vocal minority in the Bandi Government began to protest a Federation presence on Deneb IV citing that they represent a threat to the homeworld culture. MacDugall will add that she worked hand-in-hand with the Bandi leader, Gropler Zorn, to allay these fears. Despite those efforts, the protests continued to grow and now they have reached a critical point. She goes further to say that the Gropler suspects that these protests have been sparked by their neighbors, the Neo-Bandi, on Deneb IX in order to destabilize the current Bandi government.

To conclude, she will recommend to the characters that they go talk to Gropler Zorn themselves for a better insight to the internal politics. She will warn them, however, that the Gropler's office is the Old City and the Away Team might now be welcome in that part of the city.

H-Hour: CDR. MacDugall will confess some confusion stating that she was expecting to talk to LCDR Torres not for another thirty minutes. Once this is straightened out, she is willing to describe to the characters how she thinks the situation came about. Talking to CDR. MacDugall in this time block should take no longer than 15 minutes.

H+0.5: The Commander will be in conference with LCDR Torres. The players will be instructed to return in 30 minutes.

H+1: Characters who question the Commander at this time will be periodically interrupted by reports from her security teams. It will take approximately a thirty minutes to get the information from her then.

H+1.5: Talking to her at this point will be very difficult as she will be in the middle of evacuating Federation personnel outside with LCDR Torres. Her answers will be very terse and clipped. If the characters badger her, LCDR Torres will tell the Away Team to take a hike. Conference with her will take approximately thirty minutes.

H+2: Talking to her at this time will only get them a direct order: Assist the Security Team currently being attacked by the Bandi (see Interludes).

H+2.5-4: By this time, the evacuation will be complete. CDR. MacDugall will be aboard the *Hood*. Talking to her at 5:00 or after will be pointless.

Betazoid characters might try scanning her to verify her truthfulness. Treat this as a Challenging (9)

Receptive Telepathy Test. The scan will reveal an overwhelming sense of concern for her people. She also exudes a sense of failure due to the situation degenerating to this point. She is being truthful.

In the event that the characters fail to make an appointment with the station commander, her secretary will recommend that they see Gropler Zorn in the Old City.

If players don't think of talking to the station commander and begin to move elsewhere, play out the scenario below.

The Andorian and the Bandi

An Andorian Security Officer (Lieutenant JG), flanked by two technicians, approaches one of the Bandi merchants. He tells the merchant that he will have to move his stand elsewhere. The Bandi protests asking why. The Andorian tersely replies that New Farpoint Station is Starfleet property and that the merchant works there only at the pleasure of Starfleet. This does nothing to quell the Bandi and as he continues to argue, the Andorian threatens to have a security team move the merchant forcefully.

If the Away Team does not intervene, that is exactly what will happen.

If a character asks the Andorian why the merchant is being moved, getting an answer out of him will require a Command (Starfleet) Test. If the character outranks the Andorian, the test will be Routine (4). If the character is the same rank, increase the difficulty to Moderate (7); Challenging (10) if the Andorian outranks the character.

A failure will result in the Andorian coldly recommending that the character take it up with the Station Commander. A success will result in the players learning that Station Security is concerned with terrorists entering the station through underground conduits connecting to the Bandi Old City. He feels that sealing the access ports is the most logical solution and that the merchant's stand is on one of those said conduits.

Talking the Andorian out of this will be a Challenging (10) Persuasion Test. A character who outranks him might try ordering him to back off. This will be a Moderate (7) Command (Starfleet) Test. Once again, failure will result in the Andorian telling the character to take it up with CDR. MacDugall.

Talking the Bandi merchant into moving will be a Difficult (13) Persuasion Test. Reduce the test to Challenging (10) if the character offers to find the Bandi a new spot and help him move.

This encounter will take fifteen minutes if the characters intervene; forty five if they find the Bandi a new spot and assist the merchant in setting up shop. The only two time blocks when this encounter can take place is from H-Hour or H+0.5.

THE OLD CITY

Compared to the pristine structures of New Farpoint Station, the Bandi Old City is a dilapidated ruin. The buildings are made entirely of baked adobe. Wood is scarce here as the only plant life seems to be the occasional tumbleweed.

The surrounding Bandi move past you. The expressions on their faces are those of barely restrained hostility.

To your benefit, there are signs in Federation Standard directing you to the office of Gropler Zorn. There is also graffiti cover some of those same signs: "The Providers Forgive".

Talking to Gropler Zorn

The Away Team needs no appointment to talk to Gropler Zorn. As a matter of fact, he is desperate to talk to any Starfleet personnel. CDR. MacDugall never brought up the evacuation to the Gropler. Any character bringing up the subject will only make him worse (increase Difficulty numbers by 2).

When the Away Team first meets the Gropler, he asks them if they have heard anything from CDR. MacDugall. Remember the penalty for bringing up the evacuation!

If characters make any inquiries to how the situation reached this state, read the following:

"The Neo-Bandi! It must be the Neo-Bandi! Who else could it be? They were always jealous of our treaty with the Federation! Infiltrators! Saboteurs! They must have infiltrated my people! Trying to tear things down!"

Characters who made a Moderate (6) History (Bandi or Neo-Bandi) Test recognize the Neo-Bandi as a group that broke away from the Bandi and resettled on Deneb IX when the Bandi make overtures to the Federation. Characters can get this information also simply by asking Gropler Zorn.

If asked where he think the Neo-Bandi's base of operations are, he will tell them that he doesn't know. He states that the undercity is the most logical place but with the arrangement that he made, that should be impossible. He will then stop short as if he said too much already.

A Betazoid using Receptive Telepathy must make a Challenging (9) test. Success indicates that he made a deal with the Ferengi.

If the Away Team lacks a telepath, this information can be gotten through a Moderate (8) Negotiation (Debate) test by inquiring about what specific measurements. Reduce the difficulty to Routine (5) if they bring up the Ferengi. If characters fail this test, he will waffle about various jobs done by Deneb IV security.

Success means that he will also tell them that he bought surveillance equipment from the Ferengi to track activities in the undercity. He will proudly show them the monitors showing no activity whatsoever in the undercity. He even proudly states that he haggled with them enough that they agreed to install it themselves at no extra charge. He was, of course, taken for a ride. The undercity is detailed its own section. If asked to give the location of the monitoring equipment, he will hem and haw about "planetary security" but eventually hand it over.

Asking him about the "Providers" is a real sore subject for the Gropler. He knows that the Providers are in reference to a space-borne life form that they captured four years ago that could convert energy into matter. It was later freed by the U.S.S. *Enterprise* (NCC-1701-D) and politically left him with a lot of egg on his face. Getting him to explain this will require a successful Negotiation (Debate) test at Challenging (11) difficulty. Reduce the difficulty to Moderate (8) if the characters know about the Providers and are merely looking for confirmation.

Again, a Betazoid using Receptive Telepathy must make a Challenging (9) test. Success indicates that the Providers refer to the once captured life form.

NOTE: At H+3, they will have to get in line behind a group of Bandi trying to batter the Gropler's door down. There will be two Bandi for each Away Team member. A character might try to order the Bandi to back away. This would be reflected in a Challenging (10) Command (Bandi) Test. Reduce the difficulty to Moderate (7) if they are threatened with force.

If they fail this test or simply attempt to physically intervene, the Bandi will attack the away team unarmed. Use the Bandi Template provided at the end of this module. Each Bandi has the Unarmed Combat skill at one. Each will fight until Stunned, then run off. Once half of them have been stunned, the rest will flee in different directions. If any of the Bandi are captured and interrogated, they will babble about being the enforcement arm of the new Bandi government and that the Away Team is interfering with the apprehension of a traitor to the Bandi People (that being Zorn).

The door to the Gropler's office is locked and he will not open it (he's too busy cowering beneath his desk). The lock can be overridden from the outside by a Material Engineering (Mechanical) test at Moderate difficulty. Another option would be to simply blow down the door with phasers. The door will take eight points of damage.

The characters will come in just in time to see the Gropler whisked away by a transporter beam. A Routine (4) Personal Equipment (Tricorder) test will reveal that it was a Ferengi transporter beam. If characters don't think to scan with their tricorders, CAPT. DeSoto will call them and inform them that the Ferengi Marauder just conducted a site to site transport. He will then have the coordinates downloaded. The point is located in the undercity. Reaching that point by foot will take forty five minutes. This can be reduced to thirty minutes with an Athletics (Running) test at Moderate (7) difficulty. Transport is instantaneous, but there will be a fifteen minute wait due to the fact that the Hood is currently in the middle of transporting some 350 Federation citizens aboard.

Below are the time blocks in accordance with this encounter.

H Hour-H+1: The Gropler is pensive and nervous. Talking to the Gropler will take 30 minutes.

H+1.5-H+2.5: The Gropler has gotten word of the Federation evacuation and is absolutely frantic! Increase Difficulty numbers by +1. Talking to the Gropler will take 30 minutes.

H+3: This is when the mob comes for the Gropler as described above. The melee (?) and seeing the Gropler whisked away will take place over 15 minutes.

H+3.5-4: They will only find a smashed door and a trashed office.

Six Angry Bandi

If the Away Team is in the Old City and they don't think of visiting the Gropler, they will hear the sound of phaser blasts from about two blocks away from the team's current position.

If they investigate, they will see the six Bandi shooting at the buildings randomly...with Starfleet issue

phasers! Upon seeing the Away Team, they will turn and flee. Following any of the fleeing Bandi will require an Athletics (Running) Test at Routine (4) difficulty. If successful, they will lead the Away Team members to the undercity and enter. Following them through the twisted catacombs of the undercity will require both a successful Athletics (Running) test at the previous difficulty and a Routine (4) Search test to keep track of them. If any of these two tests fail, they will lose them. Details of the Undercity are provided in the Undercity chapter.

If a Bandi is captured and questioned, he claims to be doing as the Providers.

A Betazoid using Receptive Telepathy must make a Challenging (9) test. A successful attempt puts an image into his or her mind of a hologram of two jelly-fish like creatures providing very specific instructions to a group of Bandi.

UNDERCITY

The undercity is an array of interconnecting hexagonal tunnels. The material making the tunnels are purely Federation but the place seems utterly alien.

It is in the undercity where the conclusion of the episode takes place (hopefully with a happy ending). The writer presents three possible routes the characters took to get there.

Investigating the Gropler's Monitors

Following the Bandi Insurrectionists

Pure Luck

Investigating the Gropler's Monitors

The Away Team will without a doubt want to investigate the Gropler's monitors: especially if they learn that he got them from the Ferengi.

Finding a monitor will require a successful Search Test at Routine (4) difficulty. Once they investigate it, have them make a Systems Engineering Test at Routine (4) Difficulty. This will show that the system is fully operational and transmitting somewhere. Using the tricorders, the Away Team can find the direction to where the signal is being transmitted. This is solved by a Personal Equipment (Tricorder) Test made at Moderate (7) Difficulty.

Following the signal will lead them to a chamber where they will see three Ferengi and a lot of electronics. While two of them are watching over various monitors while another is speaking into a microphone telling someone else that as soon as the Federation is gone, they will return and the Bandi will again know a golden age.

One of the monitors show a hologram of a jelly fish like creature. The words of the Ferengi are coming from the jelly fish. All Bandi present address the jelly fish as "Provider".

Use the Ferengi statistics provided in the **ST:TNG RPG Core Rule Book**. They have no combat skills

whatsoever and if attacked outright, the only thing they will do is run around and scream a lot.

If simply held at phaser point, they will try to bribe their way out (fat chance) or (if they must) plea bargain.

The node that they set up is quite impressive. It is here that the signal from the monitors is received and another signal is sent to the Gropler's office showing empty passages. This can be discerned with a successful Systems Engineering Test (Sensors) at Moderate (7) Difficulty.

It is also possible to use the microphones and the hologram to call off the invasion. This can be done through a successful Computer (Hacking) Test made at Moderate Difficulty.

Not doing this or simply turning the computer off will make the Bandi insurrectionists worry. They will spread out in an attempt to discover why things are suddenly amiss. A few of them, by dumb luck, stumble into the chamber with the Ferengi and the Away Team.

They will be confused at first then furious upon learning of the Ferengi manipulation. They will demand that the Ferengi be handed over to them for trial. A Routine Law (Starfleet Regulations) Test will tell the characters that they are required to hand the Ferengi over to the legitimate Bandi government.

Convincing them of that might be difficult. A successful Command (Bandi) or Fast Talk Test made at Challenging (9) Difficulty would work. If its done with the implication of force, decrease the Difficulty to Moderate (6). If that fails, things could get very ugly.

Following the Bandi Insurrectionists

Following any of the insurrectionist from the Bandi Old City will lead them to the leadership cell. The leadership is talking (apparently) to a hologram of a large jelly-fish like creature (see Investigating the Gropler's Monitors).

The number of Bandi present and their activities will depend on the time block that the characters arrive.

H-Hour-H+2.5: One Bandi for every Away Team member providing reports and receiving instructions from the "Provider".

H+3: Two Bandi are there for every Away Team member. Gropler Zorn is there as well (held by two of the Bandi) on "trial" for his crimes against the Bandi people.

H+3.5: As above. Gropler Zorn is about to be executed for his crimes to the Bandi people by way of knife to the belly.

H+4: One Bandi and one dead Gropler. The Bandi is informing the Hood that the new Bandi government is severing all ties with the Federation in favor of the Ferengi Consortium.

Getting them to surrender peacefully will require a Challenging (11) Command (Bandi) test. Increase this Difficulty to Difficult (14) if the Bandi outnumber the characters. Use the standard Bandi statistics provided at the end of this episode. For the insurrectionists. Add the skills Unarmed Combat and Primitive Weapons.

Both skills are ranked at level 1. The Bandi carry knives.

Anyone using a tricorder to determine where the hologram feed is coming from will discover its origins to be in an adjoining chamber blocked by a wall. This will be discovered with a successful Personal Equipment (Tricorder) Test at Moderate (7) Difficulty. The chamber can be reached by taking a few turns in the maze like corridors or (for a dramatic flair) blowing away the wall. The wall can take 80 points of damage.

Once Ferengi involvement is revealed, the insurrectionists will be out for their blood (see Investigating the Gropler's Monitors)

Dumb Luck

This category covers any remaining contingencies. Perhaps the characters act on a hunch. Perhaps one of the players saw episodes 1 & 2 of **ST:TNG** and acted on it.

Run the encounter in accordance with the Time Blocks provided in Following the Insurrectionists. If the Narrator feels that they will conclude the episode too early, have them wander about for some time and find nothing. The undercity is big, after all.

INTERLUDE 1: GUARDS IN PERIL (H+2)

Lieutenant Commander Torres moved cautiously through the Bandi Old City flanked by two security personnel and an engineer. There was a Federation family in the Old City that needed to be escorted to the evacuation site.

Phasers were held out at the ready, but he hoped that they wouldn't be necessary. They were four Starfleet officers surrounded by an entire potentially hostile people. There were no Bandi on the streets but he could feel their eyes from the buildings and back alleys bore into him.

"Let's pick up the pace," said Torres feeling uncomfortable.

From an alley to their left, they heard a loud crash. Instinctively, all four turned in that direction, phasers pointed at the source of the noise. Too late, Torres realized that was a distraction.

From behind, the Bandi fell upon Away Team 2. One of the Security Officers got off a shot before being pelted on the side of the head by a large rock.

Torres tapped on his communicator. "*Hood!* This is Away Team One! We are under attack! Request-"

Something large and heavy hit him on the back and he fell.

The characters will receive a hail from Captain DeSoto. He informs them that Team One has been attacked one block to their east and orders them to come to their aid.

There will be a total of eight Bandi attackers. They are armed with clubs of metal scrap. If it seems like the Characters might loose, have LCDR Torres come to and give them assistance. Once four of them are unconscious, the remaining Bandi will flee.

Following any of the fleeing Bandi will require an Athletics (Running) Test at Routine (4) difficulty. If successful, they will lead the Away Team members to the undercity and enter. Following them through the twisted catacombs of the undercity will require both a successful Athletics (Running) test at the previous difficulty and a Routine (4) Search test to keep track of them. If any of these two tests fail, they will lose them. Details of the Undercity are provided in the Undercity chapter.

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INTERLUDE 2: ENTER FERENGİ (H+2.5)

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

"Captain," announced the Tactical Officer, "we have a Ferengi *D'kora*-class Marauder approaching the planet at Warp factor 5."

"Conn," queried Captain DeSoto, how soon will the ship reach orbit?"

The Flight Control Officer entered a few calculation, "I estimate contact in three minutes."

"Sir," piped in the Assistant Tactical Officer, "Our shields are just as strong as theirs and our weapons are stronger. Toe to toe, we can take them out."

"We are in the middle of an evacuation," countered the Operations Manager, "and with the amount of refugees we will be taking I will have to cut down on shield and weapons strength to provide adequate life support."

"Everyone relax," said Captain DeSoto in a soothing tone, "The last time I checked we not at war with the Ferengi."

"But we are in the Tkon sector, sir," commented the Tactical Officer, "and there are many systems in this sector that are contested between us and the Ferengi."

"Noted," said Captain DeSoto, "Hail them."

"Hailing frequencies open, sir."

"Ferengi vessel, this is Captain Robert DeSoto of U.S.S. *Hood*. We are transmitting visually."

The screen was filled with the image of an obese Ferengi. "This is Daimon Pazu of the Ferengi Vessel Kreisher. What can we do for you?"

"I was about to ask the same thing of you," noted the Captain dryly, "You are bringing a Ferengi war vessel

that, by treaty, is considered Federation space."

"I suggest," countered the Daimon, "that you concentrate your efforts on the evacuation and less on the treaty which, by my calculations, will soon be null and void."

"The vultures are beginning to gather," mused the conn.

"The must have informants planetside," theorized the Operations Manager.

Captain DeSoto sat back in his chair and pondered the situation. "The Ferengi are only concerned with commerce. After most coups, the economy collapses. The Ferengi should have no interest in this world unless..."

Captain DeSoto sprang to his feet. "Ops, get me Team Two."

The characters, at H+2.5, will be contacted by Captain DeSoto. He will tell them that a Ferengi Vessel has just entered into orbit of the planet. He will inform them that he is certain that the Ferengi are somehow behind the coup.

AFTERWARD

If the characters succeed in their mission, the Ferengi government will disavow any involvement in the coup. Daimon Pazu will depart the planet claiming that he was only there to ensure that the chaos did not spread to other systems. He will even offer to take any captured Ferengi to Ferrengenar for trial. Captain DeSoto will politely refuse stating that they are in the hands of the Bandi government.

Award each character one experience point for surviving the adventure. Award them two is they survived and succeeded.

Renown Points are awarded based on the actions of the characters.

Away Team usually tried to talk their way out of problems rather than resorting to violence	+1 Openness
Away Team generally used force to solve their problems	+1 Aggression
Characters would attempt to flee a fight rather than resort to violence	+1 Openness
	-1 Aggression
Characters approach every encounter with guns-a-blazing'	+1 Aggression
	-1 Openness
Characters use the Ferengi "Provider" holograms to end the coup.	+1 Skill
Characters rescue Away Team One in the middle of their mission	+1 Discipline

Characters refused to help Away Team One.	-1 Discipline
Away Team talks to Commander MacDugall upon landing on the planet.	+1 Initiative

Characters should end the adventure with no more than 2 Experience points and +3 Renown.

NON-PLAYER CHARACTERS

Captain Robert DeSoto

Image: Starfleet captain with sad eyes and a receding hairline. His voice is that of a harsh whisper.

Personality: CAPT. DeSoto is a very mild man in his mid-fifties. He approaches all situations with the quiet calm of an old spymaster.

History: Before serving as a starship Captain, he was heavily involved in Starfleet intelligence. After that, he had assumed command of the *Hood*. He has had several First Officers come and go to include Commander William Riker and Captain John DeSoto. The *Hood* was involved in hit and run attacks against the Borg cube when an exploding console permanently damaged his larynx. He plans to stay with the *Hood* until the ship (and he) retire.

ATTRIBUTES

Fitness: 2

Coordination: 2

Intellect: 3

Logic +1

Presence: 2

Willpower +1

Psi: 0

SKILLS

Administration (Starship) 3 (4)

Athletics (Pareses Squares) 2 (4)

Command (Starship) 4 (5)

Computer (Research) 1 (2)

Culture (Human) 2 (3)

(Jesuit) (3)

Dodge 1

Energy Weapon (Phaser) 1 (2)

History (Human) 1 (2)

(Federation) (2)

(Jesuit) (2)

Language

Federation Standard 3

Law (Starfleet Regulations) 4 (5)

Material Engineering (Starship Design) 1 (2)

Personal Equipment (Tricorder) 1 (2)

Planetary Science (Planetology) 1 (3)
Planetary Survival (Jungle) 1 (2)
Propulsion Engineering (Warp Drive) 1 (2)
Shipboard Systems (Flight Control) 1 (2)
 (Sensors) (2)
Space Science (Stellar Cartography) 3 (4)
Starship Tactics (Cardassian) 2 (3)
 (Federation) (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Altair III) 1 (2)
 (Browder IV) (2)
 (Deneb IV) (2)
 (Earth) (2)

ADVANTAGES/DISADVANTAGES

Code of Honor (Starfleet), Department Head (Tactical), Famous Incident (Battle of Wolf 359), Medical Problem (Damaged Larynx), Obligation (Starfleet Intelligence), Promotion (Captain), Vengeful (Borg)

Courage: 5

Renown: 49

Discipline: 15

Initiative: 1

Openness: 15

Skill: 18

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: 25

Aggression: 2

Discipline: 6

Initiative: 4

Openness: 6

Skill: 7

Commander Patricia MacDugall

Image: Woman with weathered face and hair worn up. There is a large mole on her right cheek.

Personality: CDR. MacDugall is all business who absolutely hates it when her routine is interrupted. She speaks with confidence and has no compunctions against letting someone know that they are inconveniencing her.

History: Since she was a child, Patricia MacDugall has always loved machines. Machines were logical and acted along expected patterns. She went on to launch a career in Starfleet as an engineer. This stint as a Commander of a Starbase is a new experience: one that she's not entirely prepared for.

ATTRIBUTES

Fitness: 2

Coordination: 2

Reaction +1

Intellect: 3

Presence: 2

Willpower +1

Psi: 0

SKILLS

Administration (Logistics) 1 (2)

Athletics (Climbing) 3 (4)

Computer (Modeling) 2 (3)

Culture (Human) 2 (3)

Dodge 1

Energy Weapon (Phaser) 1 (2)

Heavy Weapons (Plasma Mortar) 1 (2)

History (Human) 1 (2)

(Federation) (2)

Language, Federation Standard 3

Law (Starfleet Regulations) 1 (2)

Material Engineering (Mechanical) 1 (2)

(Starship Design) (2)

Personal Equipment (Communicator) 1 (2)

Physical Science (Computer) 1 (2)

Planetary Survival (Ocean) 1 (2)

Propulsion Engineering (Warp Drive) 1 (2)

Shipboard Systems (Sensors) 2 (3)

(Weapons) (3)

Systems Engineering (Environmental Systems) 2 (3)

(Transporter/Replication) (3)

(Weapons) (3)

Vehicle Operations (Shuttlecraft) 1 (3)

(Close Orbital Craft) (2)

World Knowledge (Earth) 1 (2)

(Deneb IV) (2)

ADVANTAGES/DISADVANTAGES

Code of Honor (Starfleet), Contact (Gropler Zorn), Department Head (Engineering)

Courage: 5

Renown: 41

Aggression: 7

Discipline: 8

Initiative: 8

Openness: 8

Skill: 10

Gropler Zorn

Image: A well weathered Bandi in his mid-fifties with long stringy hail and a perpetually worried look on his face.

Personality: Gropler Zorn seems to live from one crisis to the next. He is evasive by nature and can be uncooperative even when it's in his benefit to cooperate.

History: Gropler Zorn, since his first contact with the Federation, has always been a parakeet surrounded by cats. This causes him to view everyone with suspicion and distrust.

ATTRIBUTES

Fitness: 2

Coordination: 2

Reaction +1

Intellect: 3

Presence: 3

Psi: 0

SKILLS

Administration (Logistics) 1 (2)

Athletics (Climbing) 3 (4)

Computer (Modeling) 2 (3)

Culture (Bandi) 2 (3)

Dodge 1

Fast Talk 3

History (Bandi) 1 (2)

Language

Bandi 3

Law (Bandi) 1 (2)

Material Engineering (Mechanical) 1 (2)

Personal Equipment (Communicator) 1 (2)

Planetary Science (Vuclanology) 1 (2)

Planetary Survival (Desert) 1 (2)
World Knowledge (Deneb IV) 1 (2)

ADVANTAGES/DISADVANTAGES
Contact (LCDR MacDugall)

Courage: 3
Renown: 1
Initiative: 1

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

BANDI

HOMEWORLD

Deneb IV is a dry dusty world with sparse scrub. Due to constant volcanic activity, there is a constant orange haze due to the high quantity of dust in the air. This atmospheric dust protects the denizens of this world from some of the more harmful solar radiation.

SUGGESTED ATTRIBUTE & EDGE RATINGS

Fitness: 2 [5]

Coordination: 2 [5]

Intellect: 2 [5]

Presence: 2 [5]

Empathy +1

Psi: 0 [5]

SKILLS

Culture (Bandi) 2 (3)

Fast Talk (Any Specialization) 2 (3)

History (Bandi) 1 (2)

Language, Bandi 2

Planetary Science (Any Specialization) 1 (2)

World Knowledge (Deneb IV) 1 (2)

SIZE

Human average.

TRAITS COMMON TO THE SPECIES

The Bandi are a very private people. They commonly answer one question with another. When cornered and forced to give a straight answer, its given in the form of a plea (at best) or a veiled threat (at worst).

The Bandi have a tendency to subterfuge and a well-developed sense of shame.

STORY NOTES

The Bandi, desiring to become members of the Federation, offered Starfleet the use of a newly constructed star base called Farpoint Station. It was later discovered that the station had not been built by the Bandi, but it was in fact a shape-shifting space-borne life-form. The life form had been captured by the Bandi and coerced it to assuming the form of the station. Investigation by the U.S.S. *Enterprise* (NCC-1701-D) personnel uncovered the coercion and the life form was returned to space.

DESCRIPTION

Bandi appear similar to Humans, Alpha Centaurans, and Betazoids. They are believed to be descendants of the Tkoni: an advanced space faring race that ceased to exist a thousand years ago. Clothing consists of layers of cloaks and robes. Head dressing is occasionally worn in the form of cloth wrappings.

HANDOUT #2

PLANETARY TEMPLATE

Planet Name: Deneb IV

Class: M

System Data: Deneb IV is a moonless world orbiting a white Super-Giant.

Gravity: 1G, Deneb IV is roughly the same dimensions as Earth.

Year & Day: 365/36

Atmosphere: Nitrogen/Oxygen with a slight amount of sulfur.

Hydrosphere: 30% with most of the water located in underground tables.

Climate: Temperate/Dry.

Sapient Species: Bandi (Human in appearance), approximately 1 billion.

Tech Classification: Primarily Level Four with some Level six technology in communication, sensors, and power production. Weaponry is at Level Three. To this point, the Bandi government refuses to go into details on how such stratified technology levels have been attained. Outside intervention is assumed.

Government: Loose confederation of city-states.

Culture: The Bandi are a secretive people . They emerged from a culture of feuding city-states whose alliances shifted on an almost daily basis.

Affiliation: Extensive contacts with the United Federation of Planets. Loose ties with the Ferengi Alliance.

Resources: Geothermal Power

Places of Note: New Farpoint Station: built by Bandi and Federation engineers. Leased to the Federation exclusively.

Ship Facilities: See Places of Note.

Other Details: The loose confederation is formally called the Gropler Council. No decisions are made without unanimous consent. One Gropler is chosen to represent Deneb IV when dealing with foreign governments. The current Gropler, Zorn, has served for an unprecedented four years.

The Bandi are united by their fear of the unknown. The conservative factions of the government are isolationists. The liberal faction prefers dealing with only one foreign group; that currently being the Federation.

When the original Farpoint Station was "constructed", one of the liberal factions proposed leasing it to the Federation. This caused such a furor that some of the radical factions not only seceded from the government, but the planet as well. They migrated to Deneb IX to become the Neo-Bandi.

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