

THE UNOFFICIAL WEBZINE FOR THE

STAR TREK

ROLEPLAYING GAME



BEYOND THE FINAL FRONTIER

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A WORD FROM THE EDITOR

Greetings, salutations... Hello All!

I know it's been months in the making, but here it is: *Beyond the Final Frontier*, Issue #10! In it, we've got some really great stuff we hope you'll check out like two new adventures, new aliens and a cornucopia of starship systems.

Unfortunately, just like with our sister zine, I am having to step down from being the editor as my time to support these products has greatly diminished as one climbs the corporate ladder (or whatever its called for us engineers). But do not fear, the *BtFF* is not dying just merely changing hands to those of our layout editor, Huth, aka The Tatterdemalion King. Please make him feel at home :). As for me, I am signing off but still hope to contribute from time to time as we all hope that you, the great fans, will do as well!

Happy Gaming!

-Matthew Kearns

aka GandalfOfBorg

ASSISTANT EDITOR'S NOTE

The first installment of *Blood and Honor* in issue 9 was accidentally credited to Doug Burke, rather than Roger Taylor. We apologize for the error.

-Huth

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NEW SHIPS SYSTEMS & WEAPONS

adapted from Star Fleet Battles for use with CODA

By Saul Schimek

KLINGON SYSTEMS

EDGE: DISRUPTOR EXTENDED-RANGE FIRE ATTENUATION CONTROL SYSTEM (DERFACS)

An innovation to come out of House H'JoQ's Mek'leth RD&E house during the latter half of the twenty-third century to tackle the problem of disruptor inaccuracy over long distances. The DERFACS system compensates and refines each disruptor charge to allow for maximum effect at the range the weapon is being fired at. A practical upshot of the DERFACS system is an exceptional increase in range, something which Klingon commanders have learned to appreciate against more powerful enemies when a shot at long distance, if somewhat reduced, might make the difference.

Game mechanics: a ship with DERFACS installed will allow for a ship's disruptor range to be extended by one range increment. For example, a ship with 4/4/4/0/0 disruptors will become 4/4/4/3/0. For DERFACS to work, the ship must be actively scanning with sensors and Lock On must be achieved for DERFACS to function properly. Also, the ship's engineering staff must make a successful Power Transfer maneuver from reserves or the ship's Redundant Power Grid (see ESOM) to draw the extra power needed for the DERFACS to fire at extended range.

ROMULAN SYSTEMS

ENVELOPING PLASMA TORPEDO (EPT)

A nasty variation of the Plasma torpedo system developed by the Romulan Navy during the latter half of the twenty-third century and much feared by other Alpha Quadrant powers. As opposed to the normal Plasma torpedo, the EPT draws twice as much power as the normal salvo, but envelops the target before detonating, distributing damage across all shield grids, severely damaging enemy shield capacity, if not destroying it outright. The EPT salvo is usually used by Roman commanders in first strike

scenarios or in coup-de-gras maneuvers simply because the weapon draw so much power, and as such takes time to arm.

Game Mechanics: much as the normal PT for the Romulans, but the engineering staff will need to divert power from other systems in order to fire the weapon, due to the massive amounts of power the EPT needs in order to fire, as well as needing two rounds to arm. The EPT, while it is superior in its damage capacity, is inherently unstable and **MUST** be fired in the round it finishes arming or it will detonate in its firing chamber (full damage applied to ship's weapons track first, the subsidiary damage to the ship's power systems). Also, a general scan roll of 15 will detect the massive energy spike as the weapon prepares to fire. The ship will need to draw from reserves normally set aside for the ship's cloaking system and maneuvering, with the cloak being unable to power up during this time and the maneuvering systems reduced by 2 ranks. To combat this, many larger vessels equipped with EPT capacity have Redundant Power Grids and higher grade systems installed to alleviate the power draw somewhat.

As an upside, the salvo doubles its damage rating, usually more than sufficient to pulverize most vessels' shield systems and cause severe internal damage.

PSEUDO-PLASMA TORPEDOES (PPT)

To further confound enemy forces, the Romulan Empire has created decoy drone units, that when energized, simulate the power signature and visual appearance of a fully armed and active plasma torpedo when fired. Enemy units will often spend previous time to maneuver and expend munitions against the incoming 'torpedo', setting up the enemy vessel for a devastating salvo for when the Romulan vessel unleashes its actual salvo of torpedoes. It was used to great effect against the Dominion forces during the Dominion War.

Game Mechanics: PPT's can be fired from normal torpedo launchers on any Romulan vessel. Due to the nature of the device in question, with further refinements constantly being incorporated to further the deception, it is exceptionally difficult to determine if an incoming torpedo is real or a PPT, par-

ticularly during the heat of combat, as many vessels are too busy getting out of the way of the incoming salvo to bother scanning the incoming weapon. A tactical officer will need to have familiarity with Romulan tactics and technology (GM's discretion) and then will need to make a sensor roll at TN 22+ to discover the deception. The Narrator should not request the test, but should come voluntarily from the players.

To avoid an Incoming PT, EPT, or PPT, a ship's helmsman will need to make a Hard About Maneuver at TN equal what the opposing ship's tactical officer has made to Lock On his/her vessel.

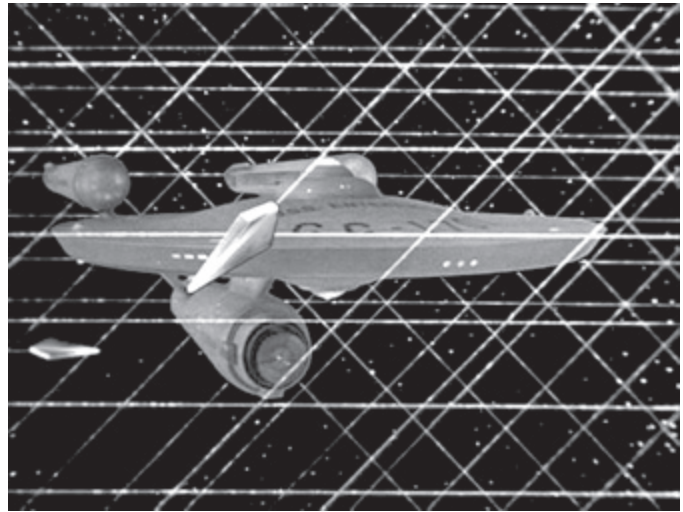
THOLIAN SYSTEMS 'PHASERS'

Given the as yet to be determined nature of the Tholians and the area of space they inhabit, there has been some speculation as to why they would develop a phaser-like device for their ships. After analysis of the wreckage of a Tholian scout by Starfleet RD&E, it has been determined that the designation phaser for the Tholians' primary energy weapon is something of a misnomer, but the appellation has stuck. As to how the 'phaser' device works is still something of a mystery, as the device was of such an alien nature, and had anti-tamper devices built in to destroy the technology. What has been observed is that the weapon functions in a similar fashion to a phaser, but also seems to have the ability to fire through Tholian 'Web' energy shields. Attempts to replicate this effect have consistently failed across the Alpha Quadrant and most Admiralties have looked to other avenues to defeat Tholian defenses.

Game Mechanics: Treat Tholian 'phaser' devices the same as Phasers for purposes of construction, damage calculation, and space. Also, they can fire through Tholian Web.

THE THOLIAN WEB DEVICE

First encountered the crew of the U.S.S. Enterprise (NCC-1701) in 2268 during a rescue mission of a sister vessel, the U.S.S. Defiant (NCC-1704), the Tholian Web Device is one of the most unusual and problematic weapon systems ever encountered. The Web, in essence, is a form of projected, self-sus-



taining energy field (to a limited extent) that can be cast into space independent of any form of shield projection grid. Depending on how the shield is configured, it can be used as a form of tractor beam and defensive grid. Having the appearance of a geometric sphere composed of triangular sections of golden energy, the sphere is actually quite resilient to damage, and when a full sphere is completed, little less than a full attack fleet has any hope of actually penetrating the Web.

To make matters worse, the Tholian War of 2353-2360 introduced new permutations of the Web Device that proved to be an utter nightmare to Starfleet and the Klingon Defense Force. While web generation could previously have been accomplished via attaching two or more Tholian vessels together then beginning web generation, the newer versions required no form of anchor point to cast a web grid into space, the end result being that a web sphere or web wall could be constructed in relatively short order, trapping enemy units, or dividing fleets.

WEB GENERATORS

The most common version of the Tholian Web Device requires at least two Tholian vessels momentarily docking and forming an anchor-point for the web to begin generation. This typically will be done when building a 'web base' (a starbase surrounded by cast web), border defenses, or capturing a disabled vessel. A Web Generator costs 6 spaces per unit.

Game Mechanics: Tholian Web is treated much like a starship in regards to resistance and the ability to take damage. Casting Tholian Web requires at least two Tholian scout vessels to begin lay web, each ship generating/recharging about (Size x Generators) points per turn to be added to the shields structure.

Typical 'small' web spheres generated by scout vessels have a Protection/Threshold of 14/3 and a Structure of 100 as do web wall 'sections'. Larger versions may have Protection/Threshold of 15/4 (possibly higher) with 200-500 points of Structure (as noted, these are typically used for base defense and attacking with anything less than a full fleet is pure suicide). Size and composition are left to the GM's imagination.

WEB CASTERS

A rarer, more recent, and much nastier version of the Web Device is the Web Caster. Introduced during the Tholian War, the Caster, instead of firing out a single strand of web, fires a self-sustaining area of web covering a considerable area out from it's target point (some 3,000 km to a side at maximum power). Often used by Tholian commanders to erect defensive web quickly, the offensive capacity of using web cannot be over looked for breaking up fleet formations and crippling enemy vessels as they plow into the cast web.

Game Mechanics: Cast Web segments at initial casting have a Protection/Threshold of 15/4, Structure 50 at point blank range; Protection/Threshold 14/3, Structure 50 at Close Range; and Protection/Threshold 13/3, Structure 40 at medium range. They can be recharged by Tholian vessels as normal.

Entertaining uses of Cast Web: Stopping drones and plasma torpedoes, stopping direct-fire weapons, locating cloaked ships, isolating vessels for later capture/disposal, cutting off tractor beams, stopping crippled vessels from escaping, blocking effects of natural phenomena. Treat as ramming an enemy vessel with Size = Tholian Ships Size x Generators

WEB SNARE

From accounts of various ship commanders, this appears to a modification made to Web Generators aboard the Tholian fleet, but not particularly widespread as of this time. Appearing to be a modification to somewhat mimic the effects of the Web Caster, this variation generates a small area of cast web around the Tholian vessel that acts as a second layer of shields for the vessel.

Game Mechanics: Web Snare shields on older vessels tend to be somewhat on the weak side with a Protection/Threshold of 13/2 and a Structure of Size x Generators. Once the shield drops from overload (structure gone due to damage), it takes two rounds to redirect power to reactivate the Web Generator.

ANDROMEDAN SYSTEMS POWER ABSORPTION PANELS

The Andromedan Invasion vessels appear to defy conventional starship construction philosophy by eschewing shielding technology and using what appears to be an advanced form of energized hull plating. But upon further observation, initial reports have proven incorrect as to the nature of the technology. Further observation indicates that the ships use some form of power absorption and distribution technology far in advance of any of the Alpha Quadrant powers have or can readily match. The technology has been noted as being capable of absorbing directed energy fire from most of the Alpha Quadrant powers, as well as absorbing raw kinetic impacts from debris and asteroids, converting it to power that can be utilized by the vessel and rerouting large amounts of power to ships systems within femtoseconds. As to how it does this is open to debate, as no piece of Andromedan technology has ever been captured intact in sufficient condition to allow analysis.

Game Mechanics: Firstly, The Power Absorption Panels system costs size x2 for space

The Power Absorption Panels (PAP) have two modes: The default state will be "Powersave" mode, where the panels will function mechanically as regular shield systems, with a foot note that the panels appear to also function as a form of navigation

deflector as well. The ship also is treated as having a Monotanium Hull, due to the PAP's absorption of all ambient energy falling upon the ship. Please note: due to the nature of the panels, attempting to transport personnel over to a so equipped vessel is ill-advised. In "Powersave" mode, the ship's Protection/Threshold rating is 5/Size. So a size 4 vessel would have a P/T of 5/4

The secondary and far more dangerous state "Active" occurs after the Andromedan vessel has made a Power Transfer maneuver from reserves to bring them into full combat mode. At this point, femtosecond power transfer conduits between the PAP's and a distributed network of high capacitance batteries in the vessel to store the collected energy. The efficiency of the absorption system is relative to the vessels size and a ships Protection/Threshold rating is equal to 5/Size². So a size 4 vessel would have a P/T of 5/8.

Protection/Threshold for Andromedan ships works somewhat differently and deserves a bit of explanation. Protection functions as normal for actually hitting the target, but the Threshold represents how many points a ship can take in a single salvo and absorb it safely and channel it to the Capacitance systems. Any bleed over from this indicates a hit and damage is applied normally from the difference (say a Andromedan ship takes 9 points, and the PAP is a 5/6, then three points are applied and damned rolls proceed normally)

Capacitance Systems storage for the vessel are equal to Ship's Size x 10 in 'points'. Secondary Capacitance modules on vessels can be purchased as a separate module for 10 x Ships Size and need to be stored in the main hanger bay. For example, a size 6 module would have 60 points of storage and would take the same space as a size 6 ship in the mothership's main hanger. Andromedan capacitors are exceptionally bulky and are normally designed into the ship's frame, thus this is not a normal configuration for an Andromedan vessel.

If the Ship's Capacitor-PAP system is in danger of overloading (read: getting full of power), The Andromedan ship can elect to dump energy out from the panels into open space. This serves to bleed power from the over-taxed panels, and adds a +5 difficulty to target the vessel due to the amount

of hard radiation being dumped into the void. The downside is that the ship cannot absorb any energy during the dumping process and needs a turn to re-adjust. Treat any incoming salvo as a normal combat hit and resolve normally.

If the ship reaches overload point and the capacitors detonate, treat as a ship having imitated self-destruct, but add the total capacitance storage of the vessel x2 to the total damage given. Large Andromedan vessels tend to go up like a small nova when overloaded...

Notably, the PAP seems to have a problem with Klingon derived disruptor systems (treat Threshold as half vs. Klingon disruptors).

DISPLACEMENT DEVICE

To make matters worse, The Andromedan have perfected a form of in-system Warpspace fold where in the ship in question can fold itself (or other ships) at will over a distance of several AU's if necessary or as little as a few kilometers. The tactical applications of this ability should not be underestimated by any means. (Note: This is only what has been observed by the Alpha Quadrant powers so far. The truth is far scarier).

Mechanics: This secondary drive system requires three power from the ships capacitors to function or two turns of power transfer from the warp drive to gain sufficient charges to work. While navigation for Andromedan vessels remains relatively normal when using the fold system (treat a Space Fold as a maneuver of going to warp), using it on an enemy vessel is a more dicey maneuver and is generally used to break up ship formations. As to where the ship ends up in system is left to the GM's imagination. Space issues, I'm still up in the air about, as large vessels tend to have several of these devices aboard for satellite ship retrieval.

DOCKING BERTH LINKS

These linkages are central parts of the Andromedan Mothership's and Satellite vessels maintenance network while the mothership transports the smaller vessels from place to place. A combination of power transference systems and material movement systems, the link hooks into the ship's PAP to siphon

off power from incoming fire to charge the ships systems as well as provide additional storage for the mothership before deployment..

Mechanics: Treat as a Ship Separation Edge (1 pt) for each vessel the ship is designed to dock, and one point on the satellite vessel in question.

SHIP MANEUVERS WITH ANDROMEDANS: OVERLOADED WEAPONS

Given the nature of Andromedan tactical systems, there has never been any reason for them to be particularly energy efficient. However, they are exceptionally robust and are actually rated for far more power than they normally run at. A particularly nasty surprise for Alpha Quadrant fleets has been the Andromedan habit of taking the enemies salvo then redirecting the acquired power into 'overcharging' the ships tractor-repulsor and phaser arrays far past what is normally expected into a devastating salvo capable of make short work a ship's shields. While terrifying, this does not appear to be a tactic that can be used continuously.

Game Mechanics: Overloading a ship's weapons array is quite expensive, requiring two extra power from the ships PAP/Batteries per weapons mount until the weapons are discharged (as only so much can be bled from the system into the weapons capacitors). For example, a ship with x5 T-R mounts will cost 10 points to overcharge. As a result, the weapon systems total damage will be adjusted by +2 (IE: T-R beam Array of 5/5/5/0/0 will become 7/7/7/0/0/).

There are, however, problems with using this tactic. Firstly, the ships 'Monotanium Hull' edge disappears as the sheer amount of power being channeled cannot be hidden to even the average sensor scan. Secondly, if by some stroke of luck, an enemy vessel manages to score a hit on a weapon system, the overload will cause a chain reaction and detonation of the weapon system, causing damaged equal to the weapons base damage to the hull, and the loss of a weapon mount.

Due to the Nature of Andromedan Vessels, all Systems Operations: Power Management, Transporter Operations (Deflecting Transport Beams, Transporting Through Shields (ESO pg. 38)) are at -5 normal TN.

POWER TRANSFER

Power maybe transferred at normal rates from the panels to ships systems or if needed, 3 power may be allocated to individual systems each for them to repair a x2 normal speed. This can only be done with two systems at a time (the ship while robust, can only do so much)

DUMPING PANELS

If in an emergency, an Andromedan Ship needs to bleed power fast, it can dump up to 3x Size Rating from it's panels into space. This provides a benefit of +5 to any TN of the opposing forces Targeting and Lock On Rolls as the sheer amount of radiation being pumped out overloads any scanning unit within the first two range increments. However, Beyond that, the radiation dump is a massive signal flair to anyone using a scanner, and reduces TNs related to scanning by -5. Also, it takes full turn for the panels to reset to normal operations after the power is dumped.

how do you arrive at 4/4/4/3/0? You should explain. Also, if the extended range is just one less than standard penetration, that might be a little too powerful... half (rounded up) might be a little more balancing. Replace with TN 15 System Operations (Sensors) test. Maybe rephrase: "To discover the deception, a tactical officer will need to make a TN 20 System Operation (Sensors) test with affinity bonuses from Tactics (Romulan) and appropriate Knowledge and Engineering skills related to Romulan technology.

THE JYN FAISHA

by Roger Taylor

PERSONALITY

The Jyn are a fun-loving, cheerful people, who live life for the adventure as much as for anything else, and rarely decline a challenge. They have practices similar to counting coup, and the hero who charges into the maw of death (laughing), is one of their most revered. Beyond this, the Jyn have a love for craftsmen and craftsmanship that borders on idolatry. This explains, in a measure, the longevity and sturdiness of their vessels.

PHYSIOLOGY AND APPEARANCE

A humanoid species, the Jyn Faisha (or Jyn) tend to be compact and small, but are otherwise nearly indistinguishable from human stock. Skin and hair colors run the same gamut as Terran humans, but tend toward dusky olive or light purple. One interesting note about Jyn physiology- each clan or major family division has its own unique eye color, which is adopted as more or less the clan tartan.

CULTURE

A nomadic, relatively peaceful people, the Jyn Faisha are a species of nomadic traders who wander the starlanes in search of goods and opportunities. The Jyn Faisha trade extensively between clans and others who meet their standards of honor. For the most part, they absolutely despise the Ferengi, finding their practices underhanded and dishonorable and so refuse to trade with them, but will trade with the Orions, considering them a necessary evil.

While generally peaceful, the various Jyn clans have taken part in epic feuds spanning entire star systems. The Jyn are very ritual- and etiquette-motivated, and honor is of paramount concern and loyalty to one's clan is a driving force for the Jyn. Yet once these conditions are met, the Jyn are notoriously independent.

Skilled as tinkers and pilots as well as traders,

the Jyn generally bring a cheerful zest for life to any situation, although this is by no means always the case. Although normally exuberant and feisty, they can also be deadly serious when wronged – the Jyn are never unarmed.

LANGUAGE

Jyn Faisha Common

HOMEWORLD

The Jyn Faisha have no home planet of their own, save in ancient myth. In modern times, they wander the vast expanses of the galaxy, carrying their people in massive, generally ancient warp capable city ships. These space-going leviathans are capable of speeds in excess of warp four, and carry tens of thousands of people. They are for the most part self-contained, with extensive manufacturing and repair capabilities. Defending such massive vessels is a challenge, even for people born to space, and so the Jyn maintain a vast support fleet of small runabout-style spacecraft and fighters. The city-ships in themselves boast a staggering variety and number of defensive armaments.

FAVORED PROFESSION

Merchant, Rogue, or Starship officer. Although the Jyn Faisha can take up most any profession, space-borne trade is a central facet of their society. Their independence and impulsiveness lead many toward less than above board trades.

SPECIES ADJUSTMENTS

None.

SPECIES ABILITIES

Agoraphobic: Born and raised in the vast expanses of deep space, most Jyn Faisha are used to the confined space and discrete dimensions of starships. Jyn suffer a –1 penalty when operating in vast open spaces outside the confines of their spacecraft or EVA suit.

Bonus Edge: Suit Trained: Jyn Faisha are born in space, and spend their lives between the stars. The

artificial nature of their space going homes requires that they know the ins and outs of space suit operation.

Bonus Edge: Zero G Trained: Jyn Faisha vessels are massive, and zero-g is a feature in many of their companionways. Jyn Faisha children learn to maneuver in zero-g as readily as they learn to walk.

Star-readers: Jyn Faisha have a talent for navigating by the stars, and gain a +2 species bonus to System Operations (Flight Control) and Space Science (Astrogation) tests.

ENCOUNTERS

JYN FAISHA FREE TRADER

Whether representing her city-ship or commanding her own small trading vessel, the Jyn Free Trader is a shrewd, savvy operator with a variety of wares for sale or trade and her finger on the pulse of the sector. With trade links throughout the Alpha and Beta quadrants (and perhaps further), this Jyn is likely to have contacts on a hundred worlds and have heard a thousand whispered secrets on each of them. For the right price in latinum, information, or trade goods, she'll have the phase converter, plasma injector, or coordinates you'll need.

Str 7 [+0] Agl 10 [+2] Int 10 [+2]

Vit 9 [+1] Prs 9 [+1] Per 7 [+0]

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

DEFENSE: 7 Health: 9 Courage: 3 Advancements: 6

SKILLS: Appraise (Common Trade Goods) 3, Armed Combat (Knife) 3, Computer Use 3, Culture (Jyn Faisha) 6, Enterprise- Business 3, History (Jyn Faisha) 4, Influence 4, Inquire 3, Language- Federation Standard 3, Language- Jyn Common 4, Language- Romulan 2, Negotiate 6, Politics (Jyn Faisha) 5, Repair 2, Specific World 3, System Operations (Flight Control) 4

SPECIES ABILITIES: Agoraphobic, Astrogation

PROFESSIONAL ABILITIES: Connections, Business Savvy, Pandering, Starship Command

EDGES/ FLAWS: Contacts (Business; Jyn Faisha), Suit Trained, Zero G Trained

BLOOD & HONOR

A KLINGON SERIES

PART TWO

THE RAID

by Roger L. Taylor II

INTRODUCTION

"The Raid" is an adventure for use with the **Star Trek: Roleplaying Game** by Decipher. It is designed for use in the "Blood and Honor" campaign, and is suitable for a crew of 2-6 players playing a Klingon crew. It is the second mission in an arc of three. With some modification, this adventure could be adapted for other crews or campaigns.

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

The adventure takes place in the **Taj'na Sector**, along the Klingon-Federation border, Beta Quadrant, in the year 2294.

Players that plan to take part in this adventure should not read any further.

ADVENTURE SYNOPSIS

Needing a way to the surface of Shal's Retreat, the PCs contact Ch'reth, and convince him (an appeal to honor is best) to either transport or guide them through the Orion defenses. While making their way in, the PCs discover many of the planetary defenses are either Klingon or Klingon derived. If the PCs

take the *Taj'tat* into the maze, she must stay within a hull's length of Ch'reth's freighter.

Once safely on the surface, the PCs determine that while no one knows where Kahl lives, he operates from a popular pub called Kardek's Pit. Easing their way in, the PCs will undoubtedly need to fight their way out, as the bar is crowded with Kahl's soldiers. Overcoming the pirate's defenses, the PCs should try to take their man alive.

Threatened with death or torture, Kahl (or his computers) reveal that he received Klingon defense data from Korth, a prominent Klingon in a Great House. Returning to their vessel (preferably with Kahl in tow), the PCs are attacked by Moktar, who attempts to take them out with a spray of "Kynsara" bullets.

BACKGROUND

While on patrol near the Federation/Klingon border, the *IKV Taj'tat* received a brief, abortive distress call from the colony world of Cha'esq. Arriving on-site, the PCs discovered the colony in shambles after an Orion raid. Roughly a dozen Klingons, mostly children, were taken by the Orions. The systematic nature of the damage, and the ability of the Orions to approach without being identified, points to treachery and treason. Someone sold the colony out.

Following the Orions to their lair on Sa'bret, the PCs were able to rescue the hostages and destroy the raiders, but learned that the Orions purchased the Klingon access codes from an Orion merchant-prince on the nearby world of Shal's Retreat. Having completed their rescue mission, the Klingons are now investigating traitors to the Empire.

SETTING

An ancient Orion colony, Shal's Retreat is named for the semi-mythical Orion merchant prince who fled there after the fall of the 11th Orion Empire, nearly ten thousand years ago. At least, that's one of the (conflicting) stories sold to Federation researchers and cartographers. The modern Orion civilization lives in, on, and under the ancient ruins, and ancient artifacts both real and manufactured can be had for a few credits to the unwary buyer.

What is beyond dispute, however, is Shal's Retreat's size (one of the fifteenth largest Orion colonies) and its quintessential Orion nature. Wreathed in carefully contrived isolation and neutrality, Shal's Retreat is home to every form of commerce, activity, and vice imaginable. Ruled by a patchwork of Orion clans, Shal's Retreat is chaotic, exotic, and dangerous. The colony and its warrens are an ancient maze of passages and chambers designed to confuse, conceal, and to trap the unwary.

It is not surprising that both the Federation and the Klingon Empire strictly limit passage to the world, but there are many for whom rules are made to be broken. It is axiomatic that only the foolish or the desperate travel to this world- there is no third option.

The colony takes elaborate steps to launder more illicit operations (such as piracy and slavery) through the nearby outpost of Sa'bret, but nevertheless maintains an elaborate and powerful orbital defensive grid to keep out unwanted strangers. Like any Orion operation, the defense grid is near transparent for illegal activities, but almost impermeable to the forces of law and order.

THE RECRUIT

Open in media res with the Captain's Log (Hand-out #1). Ch'reth is an embittered old Klingon, but responds best to appeals to honor and a chance to mean something again. Rather than intimidated to be brought aboard the *Taj'tat*, Ch'reth is initially prone to bluster, but can be brought around easily enough with an appeal to honor. The final selling point should be that Cha'esq was a colony of the House of Kovara.

Now enthusiastically onboard, Ch'reth suggests that they arrange minor damage to the *Marath*, allowing him to claim the need to set down for repairs on Shal's Retreat. The PCs can either accomplish the damage with *Taj'tat's* main batteries (a TN 25 System Ops-Weapons test) or by going EVA and using their hand disruptors (a TN 5 Energy Weapons test). Of course, suiting up and making the EVA would require some further tests.

With the *Marath* bleeding plasma, and the *Taj'tat* hiding in her wake, Ch'reth is confident that the warriors can reach the surface undetected.

THE ROADSTEAD AT SHAL'S RETREAT

Ch'reth knows the codes and procedures that will allow the *Marath* to reach Shal's Retreat unmo-
lest. In order to sneak past the orbital platforms

DEFENSE PLATFORM

PRODUCTION DATA

Class and Type: Bastion Class Orbital Defense Platform

Year Launched: 2258

Origin: Orion Syndicate

HULL DATA

Structure: 20

Size: 3

Length: 85 m

Crew: None

OPERATIONAL DATA

Transporters: None

Cargo Capacity: 30

Tractor Beams: None

Sensor Systems Class 1 (+1/B)

Operations Systems Class 1 (B)

Life Support Basic Only (A)

PROPULSION DATA

Fusion Reactors K-HEU-3 (B)

TACTICAL DATA

Disruptor Cannon K-GDM-1 (x3/B) Penetration 4 / 3 / 3 / 0 / 0

Photon Torpedoes 3 x KP-5 (B) Penetration 4 / 4 / 4 / 4 / 4

Deflector Shields

OCIDSS-3 Protection/Threshold 15 / 2

MISCELLANEOUS

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

Traits None

and the picket ships, the *Taj'tat* must stay within one hull length of the *Marath*. A series of four Challenging (TN 15) System Operation (Conn) tests must be made to run the gauntlet. A failure on one of the first three tests imposes a +5 TN penalty on the succeeding test. If the PCs fail the fourth test, or suffer a Complete Failure in the first three tests, they automatically invite the attention of an Orion patrol ship. A Disastrous Failure on any test will draw an attack from the patrol ship.

A particularly clever character might hit upon the idea of sending out false sensor data to help confuse any Orion observers and give the helm a little more room to maneuver. If the crew attempts to send out false readings, a Difficult (TN 20) System Operation (Sensors) test is in order for each System Ops (Conn) test. A Marginal Success grants the helmsman a +1 to his piloting roll, a Complete Success +2, a Superior Success +3, and an Extraordinary Success a +5.

Merely drawing the attention of a patrol craft is not necessarily a disaster. The patrol ship will move to Close range and do a sensor scan. Only if the scan manages to penetrate the *Taj'tat's* Cloak rating +5 (TN 23), will they attack.

ORION CREWER

Working for one of the more successful pirate lords has its advantages and drawbacks, and this thug knows both well. While the work-intimidation, larceny, graft, and piracy are profitable, the boss is a much bigger target. Proud and ambitious, this Orion is also wary and suspicious.

Str 8 [+1] Agl 11 [+2] Int 7 [+0]
Vit 12 [+3] Prs 7 [+0] Per 8 [+1]

Quickness +2 Savvy +3 Stamina +3 Willpower +3

DEFENSE: 9 Courage: 3 Advancements: 3 Renown: 3

SKILLS: Appraise +1, Armed Combat (Simple Weapons) +3, Conceal +5, Enterprise: Streetwise +5, Influence (Intimidate) +1, Knowledge: Culture (Orion) +1, Knowledge: History (Orion) +3, Knowledge: Politics (Orion) +2, Knowledge: Specific World (Shal's Retreat) +3, Language: Fed Standard +2, Language: Kolari +3, Observe (Spot) +5, Ranged Combat: Energy Weapons +5, Repair +3, System Operation (Conn) +3, Stealth (Stealthy Movement) +3, Unarmed Combat (Brawling) +3

PROFESSIONAL ABILITIES: Fleet of Foot, False Credentials

SPECIES ABILITIES: Seasoned, Ultraviolet Endurance

TRAITS: Alert, Arrogant, Thick Skull

Pass or fail, after the 3rd roll, an Orion battlecruiser saunters past, headed for one of the orbital shipyards.

BARBARIANS AT THE GATE

Once through the defense grid, the *Taj'tat* is relatively safe. While Ch'reth is securing the *Marath* and arranging for her repairs, the PCs have the opportunity to beam down. Maq'du suggests that the PCs find some sort of disguise, perhaps the long, oversized, brown robes that are practically the national uniform on Shal's Retreat. Beaming in on the hunt, the last thing they want to do is advertise. The streets of Shal's Retreat are narrow, cramped, filthy, and crowded.

The PCs can set out on their own or wait for Ch'reth. They have 5,000 credits in untraceable acta crystals. If the crew sets out by themselves, a series of (TN 10) Streetwise tests and a few pay-offs will point the PCs to Kardek's Pit. No one knows where Kahl lives and works, but he holds court at the bar.

Sometime after their second Streetwise attempt, one of the local youths will attempt to pick their pockets. This requires an opposed Sleight of Hand and Observe (Spot) test. Streetwise grants the victim a +1 affinity bonus. Assume the youth has a

NAUSICAAN

Hired to provide muscle and intimidation, this guy provides excellent service. When needing advice on the finer diplomatic points, well... better look elsewhere. Knowing that his business dealings might spawn a certain amount of negative attention, Kahl hired this guy and his five buddies to provide a little extra muscle.

Str 8 [+1] Agl 11 [+2] Int 5 [-3]
Vit 8 [+1] Prs 7 [+0] Per 6 [+0]

Quickness +2 Savvy +0 Stamina +0 Willpower +0

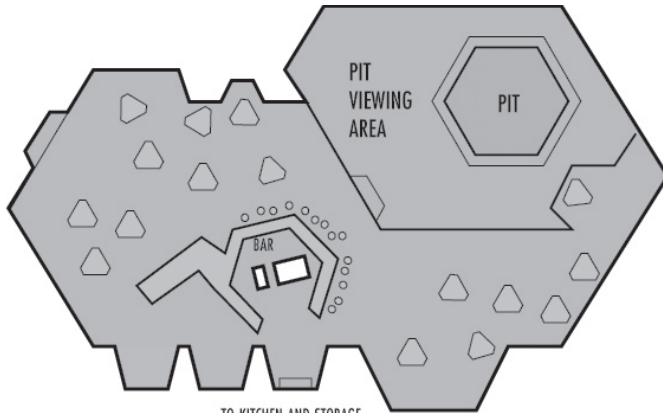
DEFENSE: 9 Courage: 3 Advancements: 3 Renown: 3

SKILLS: Armed Combat (Simple Weapons) +5, Athletics (Running) +3, Demolitions +4, Enterprise: Streetwise +2, First Aid +1, Influence +1, Inquire +1, Knowledge: Culture (Nausicaan) +2, Knowledge: History (Nausicaan) +2, Knowledge: Specific World (Nausicaa) +2, Language: Kolari +2, Language: Nausicaan +2, Observe (Spot) +4, Ranged Combat: Archaic +2, Ranged Combat: Energy (Phaser) +6, Survival +1, Tactics +1, Unarmed Combat (Brawling) +3

PROFESSIONAL ABILITIES: Favored Weapon (Phaser Rifle)

SPECIES ABILITIES: Forceful Presence, Warrior Culture

TRAITS: High Pain Threshold, Skill Focus (Furtive)



Sleight of Hand skill of 5.

If the PCs started out without him, Ch'reth rejoins the party at this time.

KARDEK'S PIT

Kardek's Pit is a small, dark, and (at least by Klingon terns) cozy tavern deep in Shal's Retreat. The ceiling is low-slung, with dim electric lights and open flame torches set about the common room, and providing barely enough light to avoid stumbling over the furniture. The heads of beasts and other trophies adorn the wooden walls, and a large wooden bar dominates the south wall. A 5 foot deep "battle pit" lies near the eastern wall, and patrons wager on combats between men and between beasts.

ASIRA

Beautiful, seductive and dangerous, Asira is Kahl's lover, confidant, and bodyguard. One of the few beings he trusts enough to turn his back on, he'd also abandon her in a minute if it suited his purpose.

Str 6 [+0] Agl 11 [+2] Int 8 [+1]
Vit 9 [+1] Prs 10 [+2] Per 6 [+0]

Quickness +2 Savvy +3 Stamina +1 Willpower +1

DEFENSE: 9 Courage: 3 Advancements: 5 Renown: 3

SKILLS: Appraise +2, Armed Combat (Simple Weapons) +7, Conceal +2, Enterprise: Streetwise +6, Entertain: Dance +5, Forgery +1, Gaming +1, Influence (Seduce, Intimidate) +7, Knowledge: Culture (Orion) +4, Knowledge: History (Orion) +1, Knowledge: Politics (Orion) +1, Knowledge: Specific World (Shal's Retreat) +3, Language- Klingon +3, Language-Orion +4, Observe (Spot) +3, Persuade +3, Ranged Combat: Energy +2, Sleight of Hand +2, Stealth (Stealthy Movement) +2, Unarmed Combat (Brawling) +2

PROFESSIONAL ABILITIES: Scoundrel's Fortune (Influence)

SPECIES ABILITIES: Seasoned, Ultraviolet Endurance

TRAITS: Skill Focus: Furtive

Before the crew enters, Ch'reth cautions them not to beam out once they have their man- if the Orions think there's a cloaked ship in orbit, they'll spare no effort in finding it. Once they've captured Kahl, the PCs should head for the *Marath*, and once she's in space, beam over to the *Taj'tat*. The Orions can then destroy the freighter and think they've accomplished their mission.

Getting into the bar is easily accomplished, but getting out might be a little trickier- the place is crawling with armed Orions and a half dozen Nausicaans. Undoubtedly, some of the bar patrons are "innocent" bystanders, but there are definitely some bodyguard types here, as well.

Alasho Kahl makes his appearance long about 2000 hrs, a large impressive man with expensive, if garish, clothes. He also has a feral Orion beauty on his arm, and seems to enjoy the looks the slave girl is getting from the other patrons. In his base of operations, surrounded by his guards, Kahl is relaxed, but not complacent.

ALASHO KAHL

A powerful Orion merchant-prince, Kahl controls many of the operations in and around the Kodura and Taj'na Sectors. Kahl is the principal contact for Korth, and ensures Orion cooperation in the plot. Kahl is extremely charismatic, polite, and sociable, masking a ruthless, cunning mind. Kahl is carrying an encrypted datapad detailing his dealings with Korth, as well as payment transfers and the stolen Klingon codes. With the proper "encouragement", Kahl will also confess to dealing with Korth.

Str 11 [+2] Agl 8 [+1] Int 10 [+2]
Vit 8 [+1] Prs 8 [+1] Per 6 [+0]

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

DEFENSE: 8 Courage: 3 Advancements: 8 Renown: 3

SKILLS: Appraise (Slaves) +2, Armed Combat (Simple Weapons) +2, Conceal (Cache) +6, Enterprise: Streetwise +6, Forgery +2, Gaming +4, Impersonate +3, Influence (Intimidation) +5, Inquire (Fraternize) +2, Knowledge: Culture (Orion) +5, Knowledge: History (Orion) +3, Knowledge: Politics (Orion) +4, Knowledge: Specific World (Shal's Retreat) +3, Language- Klingon +2, Language- Orion +3, Negotiate +3, Observe (Spot) +2, Persuade +3, Ranged Combat: Energy +5, Sleight of Hand +4, Stealth (Stealthy Movement) +4, Unarmed Combat (Brawling) +4

PROFESSIONAL ABILITIES: Scoundrel's Fortune, Smuggler's Trade

SPECIES ABILITIES: Seasoned, Ultraviolet Endurance

TRAITS: Alert, Wealth 1

When (if) the fight begins, there will be a general exodus towards the door. If the fight goes against him, Kahl and his slave girl will attempt to escape through a secret door hidden in the Battle Pit. If necessary, the PCs can follow them into the alleyway and take Kahl there.

THE ASSASSIN

As the PCs head for Ch'reth's ship, the streets are deserted- no one wants to get involved. There are, however, sounds of pursuit in the distance. Without warning, Ch'reth gives a sudden cry and throws himself bodily in from of Commander K'Tenek. As the sharp crack of projectile weapons fire reaches the crew's ears, Ch'reth's armor suddenly blossoms in bright yellow splashes of biological growths. Cursing heartily, Maq'du examines the splotches, but is careful not to touch them. "Kynsara bullets- a hyper aggressive biological nerve toxin," is his explanation. A TN 15 Streetwise test will confirm his statement, as well as the fact that these rounds are extremely rare- used by only a few high level assassins- including Moktar.

With a last baleful smile, Ch'reth whispers, "So... a warrior's death after all." Exhaling deeply, the old warrior shudders once, and is stilled forever.

STEP THIS WAY TO SEE THE EGRESS

As the PCs reach Ch'reth's ship, the remaining Orion thugs reach the hangar and open fire. The PCs

should make a series of TN 10 System Ops (Flight Control) tests to lift ship (the Orion hand weapons are next to useless) and clear the atmosphere.

Four Challenging (TN 15) System Operation (Conn) tests must be made to run back through the defenses, with the slight complication that all of the orbital defense outposts and the battlecruiser are out for the crew's blood. The PCs do have one ace in the hole- the *Taj'tat*. The Bird of Prey can beam the PCs off at any time. As the PCs return to their own vessel and make their escape, the Orion weapons batteries target the freighter and blast her into flaming dust.



AWARDS

EXPERIENCE AWARDS

PCs recruit Ch'reth with an appeal to honor:	200 exp. points
PCs sneak through the planetary defenses completely undetected:	200 exp. points
PCs detect and thwart the pickpocket attempt:	200 exp. points
PCs record the details of the planetary defenses for later analysis:	500 exp. points
PCs capture Alasho Kahl:	1000 exp. points
Per act that exemplifies Klingon honor and mindset:	150 exp. points (per player, per act)
Per player character killed during the mission:	-150 exp. points (per player, per act)
Per unpunished dishonorable action taken by a player character:	-150 exp. points (per player, per act)

RENOWN AWARDS

PCs recruit Ch'reth with an appeal to honor:	Renown +2
PCs sneak through the planetary defenses completely undetected:	Renown +2
PCs record the details of the planetary defenses for later analysis:	Renown +2
PCs capture Alasho Kahl:	Renown +3
Per act that exemplifies Klingon honor and mindset:	Renown +1 (per player, per act)
Per player character killed during the mission:	Renown-1
Per unpunished dishonorable action taken by a player character:	Renown-1

OPTIONAL RENOWN RESULTS (PER OFFICER):

-8 or less	Officer is executed, either by Fleet Command or by his own House.
-6 or -7	Officer is court-martialed, Infamy Flaw possible (GM's discretion).
-3 to -5	Inquiry by Fleet Command, reprimand or demotion likely.
0 or -2	Nasty message from Fleet Command (Governor Tarakt) and Head of House.
1	Acknowledgement from Fleet Command, next assignment.
2 to 4	Acknowledgement from Fleet Command, well done.
5 or better	Commendation from Fleet Command (Commendation 1 edge).

PRINCESS AND PIRATES

by Doug Joos

INTRODUCTION

"Princess and Pirates" is an adventure for use with the **Star Trek Roleplaying Game** by Decipher, taking place in 2285. "Princess and Pirates" is suitable for a crew of 4-6 players playing a Starfleet crew. With slight modification, this adventure could be adapted for other crews and eras.

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

The adventure takes place aboard the *U.S.S. Columbia* and in the Paulson Nebula near the Romulan Neutral Zone. Players that plan to take part in this adventure should not read any further.

ADVENTURE SYNOPSIS

The *Miranda*-class starship, *U.S.S. Columbia*, is on a standard cruise through the Paulson Nebula after just completing a re-supply at Starbase 157. The crew will find the Paulson Nebula operationally challenging to traverse and then come upon a damaged starship, the *Golayshian*, of a non-Federation race, the Hydraens.

Unable to move at warp speed, the crew of the *Golayshian* is essentially trapped within the nebula, never to again see their homeworld, left only with the fate of dying in the cold void when their ship's supplies eventually run out.

The chance meeting of the *Columbia* is luck indeed, but the Hydraens have ulterior motives and it will take the intrepid Federation crew to outwit the pirates and save their own ship.

BACKGROUND

The *HMV Golayshian* is a fast corvette ship, if not a palatial cruiser type vessel of the Princess Isaboul (pronounced EE-sa-bool). The Hydraen Princess had given order to her captain, Corbin, to traverse the Paulson Nebula. Due to time constraints in needing to return to Tau Hydrae, the Princess could not have the time wasted in skirting the great cloud.

Unfortunately, after 13 hours within the Paulson, the *Golayshian's* warp field deteriorated and brought the ship crashing out of warp speed. The resulting damage left the ship's helm crippled and still moving at great speed with no steerage, three nickel-cored meteoroids struck the vessel. The ships delicate warp engines were damaged even more and she bled out 90% of her deuterium and tritium before the perforations could be sealed. Without the reactionary elements, the ship could no longer create anti-matter and thus no more warp capability. The impulse engines were damaged as well and had to be shutdown. Now the ship is powered only by an Auxiliary Power Reactor, which maintains life support and other basic systems (i.e. weak communications, steerage). The vessel cannot be sped up or down though the helm can make slight maneuvers. The weak power and the adverse effects of the Paulson limit communications, but the Hydraen captain has ordered a repeating distress transmission to be sent out to any that might 'hear'.

Now the hapless crew of the *Golayshian* sits and waits for anyone that may come along to their aid. No matter who may come, the Princess has every intention of exiting this cloud and making it back to her homeworld - whether it is agreed upon by her rescuers or not. The reputation of her family guild is currently at stake and piracy is trivial compared to the alternative.

Besides, who wouldn't do as she asks?

PAULSON NEBULA MECHANICS

The following information is given for game mechanics purposes only:

Location: in the area of Zeta Alpha and Sentinel Minor; it registers 82 percent dilithium hydroxyls as well as magnesium and chromium.

Type: Class-C

Hazards: The nebula can be both benign or dangerous to starships; within it, ships have been known to register sensor ghosts or to have no sensor function at all; communications are limited to relative short ranges; warp fields can deteriorate within its gases causing ships to drop out of subspace, sometimes with disastrous results; and Ion Storms may rage at times within its bounds.

Note: For a long time the nebula has been a hide out for pirate ships and rogue merchants moving contraband. The *U.S.S. Enterprise* NCC-1701-D took refuge there in 2370 within its sensor-confusing material from the renegade Borg.

Mechanics: The following will be necessary if the Columbia enters the Paulson Nebula:

Engineering will need to make a TN 13 Systems Reliability test for Warp Propulsion for every 12 hours of warp travel; failure will bring the ship crashing out of subspace with results to be determined

Communications are limited to 200,000 KM range and require a Sys Ops TN 15 test to achieve

Shields will require a Sys Ops TN 10 for each 3 rounds of Starship combat or each 12 hours of travel to activate and maintain

Sensors will be erratic and sensor 'ghosts' are prevalent; any sensor tests will require an additional +5 to the required TN. The ultimate challenge within the Paulson is the echoes or sensor 'ghosts'. The nebula has been reported to echo its contents by the density of the gases. It seems solid matter will literally leave an imprint as they drift throughout and sometimes these imprints will last. Sensors scanning the area will pick up denser patches of the gases surrounding these areas of space that were left vacant by the passing matter, as if they

still were being roiled by the object. Unfortunately sensors became very handicapped and thus take some time to realize that they are scanning nothing but empty space. Early sub-mariners on Earth had called things like this a "knuckle".

Travel: The Paulson Nebula is 4 light years across where the Columbia is passing. Warp Factor will determine the time necessary to cross the nebula:

WF 4- 14.4 Days (28 RT*)

WF 5- 7.2 Days (14 RT*)

WF 6- 4 Days (8 RT*)

WF 7- 2.4 Days (5 RT*)

WF 8- 1.6 Days (3 RT*)

*Warp Propulsion System Reliability test

The Reliability TN 13 will not change for the Warp Field integrity, but the potential hazards that may occur will be based on the speed of the ship. Higher speeds will obviously cause greater harm to ship and crew if the ship 'falls' out of warp. Narrators will determine any excess damage to personnel or to vessel as they deem fit or use the Hazards section of the *Narrator's Guide*.

Degree of Success will also play a factor in the tests. When rolling Propulsion System Reliability Tests, a Marginal Success result will increase the next reliability TN in the following manner.

MS 1: No change

MS 2: +1 to Reliability Test

MS 3: +2 to Reliability Test

MS 4: +3 to Reliability Test

MS 5: +5 to Reliability Test

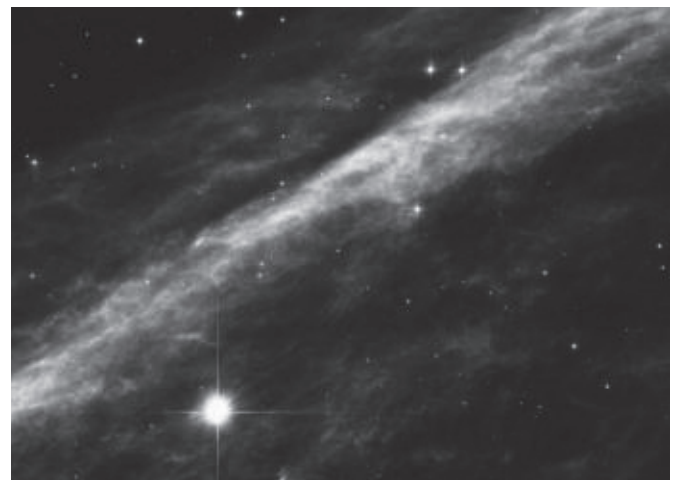
MS 6: +7 to Reliability Test

MS 7: +9 to Reliability Test

MS 8+: Increase modifier by +2 for Marginal Success

HYDRAENS

The crew of the *Columbia* will be encountering the Hydraens – inhabitants of the Tau Hydrae system. The people of this world are very much like Humans in respect to anatomy, form, and manner, although the Hydraens are lighter of frame. They tend to have fair skin, long black hair, small ears but larger eyes than Humans. They are a very beautiful people to look upon – both genders – the women exceptionally so.



The Hydraens never joined the Federation even though their world is well within its confines and thus they enjoy the security that that provides. Not a warrior race, and rather xenophobic, the princes of Tau Hydrae are very wealthy through the trade that they enjoy with the many worlds around their system – it is even said that they cross the Romulan borders – and with this wealth, keep themselves safe. The Hydraens have been known to ‘buy’ off any would-be invaders or pay a high price to any that would protect them; this includes the Federation.

The world is governed by a group of monarchies, with princes ruling realms and ascension to the thrones through bloodline. These monarchies are perpetuated by the abundant wealth of each family and each represents its own Trade Guild. But the chief ambassadors of the planet are its women. The Princesses of Tau Hydrae act as ambassadors to other worlds and their heads of ‘state’ or trade guilds.

This is the primary reason for the success of the Hydraen people in any of their negotiations. Unknown to all other species (and a very well-kept secret by the Hydraens), the females of Tau Hydrae exude a pheromone that makes the males of most other races in the galaxy very susceptible to suggestion, and females of these other worlds very put off - the Hydraens call it the “Hydraen Art of Diplomacy”.

Character Generation: Narrators may generate Hydraen characters using the same template as humans, except include the following racial traits.

Presence: Hydraen characters will never have a Presence lower than 10.

Traits: each Hydraen character will have the following traits along with those given in the Human species template – Likeable and Wealth 2 (or greater dependent on the Narrator).

Female Pheromone: this pheromone works off the toxin’s rule in the Narrator’s Guide. The Hydraen female can control the amount of pheromone she releases at any time and the area of effect can range from 3’ in radius up to 20’. The potent toxin does not affect Hydraen males and females. The pheromone does not allow the female Hydraens to control the minds of others; what it does is make males more willing to do as the ladies ask, though it might be against their better judgment (the males become

enraptured by the woman and just want to please them). It makes females of other species detest the Hydraen females and want to get away from them – thus nullifying any influence that they may have over their own. Exposure to the pheromone reinforces its affect on the individual as stated below.

Type: Inhaled

Onset: 2 minutes per exposure

Potency: +5 for initial exposure; increase by +2 for each subsequent exposure

Treatment: unknown – there are none on any world that have figured out this secret, and thus no treatment has been created (save perhaps by the Hydraens themselves). Joined Trill characters are immune to the pheromone

Effects: once the onset period has been achieved, the affected must make a Stamina test TN 7 plus the above stated potency. If successful, no effects are felt from the pheromone during that exposure; any future exposure will require the same test again. If the Stamina test is failed, the Hydraen female gains a permanent (or until treated) +4 advantage to any Persuade, or Influence tests made towards the victim. Future exposures to an affected individual will again require the Stamina test except now the potency is increased by +2 per exposure and the Hydraen females gains an additional +2 (to a maximum of +10) advantage in the above mentioned skills for each failed reaction test.

The effect the pheromone has on females of other species is to cause them to be agitated and not willing to aid their own. The women will become ‘catty’ and seem to show signs of jealousy – this in turn causes the males of their species to think them unreasonable.

Notes: to aid your players in roleplaying out the effects of the Hydraen pheromone, explain to them that the character grows an obsessive desire to be around the Hydraen female that has affected them. They may become extremely jealous, or guilty (if the character has an existing relationship), and may even become dangerous and willing to harm others for the Hydraen female’s attention. This is not to say that it is a sexual need – but it could be said to be a loving desire (dependent on the exposure). Characters heart rates will elevate around the Hy-

draen females and they will have glandular activity that would only occur in times of passionate desire or jealousy (i.e. human testosterone levels would increase).

SCENE 1: ENTERING THE NEBULA

The adventure starts on the bridge of the *Columbia* as she is just about to pass into the Paulson Nebula. Like the *Golayshian* before her, it is a route that the captain is more inclined to take (despite the hazards) to save time on their patrol. Besides, the nebula's long-standing notoriety of being a hide-out for pirates and rogue merchants means it often needs policed.

The Federation knows the Paulson Nebula's hazardous effects and so the players may determine how they wish to enter the cloud in regards to speed, and defensive posturing.

If the *Columbia's* warp field integrity deteriorates, the ship will come crashing out of warp and the violent effects will follow:

Each character must make a Quickness test against a difficulty equal to 4 times the ship's warp factor. If the character fails the test, apply 1 point of damage for each point of difference between the character's roll and the difficulty. Whether or not they make the roll, characters are thrown out of chairs or knocked off their feet, etc.

The *Columbia* will take 1d6/2 points of damage for each Warp factor. For every five full points of damage, the *Columbia* will suffer one block of systems damage [reliability checks apply]. For dramatic effect, regardless of damage, the Narrator can describe the flickering of lights and partially disable life support or main power (although it can be easily restored after a short period of time and some tests required by the Narrator).

This scene can provide for tense situations that the crew may have to contend with, from ship damage to injured personnel. Another danger of the nebula is Sensor Ghosts (as described above) and the Narrator may use the Random Encounters chart to determine whether a detected anomaly is real or not:

To lead into the next scene, it is crucial that the Narrator have the following event happen. They may

use a Failure (or any level thereof) result from any System Operations (Sensor) test made within the nebula, falling out of warp, or just announce the disastrous effect when it is time to move the game forward.

The purpose of this occurrence is to bring the *Columbia* to a halt for a period of at least 24 hours. This will in turn create the need to climb aboard a shuttlecraft to explore the distress signal (see the next scene). The following text may be used to describe the situation.

The bandwidth of the EM energy that emanated from the forward sensor array cycled between varying levels as it tried to penetrate the cloud.

What no one expected was the sudden discharge of tachyon particles that surged from a massive arc of static electricity. The EM waves acted like an antenna drawing the high-energy particles into their stream and the accelerated particles coursed in both directions – out along the beam towards the unknown, and back towards the *Columbia*.

The *Columbia's* sensor array was designed to both send and receive energies and the ship's computers monitored the amounts of energy so that there would be no overloads.

Unfortunately, when the ship cycled through its bandwidth, the dampers that protected the sensitive circuitry, controlled by the computer, worked in speeds of millionths of a second – the particles were faster.

The tachyons impacted the ship's array and flared through the sensor's circuitry while the computer manically attempted to compensate. Its efforts were futile and the energy caused the circuit breakers to open, effectively shutting down the system.

Because the computer could not compensate quick enough, it shut down all sensor systems. In mere seconds, the *Columbia* went blind.

RANDOM ENCOUNTERS

Roll 2d6	Result
2-5	Sensor ghost, TN 10 to dispel
6-8	Sensor ghost, TN 15 to dispel
9-10	Sensor ghost, TN 20 to dispel
11-12	Rogue asteroid or other mass

To witness the impact of the tachyon particles was very unimpressive... there was a spark and a pop on deck 11, but on the bridge, consoles simply went dark.

The ship will require some serious work before it is safe to move her once again. This is an Extended Test TN 150; each individual test is TN 15 and will require 2 hours per test (reduced by Degree of Success); the Engineer can only be working on the system for 8 hours total before weariness penalties will start to affect him or her; if he/she is 'off the job' to rest, the staff will only get half his or her skill rank. Any disastrous failure will add 50 points back to the Extended test goal. Any failed test will not penalize the system but nor will it add to the extended test goal.

Lastly, remember that even though the tests are all rolled now, it is to determine the actual amount of time the ship is going to be stationary and that the Engineer will be out of the picture while he or she repairs the system. If he/she is needed elsewhere, then he/she certainly can leave the job but the test results will need to be re-determined.

As the chaos ensues on the bridge, the Communications Officer will need to make a System Operations (Communications) test TN 15. If successful, the Communications officer will pick up a very faint repeating transmission. The signal can be pinpointed but its source cannot be ascertained. Due to the fact that it is being picked up in the nebula, it can be determined that it is close enough for a shuttle trip, but far enough to make it dangerous to move the *Columbia* in its current condition.

SCENE 2: SHUTTLE RIDE

The Narrator will want to make sure the PC's climb aboard a shuttle to take a ride out into the nebula to find out where the distress call is coming from. The trip should be descriptive and reveal the dangers of the nebula from static arcs to large fragments of space rock.

Although the cloud around it threatens the shuttle, this is not the adventure so the Narrator should limit any miscellaneous tests. The following narrative can be read to the players to describe the trip.

The Hangar Control Officer flooded the bay with

light and the pilot initiated the launch sequence. With a slight jerk, the shuttlecraft lifted off and then began to move forward. It passed through the environmental shield, a secondary energy screen that kept the bulk of the environment within the hangar bay and kept the vacuum of space without, and proceeded into the dark of the nebula.

The shuttle moved through the Paulson Nebula at half Impulse and quickly covered the distance to the unknown source of the radio signal. The Communication officer listened intently to the transmission as it became stronger as they moved closer to it – yet it still did not reveal its source or any language. Direction changes were called out as the signal would grow weak or faint.

The shuttlecraft's flight was not as smooth as that of the *Columbia* and occasionally the ship would shake violently from the static discharges that surged throughout the nebula. The Federation officers and crewmen would grab tight when jostled and each made a silent prayer to the beliefs they held.

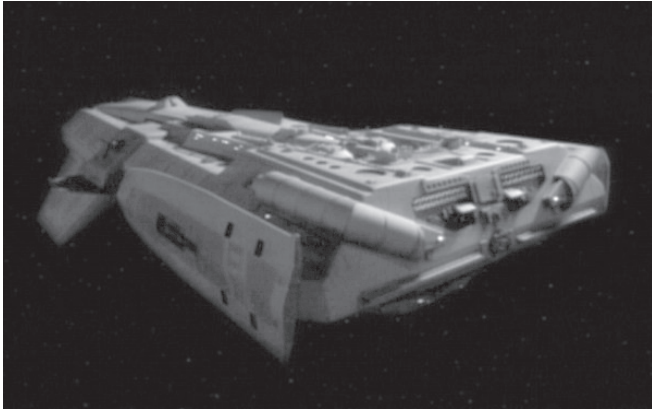
The crew watched through the portal at the cloud around them more fascinated with each static burst, for the light it created backlit the nebula in fantastic colors and shapes. They passed through a thick mist only to open up over a great expanse of empty space. Occasionally they would pass by large chunks of metal and rock that hung there, cold and lifeless.

At last, as they broke free of a thick portion of nebula gas, the shuttle's sensors registered a large mass before them. The mass was made of metal and an energy source could be detected within, as well as life-forms.

In the darkness before them, a large, darker mass was plainly visible through the main view portals. Small windows of light could be seen covering the shape.

The shuttle's forward spotlights were lit and the beam of light made a glowing circle on the large vessel as they began to pass over, but then the nebula flared and the glowing clouds illuminated enough for them to see the entire ship. She was smaller than the *Columbia*, but still a good-sized starship, though her silhouette offered no clue as to her type – or what race would crew her.

The passengers of the shuttle can easily see the



large gash in the side of the ship.

The Narrator may request any System Operations tests – Sensors or Communications – to zero in on the *Golayshian*. They can be made as challenging as desired but finding the Hydraen ship should not be hindered.

SCENE 3: WELCOME TO THE GOLAYSHIAN

The Hydraen ship before them, the Communication officer may make a System Operations (Communications) test TN 10 to run the repeating signal through the Universal Translator and thus determine that the ship is from Tau Hydrae.

While the Federation crew are exploring, the Communication officer will receive a transmission:

"<squuuuaawwckk> Hail the ship! Hail the ship! Mayday, mayday... we are in need of aid... <quellcch>"

If reply is sent, then the return will be:

"<quelccch> What a pleas.... ear from you! We are runnin... minimum power after be.... hit by space depr... Lost in the Nebula for weeks now. <squuuuaawwwccckk> Soortunate you have come al...."

The Hydraens will invite the shuttle to land in its small, but still very functional hangar bay; if accepted, the adventure will continue.

The PC's will find a very pleasing captain named Corbin greeting them once the hangar bay environment has been restored. He will be very cordial and appreciative for their arrival, but the PC's will get the first glint of Hydraen presumptuous arrogance, as the captain tells them that the Princess Isaboul (pronounced EE-sa-bool), who is in his charge, is excited to meet her 'rescuers'.

If questioned as to why his ship passed through the nebula with such a high-ranking official, Captain Corbin will explain the following:

"Understand captain, the royalty of our planet have great wealth but with it comes great responsibility. They serve as our leaders but also as ambassadors of our planet and trading guilds. The princess has made many journeys, whether dangerous or not, to the many worlds with which we do business. It is an honour for her to represent her family in such a way."

Corbin continued, "Unfortunately due to time constraints, we decided to cross through the Paulson Nebula - a regrettable decision to say the least. We were cruising towards home when our ship's warp field deteriorated and the ship fell out of warp. The rapid deceleration left us with heavy damage to our propulsion systems; we continued moving forward at great speeds without any steerage. The next thing I know is three nickel-cored meteorites smashed through our hull and damaged the delicate warp engines. We bled out 90% of our deuterium and tritium before we could seal the perforations. That ceased our ability to create anti-matter and thus our warp core has been shut down. We have APR and Impulse but our Impulse engines sustained damage as well and we had to shut them down. Now they are cold and we do not have sufficient power to restart them. So, here we are..."

When the captain finishes talking, the Narrator can explain that they PC's stand outside a set of doors. When they open, they will reveal the Princess Isaboul's chamber where she sits comfortably in a large chair surrounded by seven other Hydraen women. The sight of the Princess and her entourage will make any males stare – they are gorgeous.

Princess Isaboul and her women will not immediately begin to exude the pheromone that beguiles the male PC's, but they will begin to pick out the individuals that will be their targets.

After formalities, the Princess will offer to give a tour of her ship. She and her ladies will escort the PC's throughout, the Princess paying close attention to the captain (if he is male), and her ladies with

their chosen. The Narrator may read the following:

The *HMV Golayshian* was a sleek ship built for speed and long journeys, more so than any other purpose. She had five decks and each was set up for the comforts of the crew and passengers. The ship did have armament and a very extensive sensor suite, but these were relied upon only in the direst of situations.

Isaboul took the crewmembers to Deck Five and began her tour there. The bow of the vessel was her main forward sensor and computer core. Stemming from the main sensor array was the feeds that led into the ship's wings and her lateral sensors.

Next came the utility functions of the ship - sick-bay; the transporter room; mess hall; shuttlebay; and engineering. The *Columbia* crewmembers could easily see the perforations from the meteorite hits. They could also see that the Hydraens had expertly repaired the holes and proven themselves to be skilled in both environmental and non-environmental structural re-engineering.

Isaboul led the *Columbia* crewmembers through the next four levels of the *Golayshian* - cargo and other utility type stations were dispersed through Deck-4; the living quarters for the eighty crewmembers were on the Deck-3; tactical systems and armaments were contained on Deck-2; and finally the bridge on Deck 1.

Upon arrival to the bridge, bows were bestowed to the princess and then the staff went about their duties.

Once the tour is completed, the PC's will be offered rooms to stay for the evening and requested to join the Princess for dinner. The bulk of this scene will be role-playing and the Narrator may request any kind of social tests that he or she would like. The PC's may also be requested to look at the damage and see if they can offer up any solutions. In any case, there is no way that the engines can be brought on-line beyond the Auxiliary Power Reactor that is currently powering the ship.

At the dinner, the Princess will have ordered her ladies to begin to use their potent pheromone on their guests in small doses. The Hydraen females do not use their biological lure blatantly - it will be used in doses to beguile the men over time and slowly

make them very open to suggestion.

The pheromone will begin to have an adverse affect on the females in the party. The Narrator can explain, based on test results that the female characters are beginning to feel uncomfortable around the Hydraen females, but they will more than likely think it is them being jealous, or catty.

Lastly during this Scene, the Narrator will want to jump back and forth between the *Columbia*, and what is going on there, and with the *Golayshian*.

Note to Narrator: I strongly want to reiterate how the effects of the pheromone should be handled - it does not give the Hydraen females control of the target's mind, it just creates an all-consuming desire within the target to want to please the female. The longer the target is in the area of affect, the more intense the desire and willingness to please. Even if the target has a significant other (wife, girlfriend, etc.), they will still place the Hydraen female before all other things. They may feel guilt and not understand why they are so obsessed, and they may even be concerned about how enamored they have become but they will not try to do anything about it. It is kind of like alcohol to an alcoholic... they know there is a deadly problem, but that doesn't mean that they will willingly do anything about it.

SCENE 4: RETURN HOME

The *Columbia* (depending on the repair time needed) should be able to commence moving again in the morning. She will have very little problem following the same electronic beacon to the Hydraen vessel that the shuttle did the day before. Once the Federation vessel arrives at the *Golayshian*, the Away Team may re-board their shuttle and return home.

It is on board the *Columbia* that things will become interesting as the Away Team continue to act strange. They will be excited about the ladies on the other ship (or acting very catty about them) and be very (dangerously) defensive about their attention.

The Narrator will want to have any male NPC's become irrational as they jealously fight over one, or two, of the Princesses ladies-in-waiting. The fight will occur in the mess hall of the *Columbia* and it will be mortally dangerous as one NPC grabs a knife and stabs the other. The PC's will have to quell this

fight and the Narrator may call upon any appropriate tests or the players may decide their actions. In any case, the wounded man should not perish, but should be taken to sickbay. The ship's doctor will see that the man is still irrational regarding the lady over which they had fought, even with the hole in his torso.

At the same time, the ship's sensors will detect a new anomaly not far off from the *Golayshian* and *Columbia's* position. The anomaly is another sensor ghost, but it will require a TN 25 to dispel. If the test is failed, the 'ghost' will disappear after about 15 minutes, only to reappear 10 minutes later.

Note to Narrator: The use of this ghost is important to make the players become concerned and to perhaps not believe their instruments - the Narrator will want them to think that there may be another ship out there.

With the crew racing about to determine if the 'ghost' is a nothing at all or if it is a potential threat and the captain having to deal with his unruly crewmen, the *Golayshian* will call stating that the Princess and her entourage have launched from the Shuttlebay and are on their way... early!

SCENE 5: DINNER GUESTS

The arrival of the Princess to the *Columbia* will be a nuisance to the crew as they rush to prepare for the dignitaries arrival as well as try to solve the mystery of the sensor ghost.

The *Columbia* will also be in the process of extending the hand of friendship by reloading the ship's shuttle with a crew of engineers and equipment to transit back over to the *Golayshian* and assist in any way they can.

Once on board, the *Golayshian* princess will be interested in taking a tour of the *Columbia* and see her most interesting areas. Again the ladies persuasiveness will be used so that they might be escorted to the ship's vital areas and even instructed in ways of their use. During the tour, the princess's female entourage will separate with their perspective male guides wishing to see different areas of the ship. This serves a two-fold purpose: 1.) it allows the ladies to see and learn about how the Federation ship operates; 2.) the tour throughout the ship will expose a

great number of the *Columbia's* male crew to the Hydraen female's pheromone.

Deck 5

The effects of the pheromone on the crew will be subtle in the sense that the crew will not start acting out, but instead they will become lackadaisical and day dreamy at their posts – if they even remember to report for duty. The GM will not make an opposed test for every crewman but instead will let the PC's know that this is beginning to occur. Any that have not been affected by the Princess and her ladies will most likely become concerned. The nebula is a very unsafe place when a crew is at peak performance, the danger will increase tenfold as the crew become affected.

Note to Narrator: It will become apparent to some non-affected crewmembers of the *Columbia* that their Away Team and now other members of the crew are acting strange – possibly those in the medical station of the ship. A basic analysis (i.e. tricorder scan or medical scan in sickbay – either a System Operations (Sensor) or Medicine test TN 15) of the Away Team will only reveal higher levels of hormones and glandular activity, as well as increased heart rate. These things could be associated with the shuttle ride and the adrenaline rush it would have caused, and thus dismissed. Still the behavior will be odd and a more formal exam of the Away Team may be wished or commanded. In this case the following will need to be performed:

Extended Science (Exobiology) Test TN 60 to determine how the Away Teams' bodies are reacting, and finding the presence of the pheromone; each test roll made will require 30 minutes.

Next, a tricorder test to track the pheromone back to the source (the Hydraen women) will be necessary and the Hydraen women will need to be scanned. Understand, the Hydraens will not willingly allow themselves to be examined, so this test must be done in secret. The tricorder test will be System Operations (Medical) TN 15.

From the tricorder scan, the character will now be able to isolate the chemical compounds of the pheromone and able to create an inhibitor.

Extended Life Science (Exobiology) test TN 105 to diagnose the Hydraen bio-scans and the air about

them to find a common denominator to what was diagnosed from the scans of the *Away Team* done earlier. From these tests it can be identified what causes the reactions in men and women of non-Hydraen species and how to localize an inhibitor. Each test will be TN 15 and last 1 hour (based on DOS).

After the inhibitor has been localized, it will take 1 Medicine test TN 15 to develop and then roll 2d6 to determine the number of hours it takes to synthesize enough for the ship's crew. Roll an additional 1d6 if the medical team wishes to create an aerosol so that it might be dispersed through the ship via life support.

A System Operations (Environmental Control) TN 10 will disperse the aerosol through the ship's ventilation system.

The time needed to do these tests will see the resulting chaos mentioned below taking place on the ship. If the Hydraens get wind of the tests being done by the Medical Team (or Science Team), they will do everything they can to destroy the data collected and the work done thus far.

Once dinner begins, conversation will go in a direction perhaps unexpected – the Princess will request of the Captain to relinquish the *Columbia's* deuterium and tritium stores so that her own ship may be re-fueled and be able to escape the nebula. This of course will leave the *Columbia's* own anti-matter production and warp capability limited. The Princess will request this in earnest (meaning again she will be filling the room with her persuasiveness) and the captain must overcome the urge to appease her or he will do just that. This will, of course, create a great deal of concern to any other officers that may not be affected.

As dinner is finishing up and the Princess attempts to take from the *Columbia* what she needs, the ship will violently shake as if it was just struck, again throwing the ship's crew into a frantic situation. The bridge will report the return of the sensor anomaly right before the ship was 'struck'. They will also report that the *Golayshian* has gone completely dark and there is a very low reading of power.

Note to Narrator: The crew will eventually discover that the ship was never struck and that the sensor ghost was truly that; instead it will be found

that again a massive discharge had flared close to the *Columbia* but her shields had staved off a great deal of the damage. The *Golayshian* did not fare so well and her entire power grid had been blown. The remaining crew aboard is only able to route power from the batteries and they are slowly dying. The shuttle bay cannot be opened unless the explosive bolts are fired, but the ship will then be exposed to the vacuum of space. There are not enough EV suits, or enough room in the two shuttles on board – the Federation shuttle and the remaining *Golayshian* shuttle. There are lifepods but once jettisoned, it will be very tricky trying to locate them all in the cloud – made even harder by the Hydraen Princess creating chaos on board the *Columbia*. In any case, the Narrator will want to roll 2d6 to determine the amount of time left in hours that the *Golayshian* has before she 'dies' completely and takes those on board with her.

SCENE 6: TO TAKE WHAT IS NEEDED

It has come to the point where the Princess will make her play for what she wants. With her ship now a complete loss, she needs to have a ship to get her out of the Paulson Nebula; that means she must commandeer the *Columbia*.

This scene will consist of the *Golayshian* females moving about the *Columbia* creating 'allies' all the while using any other player's or NPC's to aid in their capture of the *Columbia*.

A Hydraen female will convince one of the crewmen in engineering to seal himself in the warp core area and threaten the *Columbia* crew that he will expel the warp core if command of the ship is not given over to the Hydraen princess.

Another PC or NPC will be sent, armed with phasers, to apprehend the Science/Medical Team that may be working on the pheromone inhibitor.

It will now come to a race of time between the Medical/Science team trying to create an antidote, saving the crewmembers left on the *Golayshian*, and to stop the Princess from stealing the *Columbia*.

Hopefully, the players are up for the task.

CONCLUSION

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.

AWARDS

EXPERIENCE AWARDS

PCs provided good roleplaying and built upon each scene: 20 exp points per player

PCs successfully evacuated the *Golayshian* and saved all hands: 400 exp points

PCs found the source of the Hydraen pheromone and created the antidote: 400 exp points

PCs saved the *Columbia* and took the pirates into custody: 1000 exp points

RENOWN AWARDS

PCs successfully evacuated the *Golayshian*: Renown +1

PCs reacted properly during the attempted takeover and no Hydraens were extensively harmed: Renown +1 (per player)

PCs were unnecessarily violent, or fail to prevent such an act: Renown -2 (per player, per act)

PCs save the *Columbia*: Renown +2

PC actions blatantly violate Federation law: Renown -1 (per incident)

OPTIONAL RENOWN RESULTS (PER OFFICER)

-6 or less Officer is court-martialed, Infamy Flaw possible (GM's discretion)

-3 to -5 Inquiry by Star Fleet Command, possible reprimand

0 or -2 Nasty message from Star Fleet Command

1 Acknowledgement from Star Fleet Command, next assignment

2 to 4 Acknowledgement from Star Fleet Command, well done

5 or better Commendation from Star Fleet Command (Commendation 1 edge)

IN THE CARDS: RANDOM EPISODE GENERATION

by Chris Huth

Coming up with new episodes can be hard. Ripping off old episodes of *Miami Vice* is all well and good, but there comes a time when you want something that actually feels like, you know, *Star Trek*.

A staple of roleplaying games since the first editions of *Dungeons and Dragons* has been random adventure generators. Whether populating a dungeon with monsters, or complexifying the motives of international spies, or creating whatever the key elements the game relies on for plots, random adventure generation can be a tool for narratorial creativity. Similar to Burrough's famous 'cut-up' method, the results can sometimes be utterly ridiculous—or, if you're lucky, fit perfectly. No one said being a Narrator wasn't challenging.

The *Star Trek* roleplaying game doesn't come with a random adventure generator. But Decipher, the company that published the books, also produced a *Star Trek* Customizable Card Game. The gameplay is designed to replicate the experience of a *Star Trek* crew. Character cards move in starships to different planets to complete missions, while facing unusual dilemmas like alien energy beings or secret plots.

In this article is a system for using the *Star Trek* Customizable Card Game Using each card type Each card can inspire ideas in its name, subtitle, picture, fluff text—even the game mechanics can give you ideas. If you play, and have a lot of cards, you could do this just by shuffling each card type and drawing one. but the internet is readily available...

FIRST EXAMPLE

The idea goes something like this: You start with one or two mission cards (see sidebar), either as a location, an objective, or both. Looking at the list of missions in the base set, we see that there's 60 cards to choose from. Taking the low-tech approach, I roll some dice and, looking down the list, I note it's **Feldomite Rush**. For this example, I'll assume a Starfleet Crew in the 24th century. *TNG* styles.

Alright, let's keep the location—Parsion III, a mining planet—and roll another mission for the objective. I get **Sensitive Search**, which describes the mission as "Track the movements of an 'information broker' who failed to arrive at a scheduled rendezvous."

Alright—the mission, so far, is to track a contact with information on Parsion III. Your crew, contacted by Starfleet Intelligence, is put on temporarily detached duty to head to Parsion III under assumed identities and meet with the contact. That's the hook.

Now for the rest of the episode. Instead of going through each act in a linear fashion, let's gather some elements to put together later. This means plots, problems, and NPCs.

One of the cool things about the *Trek* CCG is the 'dilemma' card type. For those of you who *didn't* play, these were things that happened during mission-solving attempts to get in the way, much like in an episode of *Trek*. As such, they're well-suited for what we're doing here. I'm going to choose one of the sixty dilemmas in the base set and see how it can apply to the episode as we've seen it so far.

The result: **Personal Duty**. Someone in the Crew



has something they have to accomplish themselves. Alright, as that's something kind of singular, I'm going to roll one more.

Stellar Core Fragment. Okay, that's a little more general. A piece of stellar matter has been ejected and is hurtling toward wherever the Crew happens to be. We'll need a little more detail (including possible solutions), but we can come back to that after the next step: NPCs.

This is a key step. No game is complete without someone to interact with the Crew, either in person or through their effect on the environment. Fortunately for us, the CCG is full of Personnel cards, representing individuals from all over the Trek milieu. There's 172 Personnel cards in the base set to choose from. Out of that, three NPCs sounds like a good idea.

The first result will be the contact that's gone missing—**Altovar**. Heh. I just watched that episode. So instead of using Altovar himself (which, I guess we could, if we wanted to) we'll use him as an archetype for what we're going for. So, a 'vindictive criminal,' a Lethean, who wants to sell some information. Perhaps he's a former member of the Syndicate or some Ferengi weapons cartel, who extracted something the Federation could use in a case against their boss, and is exchanging this information for a more lenient sentence or something.

So, next—**Shakaar Edon**. Hmm. I'm not sure what to do with this. Thinking about it, I decide on the freedom-fighter angle. The Maquis, Bajoran underground, or Anti-Dominion forces on an occupied planet—some resistance movement the characters should be sympathetic to—is getting illegal weaponry from the criminal's boss. This is what the criminal was informing on, and the resistance fighter wants to prevent it. It wasn't Syndicate or Ferengi thugs who killed/captured him, it was the resistance fighter. Like Shakaar, this resistance fighter is an old friend/confidante/lover/mentor/otherwise important figure in one of the Crew's past, someone who's trust and respect is meaningful. Their species, cause and name will depend on who the Crewmember is...

So the third NPC result is [URL="http://startrekccg.fanhq.com/TCG/Card.aspx?gameID=8&cardID=425"]Geordi La Forge[/URL]. A friendly engineer, an ally of the crew. Someone necessary in stopping the stel-

lar core fragment? Perhaps the star Parsion III orbits ejects stellar fragments in a fairly regular pattern, necessitating a planetary deflection grid the engineer helps maintain.

When you're starting a series, most of these narrator characters will be new additions to the dramatic personae, but as time goes on you may decide that personnel cards you draw refer to characters from previous episodes, whether you've intended them to be recurring characters or not.

Now that we have all these elements, let's put them together into a three-act structure.

HOOK: While waiting in a bar on Parsion III for their Lethean informant, the Crew are distracted by a barfight. By the time they extricate themselves, the contact is gone!

ACT ONE: Investigation in the dirty back alleys of Parsion III. At this point there's all the local colour en-

WHAT THE CARD TYPES MEAN

MISSION

Describes both a location, and an objective. The symbol on the upper left indicates whether the location is a planet or a region of space. The middle-left symbol indicates which quadrant of the galaxy the location is in.

DILEMMA

Describes a plot twist, unforeseen event or obstacle to be overcome before the Mission can be completed.

PERSONNEL

Describes a character, both regulars from the various Star Trek series to special guests to background cameos. The upper-left hand symbol and the general card appearance indicates which of about ten different affiliations, like Federation, Klingon or Non-Aligned, the character belongs to. The immediately below the picture names their species. At the bottom, three boxes list the character's statistics—INTEGRITY, CUNNING, and STRENGTH.

OTHER CARD TYPES

The Star Trek CCG includes other card types, which aren't used in our random generation schema here, but could easily be included. Events and Interrupts are story events similar to Dilemmas. They could be used like them, or chosen to describe a character's plan or *modus operandi*. Equipment cards could be clues, or technological solutions to a problem. Ships could be chosen as locations or 'characters' like personnel.

counters, information gathering and getting to know the place. At some point, the satellite engineers are introduced, either as an information source or as a street encounter. The old friend/resistance cell member is revealed and warns the Crew off.

ACT TWO: The Crew tracks the transporter beam that took the Lethean and his captors to one of the deflection satellites orbiting Parsion III. The resistance members are holed up there, awaiting extraction by either the arms dealers or their fellow resistance fighters. If (when) the crew confront them, the resistance members take the satellite engineers, and by extension, the entire planet, hostage.

ACT THREE: The crew has to resolve the hostage crisis before the stellar core fragment devastates the planet or destroys the satellite. The crew member must confront their old friend personally.

RANDOM SELECTION METHODS

ROLL THE DICE

While you could generate all the random numbers you need with just d6s, it'll be easier with those crazy dice people often have for other roleplaying games. d6s and d10s are probably going to be the most useful.

SHUFFLE THE DECK

If you happen to physically have a number of Star Trek CCG cards, just collect a bunch together. Now, this will weigh the results toward common cards, so you're allowed to cheat until you're inspired by the card you've drawn.

BLINDFOLD AND DARTS

Well, don't really. But closing your eyes and pointing to a name on the screen can work if you're stuck on a deserted island with wireless and no dice. Alternatively, you could close your eyes and point to somewhere on the screen. This is the best tactic if you need an adventure in the next five minutes—or are looking for the next element to include in the middle of a game.

HALF AND HALF

Random association is a good tool for sparking new, unexpected ideas, but if you want to go halvesies and graft random selection of onto a plot structure, mission or theme you've already designed that's great too.

JUST BROWSING

...And it doesn't have to be random if you don't want it to be.

SECOND EXAMPLE

Okay, the next example: creating an episode for a series set on a Klingon battlecruiser in the 23rd century.

For this, we'll try to select cards from more than one set—there's not many TOS cards in the base set. I guess it would be easier to stick to the base set, but it'll be fun. C'mon!

Looking up the Call to Arms card list (the third expansion), I see there's 30 missions. I roll more dice. The result, I see, is **Salvage Dominion Ship**. That's something we can work with.

Onto the dilemmas. Same drill. I got **Gomtuu Shock Wave**—again, it works. Some alien creature in space is beating up on somebody's poor starship. It's a little impersonal, though, so I'm going to roll again and hope for something more people-y. Aaand I got—**Outclassed**. Hmm. Let's start putting this together

The Crew is sent to recover an enemy—a Starfleet cruiser—which crashed on a remote planet. The reason for the crash, unknown to the Klingons, is a spaceborn life-form. As for Outclassed—let's do NPCs first.

By the way—this rolling for set every card is a little tedious after a while. Maybe you could roll for which set to use once and stick with it, or alternate between the base set and one other. Whatever works for you.

So I've rolled up three. Tadaa: **Lenaris Holem, Bold Veteran**. So this guy's a hardass—but is he a Klingon hardass, or someone else? We could have a famous Klingon show up and start overshadowing the Crew characters. Making them look bad, stuff like that, until the Crew gets the better of them. Or learns that Self Esteem... er, Honour Comes From Within.

Sounds terrible, doesn't it?

Okay, forget that high school drama crap. The veteran will be a Starfleet officer, famous even in the Empire for his tactical acumen. Believing the lifeform's attacks to be a new Klingon weapon, he's set up an ambush in the wreckage to take out the Klingon bastards when they come looking.

Two: **Borg Queen, The One Who Is Many**. Uhh. Hm. This one's kind of... out there. I mean, I don't

really want to have the Borg be randomly cruising around this planet. Alright, let's try this—the space-dwelling life forms attacked the federation ship because it had inadvertently stolen part of the life form's, uh, form. They're hive-minded, so each of the little blobby polyp-bodies are but one part of a greater whole—one which doesn't really want to see the tiny egg-parts the Starfleet vessel stole get brought back to a laboratory.

Three: **Mordoc**. He has no subtitle, but if he did it would be something along the lines of 'The Goofiest Ferengi.' I wonder what the TV guide listing for that episode was like: "On a very special *Star Trek*, the crew of the *Enterprise* is menaced by the cast of CATS!" Ridicule aside, I think it's coming together now—the Klingons are outclassed by the veteran Starfleet officer, and this guy is outclassed by the Klingons., giving them someone to push around so they feel better. Some lame Orion or rogue Tellarite scavenger, used as a dupe by the veteran, and fodder for the alien creatures to demonstrate their destructive potential. Thinking over it, I like the idea of the character being a rogue Klingon smuggler, of no house or honourable stature—but a Klingon nonetheless, and thus the Crew must begrudge him some potential. Perhaps, reversing an earlier idea, an opportunity for the dweeby Klingon smuggler to act more impressively or help the crew may come up.

Lets do this one more time.

HOOK - The crew track a signal from a Starfleet vessel to small planetoid in an uninhabited system. A boarding party is sent over to investigate lifeform readings, and encounter a Klingon scavenger

ACT ONE - Exploring the ship, the Crew encounters more traps, and evidence that more of the crew survived than previously thought. In the laboratory, they find a large, cocooned shape that begins emitting telepathic signals.

ACT TWO - The aliens attack! cutting the boarding party off from the ship. onboard, a running battle with the veteran who makes a break for it with the Klingon scavenger's ship when the cocooned shape starts devouring people. in space, the alien creatures try to tear the ship apart while it dodges through the asteroid field.

ACT THREE - At this point, the crew should become proactive and put the pieces together. The telepathic signals could bleed into nearby people (possibly possessing an NPC soldier or the dweeby scavenger), providing clues as to the alien's motivations. The crew could then lead the aliens into a trap using the egg (the cunning solution) or negotiate release of the eggs for free passage (the non-Klingon but probably smarter solution). Aaand then the veteran escapes and there's a running battle or something.

Now get playing!

TOOLS ONLINE

Decipher's own web site has card lists and images.

^a <http://decipher.fanhq.com/TCG/CardLists.aspx?gameID=8>

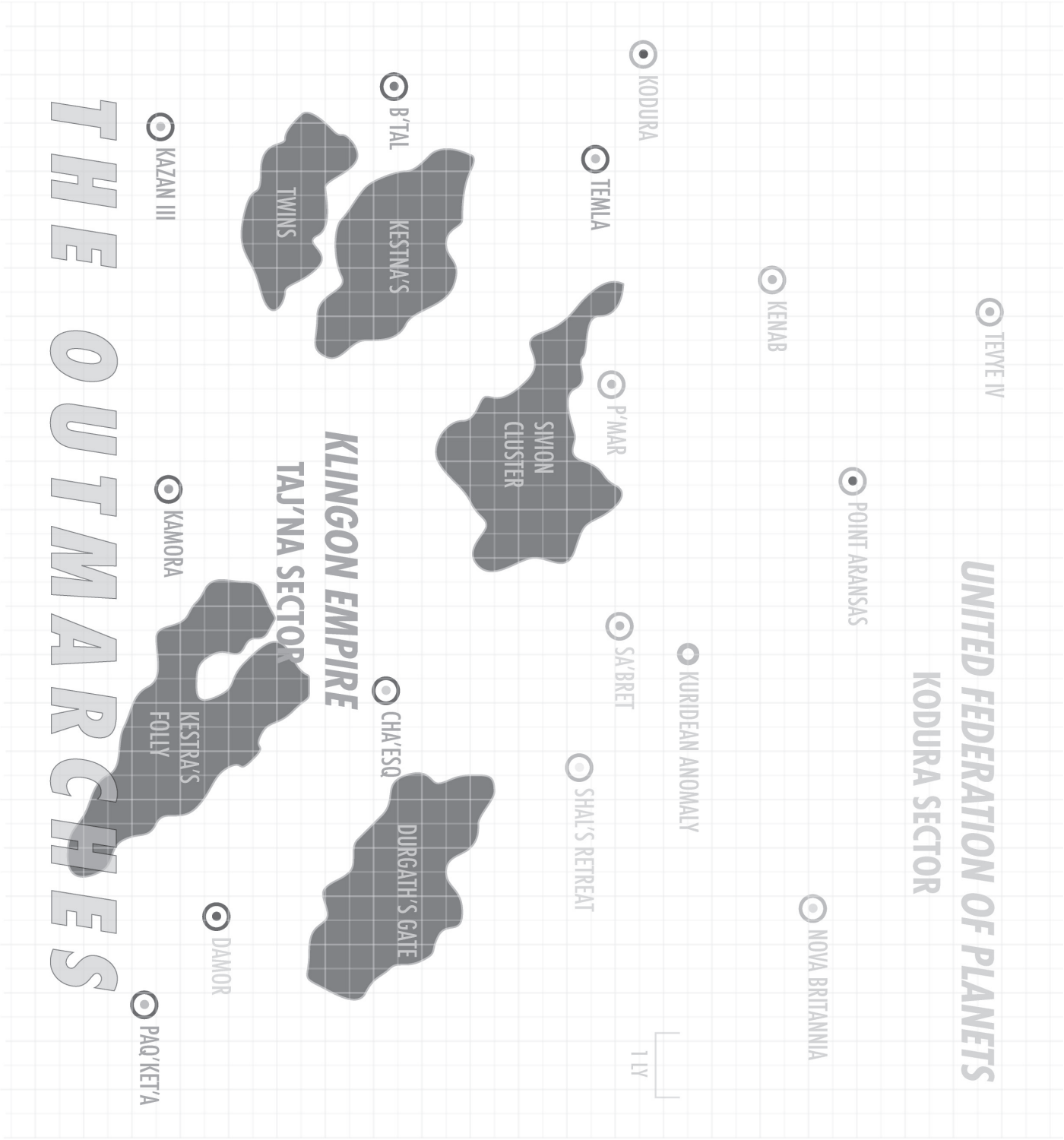
Memory Alpha, the beautiful and ever-expanding Star Trek wiki, has an article on the game.

• http://memory-alpha.org/en/wiki/Star_Trek_Customizable_Card_Game

Other fan card libraries online:

• <http://www.wixiban.co.uk/ccg/ccg.htm>

• <http://www.garak.it/2e/>



UNITED FEDERATION OF PLANETS

KODURA SECTOR

TEVE IV

POINT ARANSAS

NOVA BRITANNIA

KENAB

KURIDEAN ANOMALY

KODURA

TEMLA

P'MAR

SA'BRET

SHAL'S RETREAT

1 LY

SIMON
CLUSTER

B'TAL

CHAE'SQ

DURGATH'S GATE

KESTNA'S

TWIN'S

KLINGON EMPIRE

TAU'NA SECTOR

KAZAN III

KAMORA

KESTRA'S
FOLLY

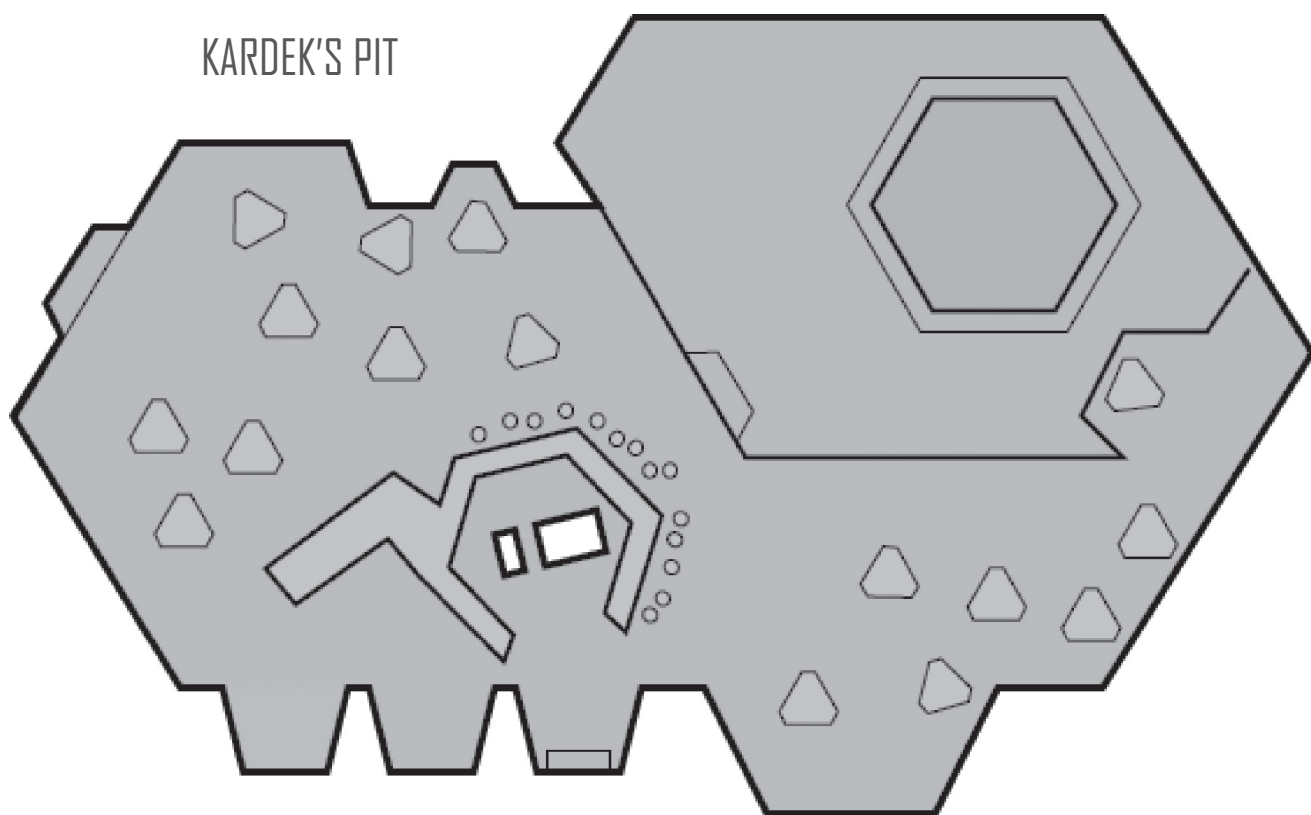
DAMOR

PAQ'KET'A

THE OUTMARSHES

BLOOD & HONOR - THE RAID
SECTOR MAP

KARDEK'S PIT



BLOOD & HONOR - THE RAID
GROUND MAPS



ALLEYWAY

BLOOD & HONOR - THE RAID

PLAYER HANDOUTS

Mission Log, Stardate 9411.4

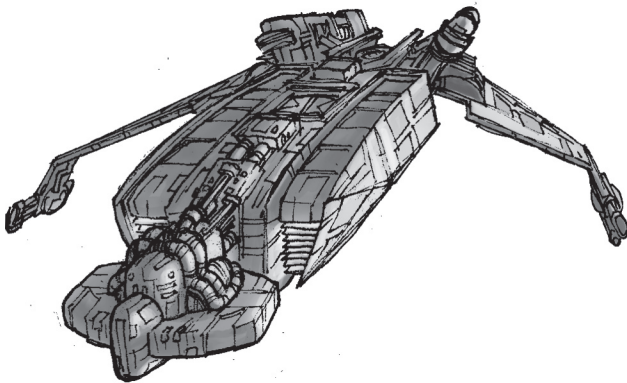
The *Taj'tat* and her crew have been proven themselves and been baptized in the blood of the enemy, but a bigger challenge awaits. Information taken from the Orion's computers indicates that the stolen Klingon defense codes were purchased on the Orion world of Shal's Retreat.

In order to penetrate the defenses of the pirate haven, *Taj'tat* will have to maneuver through several sensor nets and armed defense platforms without being detected- an unlikely prospect. We have therefore decided to acquire a guide through the maze- Ch'reth, son of Vetar.

A former warrior for the House of Kovara, Ch'reth is past his prime and has been unable to find a berth on a starship or in a House army. He now runs freight service between the Empire and Shal's Retreat, but according to Maq'du, occasionally undertakes quiet errands on behalf of the High Command.

Having offloaded the hostages liberated from Sa'bret, we have rendezvoused with Ch'reth's freighter, the *Marath*, and have brought the older warrior aboard for discussion.

The Marath



The *Marath* is a *Bokra* Class Klingon light freighter designed for short-range hauls moving cargo between the various ports. Small, with a small crew complement, the vessel is light, relatively cheap to operate, and gives good service to the Houses that operate it.

PRODUCTION DATA

Origin: Klingon Empire
Class and Type: *Bokra* Class freighter
Year Launched: 2253

HULL DATA

Size: 3
Structure: 15
Length: 98 m
Crew: 5
Atmospheric Capable: Yes

OPERATIONAL DATA

Transporters: 2 ea standard/emergency
Cargo Capacity: 220
Tractor Beams: 1 av
Sensor Systems Class 2 (+2/C)
Operations Systems Class 1 (B)
Life Support Class 1a (AA)

PROPULSION DATA

Impulse Engines: K-HEU-5 (.8 c) (B)
Warp Drive: STN-4 (Warp 5 / 6 / 7) (C)

TACTICAL DATA

Disruptor Cannon K-GDM-3 (x2/A)
Penetration **3 / 3 / 2 / 0 / 0**
Deflector Shields KPFF-2 (B)
Protection/Threshold **12 / 2**

MISCELLANEOUS DATA

Maneuver Modifiers **+0 C, +1 H, +0 T**
Traits None