

"WHO TRACKS THE STEPS OF GLORY?"



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based on material by
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While patrolling the edge of the Romulan Neutral Zone, a Federation starship receives a mysterious distress signal, which quickly entangles the crew in the scheme of a Romulan commander desperate to reclaim lost glory and honor.

ABOUT THE ADVENTURE

Who Tracks the Steps of Glory is a *GURPS Star Trek* adventure set during the Original Series (TOS) era, based on the original 1985 FASA *Star Trek: The Roleplaying Game* adventure, *Where Has All the Glory Gone?* This adventure uses material adapted from the freely-available, unofficial *Final Frontier* supplement, though can be easily used with *GURPS Prime Directive* as well.

The adventure is suitable for four-to-six ~150 point characters; the end of the adventure includes six ready-for-duty officers so you can get started right away, as well as the ship statistics for the *USS Renown*. For players looking for starship combat rules for their *Star Trek* roleplaying, rules for simplified space combat are also included at the end of the adventure.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS. Technobabble that is fun but unimportant for players to really understand is in *blue italics*. Sections marked with a map icon are sidequests and adventure hooks, and not important

to the main plot of the adventure. Sections marked with a person icon are opportunities for specific types of PCs, especially the pregenerated characters from this adventure.

Adventure Summary

While studying a rare gaseous anomaly along the Romulan Neutral Zone, the *USS Renown* picks up a distress signal from what seems to be a secret (and illegal) Federation monitoring base located inside the Neutral Zone.

Warping to the rescue of the Federation base, the *Renown* discovers that the encrypted signal they received was actually from a secret *Romulan* monitoring station. With radioactive gas flooding the station, the Romulans have only hours left to live. The *Renown* faces a difficult decision – rescue the Romulans and risk an intergalactic incident, or leave them to their doom?

The Romulan commander S'anra has her own opinions on the matter. After years of feeling abandoned, she has grown sick of Romulan politics. She decides to either take advantage of the station's dilemma and defect to the Federation... or die in glory with the destruction of one of its starships. Her erratic behavior, however, has alerted her suspicious subordinates, who decide to enact their own agendas in the precarious situation. Finally, the Romulan Star-Empire has dispatched a wing of cruisers to investigate the problem with their hidden outpost...

Adventure Setup

Before the adventure begins, give the most high-ranking officer (typically the captain, but if one is not present, the first officer) **Handout B**, which contains the sealed orders that contain information about the secret Federation monitoring outpost located inside the Romulan Neutral Zone.

A Note on Crew Skill

Starfleet officers often rely on their ship's crew to perform actions they cannot. If the PCs assign a task to a random crewmate, assume that person has skill 12 in the appropriate skill. GMs can increase this by +1 or +2 if the PCs take the time to find an appropriate specialist, or do a great job roleplaying and building comradery with their associates.

ACT 1: THE BOSON NADIR

The adventure begins with the USS *Renown*, a Miranda-class starship, near the end of a six month patrol along the Romulan Neutral Zone. Chartered to monitor transmissions, protect trading vessels, and guard the border, the *Renown's* mission so far has been fairly dull. Other than stopping a notorious Orion pirate from escaping Federation space, the last few months has been uneventful for the PCs.

A week ago, however, a deep space anomaly – a rare *boson micro-nebula* – was observed moving from within the Neutral Zone into Federation space. With only one similar anomaly located in Federation space, the *Renown* was assigned to investigate the anomaly, run a full sensor sweep, and try to identify the source of its boson emissions. As the adventure begins, the PCs are staring into the wondrous, colorful swirls of the nebula from the edge of its perimeter.

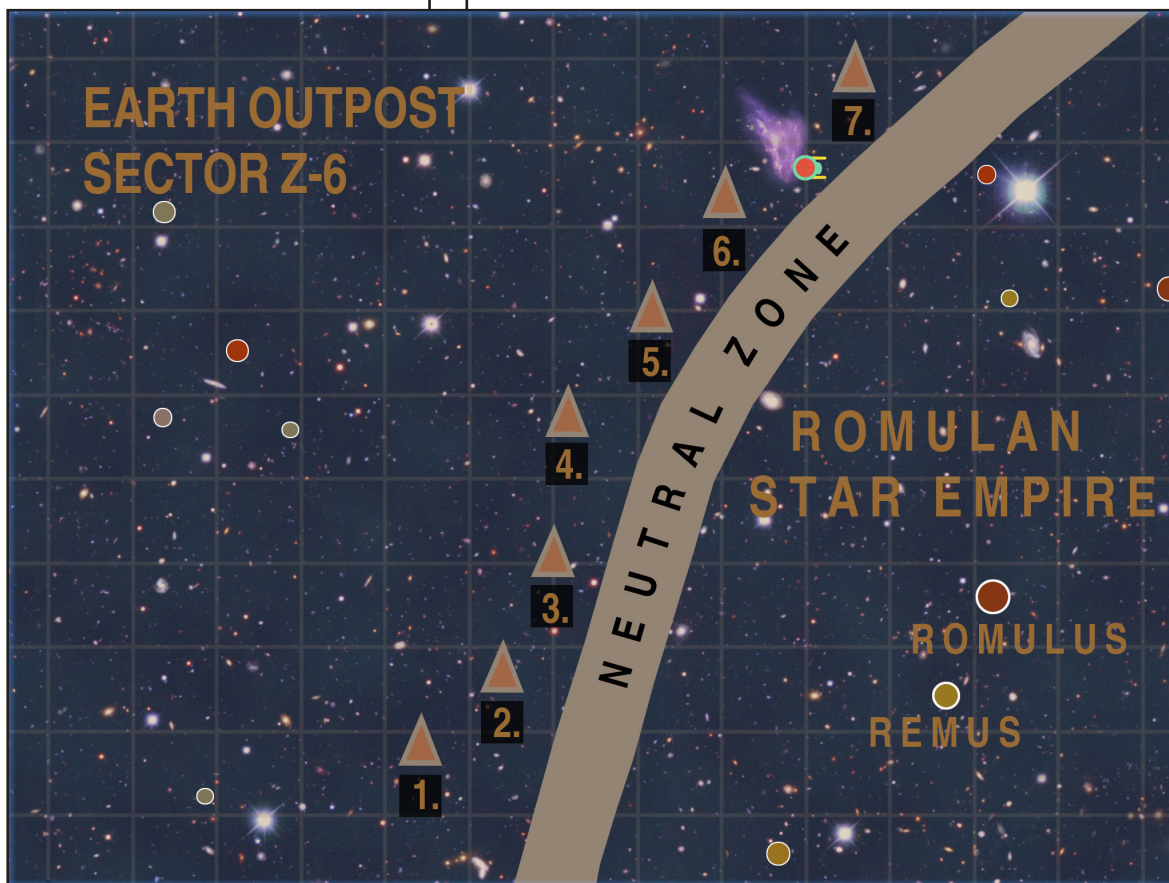
An **ELECTRONICS OPERATION (SENSORS)** roll maps the unusual micro-nebula. However, unless the PCs

enter the nebula, all scans, sensor, and similar rolls will be at -3. However, the boson storms inside the micro-nebula make it dangerous to enter. Entering the nebula disables shields and makes transporter use impossible. The boson storms will do 1d-1 damage to any ship's superstructure upon entry, and then again once per hour. If the PCs think to modify their shields, an appropriate **ENGINEER** roll at -4 reduces initial damage to 1d-3.

Once mapped, a **ELECTRONICS OPERATION (SCIENTIFIC)** allows a fascinating astronomic discovery about the micro-nebula (the GM allow the science officer to make any kind of technobabble up, perhaps the boson particle field is – amazingly – *inverted* at the nadir of the nebula).

A Lost Vessel

While the results from the scientific study are transmitting to the ship's computers, short-range sensors pick up a small vessel, less than 15 meters in length, located inside the nebula. An **ELECTRONICS OPERATION (SENSORS)** roll identifies the vessel as a Tholian ship. A **RESEARCH** roll identifies the ship as an O-class vessel, which is seemingly older than the more modern O1-class Tholian destroyers. The Federation has never encountered this model before.



Hailing the Tholian ship has no effect. Further sensor sweeps of the vessel show that it has minimal power, barely enough to sustain life support. The micro-nebula makes transporting the ship aboard impossible; the only way to retrieve the vessel is to enter the nebula and use tractor beams to pull it out. An efficient salvage operation would take up to 90 minutes.

The only real way to retrieve the vessel is to enter the nebula, withstand the inverted boson storms, and tractor beam the vessel out with an **ELECTRONICS OPERATION (TRACTOR BEAM)** roll at -2 due to the boson emissions. If recovered, it is revealed that the obsolete Tholian vessel got lost in the micro-nebula seventy years ago. The insectoid pilot is long-dead.

GM Note: Retrieving the vessel isn't important to the arch of this adventure – the distress signal below should interrupt salvage attempts – but will earn the PCs additional commendations from Federation intelligence if they pull it off!

A Distress Signal

In the middle of the micro-nebula investigation, the *Renown* receives an unencrypted distress signal on subspace frequency K-43. The message is in Romulan and reads:

Life support systems failed. Immediate rescue needed for survival. Crew in suits. Request rocks of blood.

An **ELECTRONICS OPERATION (SENSORS)** roll identifies that the transmission originates from a stationary transmitter inside the Neutral Zone, 1.25 light years from the *Renown*. The message is 3.2 hours old. If the roll is made by 5 or more, the *Renown* can get a blurry visual of the source – a large L2-class asteroid, 890 km in diameter. Sensors indicate that the asteroid is 83% silicates, 17% nickel compounds in dispersed metal flakes. It has no atmosphere, no magnetic field, and nearly no discernible gravity (0.5 m/s², or about 5% of Earth's). It is an unlikely place for a colony.

Even without a visual, a **NAVIGATION** roll can also pinpoint



the location of the signal, located a little more than a half-way into inside the Neutral Zone.

Note that the sector source of this signal *does* mostly align with the rough location of the secret Federation listening post given to the captain of the *Renown* at the beginning of the adventure. A **NAVIGATION** roll reveals that the signal location is a *little* (0.1 light years) outside the expected range.

A second **ELECTRONICS OPERATION (SENSORS)** roll detects no other ships within range of the distress signal. While it's possible there could be *cloaked* Romulans within range of the signal, sensor logs indicate that no Romulan ships have appeared in that area for weeks. *GM Note: There is, in fact, an older Romulan hidden fleet hiding in the shadow of a comet inside the neutral zone, but the fleet is utterly hidden and impossible for sensors to find.*

The final words of the transmission translate literally as *tovureen*, a word unique to the Romulan language. A **LINGUISTICS** roll identifies the word as some kind of proper noun, likely referring to a type of mineral or deposit that is unknown to this Federation crew.

Any appropriate IQ-based engineering or professional skill (e.g., **VACC SUIT**) roll estimates that the maximum life support a typical crew suit can maintain on its own is 24 hours. If the *Renown* tries to hail the asteroid base, they receive no reply. *GM Note: Hailing the base, however, alerts the Romu-*

lans that a Federation ship is en route. This causes the Romulans to commit suicide to avoid capture, as others prepare for an armed fight at the station. See below for details.

A LAW roll makes it clear that Regulation 998 mandates assistance to a distress signal if it originates from a Federation or allied source. If it does not, rescue is not required, but is at the captain's discretion. For PCs interested in Starfleet code, see [Handout C](#) for the actual regulation text.

Federation Outpost 7

If the PCs try to contact Starfleet for guidance, the *Renown* is only able to get real-time communication with one of the outposts stationed along the Neutral Zone – any higher-ranking officers are hours away via normal subspace communication channels.

The irresolute commanding officer of Federation Outpost 7, COMMANDER SHEILA ISAACS, is not especially helpful. She reminds the PCs that while Starfleet Regulation 998 requires vessels to respond to distress signal with the greatest possible speed... it only applies to friendly worlds. Unless she is told about the secret Federation listening post, she is dubious that anyone in the Neutral Zone counts as friendly, and suggests that entering the zone might start a war. But she also admits *saving* anyone allied with the Romulans might actually help relations.

ACT 2. ARRIVAL AT THE STATION

When the *Renown* arrives at the asteroid, sensors show that the signal is originating from a small monitoring station located on its northern hemisphere. The architecture of the station is seemingly Romulan; most of its structure is buried under the rock. Because of the nickel-flake composition of the asteroid, the ship's sensors can't penetrate far into the interior of the asteroid. While sensors reveal there is some kind of underground facility under the surface, it is impossible to tell whether the base has additional levels.

From orbit, the station looks as if it can support fewer than one hundred inhabitants. All power and life support is non-functional, making any attempts to hail the station ineffective.

An ELECTRONICS OPERATION (SENSORS) roll identifies 70 Romulan life forms in environmental suits inside the base, with 3 dead bodies located inside what seems to be a small contained area. *GM's Note: If the PCs hailed the Romulan station ahead of their arrival, the Romulans were prepared for potential invasion. There are only 30 living Romulans when the PCs arrive – the other 40 have preferred suicide vs. being captured by a Federation starship. Furthermore, six armed*

Emergency Warp and Stress Damage

To travel the 1.25 light years to the station before its life support runs out requires the *Renown* to push her engines. Surpassing Warp 6 is difficult for an older Miranda-class starship:

WARP	TIME TO DESTINATION	SKILL PENALTY	HULL / ENGINE STRESS
6 (216x C)	2.1 days (50.6 hours)	None	None
7 (343x C)	1.3 days (31.9 hours)	-2	1 HP / 2 PU
8 (512x C)	19.9 hours	-4	2 HP / 4 PU
9* (729x C)	15.1 hours	-6	3 HP / 6 PU

* Achieving Warp 9 at all requires the chief engineer to reconfigure the safety mechanisms on the *Renown's* warp core. This project takes one hour and requires an ENGINEER (WARP DRIVE) roll at -6!

To maintain speeds above Warp 6, make an ELECTRONICS OPERATION (WARP DRIVE) roll, at the penalty listed above, for every full 6 hours traveled. A Critical Success gets the starship to the destination one hour earlier.

Each failed roll results in ship damage, both to the hull's superstructure and its engine. A Critical Failure *doubles* the damage! A skilled helmsman making a PILOTING roll (at the listed penalty) can reduce superstructure damage by 1.

If the GM is handwaving ship rules, ignore hull damage and assume that each point of engine stress takes an hour to repair. Going to warp with a damaged engine requires an ELECTRONICS OPERATION (WARP DRIVE) roll at -1 per point of damage.

If using the starship rules at the end of this adventure, superstructure damage subtracts from the *Renown's* 18 HP. This likely only matters if the ship takes more damage, either from the detonation of the Romulan base, or the attack by the Romulan cruisers. (Treat the *Renown* as a structure by normal GURPS rules, i.e., destroyed at -5 xHP, etc.).

Engine stress damage reduces the amount of Power Units (PU) available to the *Renown*. Repair restores 1 PU per hour, though taking the warp drive offline and making a MECHANIC (WARP DRIVE) roll makes this work go twice as fast. It takes 30 minutes to restart the warp drive from a cold start.

security sentries will be stationed within the station's landing pad structure, hidden and ready to ambush any intruders that try to enter.

The SENSORS roll also reveals that there is a high amount of deadly topaline-based gaseous radiation in the station, par-

ticularly concentrated in the station's central reactor room.

If anyone thinks to modify the sensors (which takes 30 minutes and requires an **ENGINEER (SENSORS)-4** roll), it is possible to penetrate deeper into the asteroid. A second **ELECTRONICS OPERATION (SENSORS)** roll confirms that the base is but a single level. If this roll is made by 5 or more, however, sensors pick up a faint power antimatter power source hidden underneath the station. A **DEMOLITIONS** roll reveals that it is likely some kind of self-destruct device, and based on the signature of the power source, likely houses enough anti-matter to completely annihilate the asteroid as well as threaten any ships within 50,000 km (about double standard transporter range).

There are two ways to enter the monitoring station. One, a landing pad, big enough for two shuttles, is located just above the underground structure of the station. The PCs can easily pilot or beam down to the pad. Two, it is possible to beam *directly* into the interior of the base. Beaming into the surface structure is easy, but the nickel-flake composition of the asteroid's crust makes it difficult to beam to the underground level, requiring an **ELECTRONICS OPERATION (TRANSPORTERS)-3** roll. Furthermore, any failure to beam directly into the underground base results in the transport taking far longer than is typical, costing the away team any element of surprise they may have planned. A critical failure aborts the transport entirely – and likely costs a redshirt his life as his body is horrifically materialized into the asteroid's rock!

Either way, any PCs traveling to the asteroid's surface or its secret monitoring station will need an environment suit. The life support in the station is completely non-functional, and gravity is minimal, about 1/20 of Earth's (0.5 m/s²). A



Romulan Sentries

ST	11	HP: 11
DX	11	Will: 12
IQ	11	Per: 11
HT	11	FP: 11

Basic Speed: 5.5 SM: 0
Move: 5 Punch: 1d-1 cr
Dodge: 9



Traits: Acute Hearing +1; Combat Reflexes; Duty (Romulan Empire); Military Rank 1.

Skills: Beam Weapon-13; Computer Operation-13; Electronics Operation-12; First Aid-11; Free Fall-12; Karate-12; Leadership-11; Stealth-11; Tactics-13; Vacc Suit-11*.

Equipment: Environmental suit (DR 6, 25 lbs.); Romulan disruptor pistol (3d (5) burn or 2d (5) burn on the low energy setting, Acc 3, 1.6 lbs., RoF 3, 40 shots, Bulk -2, Rcl 1). The pistol is effectively attached to the environmental suit, and will not fire if detached.

** Use the lower of actual skill and Vacc Suit skill for any actions while in an environmental suit.*

Starfleet environmental suit has DR 6 and weighs 25 lbs. Remember that when rolling against DX or any DX-based skill while suited up, use the *lower* of your VACC SUIT skill and your actual skill level.

The Outpost Surface

A landing pad and a small structure, carefully positioned within a crater, is the only part of the Romulan station visible from above. Both structures are made of a durable concrete-like material designed to withstand the vacuum of space. If it weren't for the fact that the distress signal gave the *Renown* a perfect triangulation of base's position, the structures would easily camouflage into the rocky surface of the asteroid.

If the PCs beam or take a shuttle to the landing pad, all seems quiet. There are no obvious signs of life, and all power to the station looks off. If studied more carefully, the station looks authentically Romulan.

Radiation Danger

Adjacent to the landing pad are two non-functional ventilation fans. A tricorder scan and an **ELECTRONICS OPERATION (SCIENTIFIC)** roll reveals a dangerous 80 rads of topaline-based radiation leaking from the vents.

A **PHYSICS** or **PHYSICIAN-2** roll determines more spe-

cifics on the deadliness of the radiation. See p.B436 for full radiation rules, but the short version is that there is a better than even chance an exposed victim will suffer terminal radiation sickness. An exposed victim must make a HT-1 roll. A success does 1d damage after HT hours, reduces DX, IQ, and FP by 1d, and gives the victim Low Pain Threshold, Hemophilia, and the nauseated condition. A failure means they develop terminal radiation sickness!

Fortunately, environmental suits protect from the ill effects, and as long as a victim can get to a high-quality sick bay quickly, even a terminal dose can be treated in a few days.

The door to the surface structure can normally be opened with a simple control panel located next to the door. Without power, it must be forced open (FORCED ENTRY roll vs. the door's ST 18 mechanisms) or blasted open.

Surface Structure

The interior of the structure is dark (with the door open, the interior has -6 worth of darkness penalties). The structure holds some decades-old listening equipment – large,

sharp-angled towers of metal and silicon. An ELECTRONICS OPERATION (SURVEILLANCE) roll or COMPUTER OPERATION roll clearly identifies the machines as obsolete long-distance stellar surveillance computers. The Romulans were going to transfer this equipment off the base when the next supply ship came by. If the PCs think to seize this equipment, Starfleet Command will only find it mildly interesting, due to the age of the equipment.

If the Romulans were not alerted to the *Renown* before arriving, this surface structure will be devoid of life. A turbo-lift in the corner, big enough for about six people, will take the PCs down into the main area of the station. A briefcase-sized, portable generator is cabled to the turbolift panel, giving it enough power to activate.

If the Romulans were alerted, six aggressive Romulans, eager to defend their base to the end, will be hiding in this room, ready to ambush intruders. The Romulans guards are young, green, and have not seen many real battles in their career. Still, they have been indoctrinated to fight to the end against their sworn Federation enemies.

Sub-commander S'anra

ST 11 HP: 11
DX 12 Will: 14
IQ 14 Per: 14
HT 12 FP: 12

Basic Speed: 6.0 SM: 0
Move: 6 Punch: 1d-1 cr
Dodge: 10

Traits: Acute Hearing +1; Alcoholism; Combat Reflexes; Intuition; Military Rank 4; Obsession (Regain Honor or Get Revenge); Reputation -2 (Not Politically Astute).

Skills: Beam Weapon-14; Computer Operation-15; Connoisseur (Spirits)-14; Electronics Operation-15; First Aid-14; Free Fall-12; Intelligence Analysis-16; Karate-13; Law-13; Leadership-14; Observation-16; Psychology-14; Stealth-12; Tactics-13; Vacc Suit-11.

Equipment: Environmental suit (DR 6, 25 lbs.); Romulan disruptor pistol (3d (5) burn or 2d (5) burn on the low energy setting, Acc 3, 1.6 lbs., RoF 3, 40 shots, Bulk -2, Rcl 1); detonator (hidden in ring); fake tooth with cynoxic acid (6dx2 cor damage).

Sub-commander S'anra is angry and disappointed that she has seemingly been permanently assigned to the remote listening post. For seven years, her request for transfer have been denied with little to no explanation. Furthermore, the "secret" equipment she must use is ancient and barely functions, she receives a pittance of supplies once a year, and she gets assigned lieutenants who are either career failures or inexperienced and uneducated officers who come from poor families. S'anra has

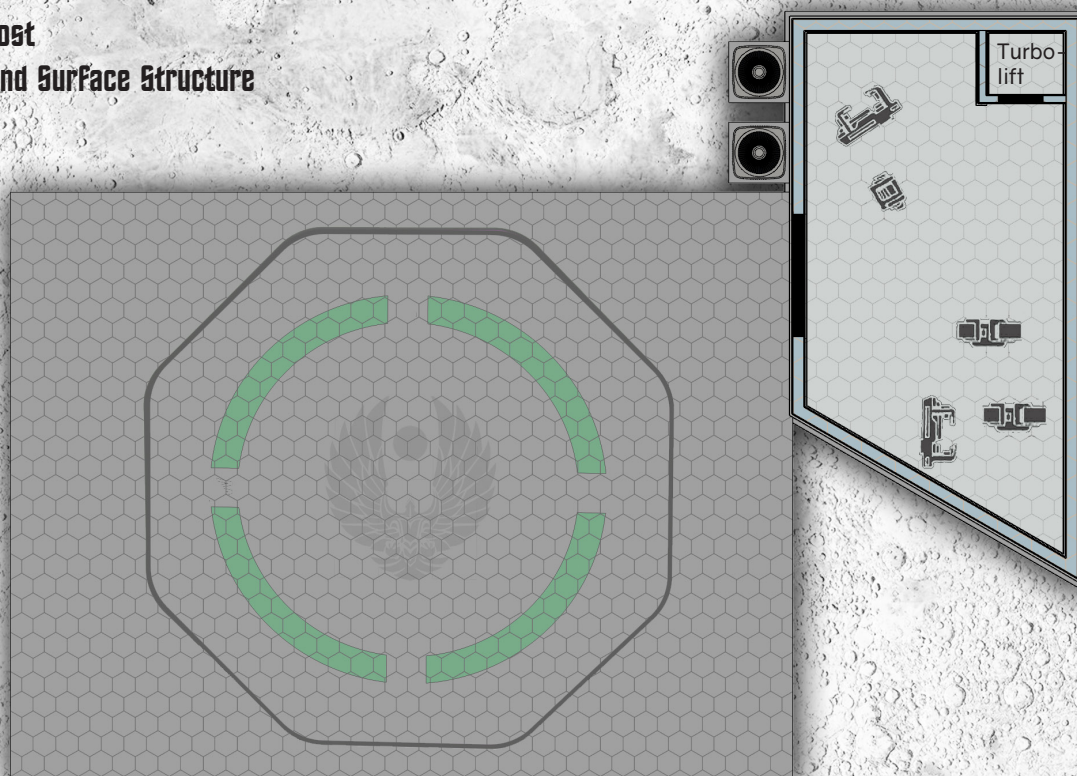
grown pensive and bitter after so many years of being forgotten. S'anra's theory is that she is being punished for the loss of one of her crew. Eight years ago, she was captain of the experimental warbird *Talvix*. She had just won a glorious battle against a band of rogue Garidians with just the loss of one crewman – VRIH TR'REHU – a junior helmsman who was electrocuted when his console short-circuited. Unfortunately, Rehu came from a prominent family. Within a few months, S'anra was ordered to transfer to the remote listening post.



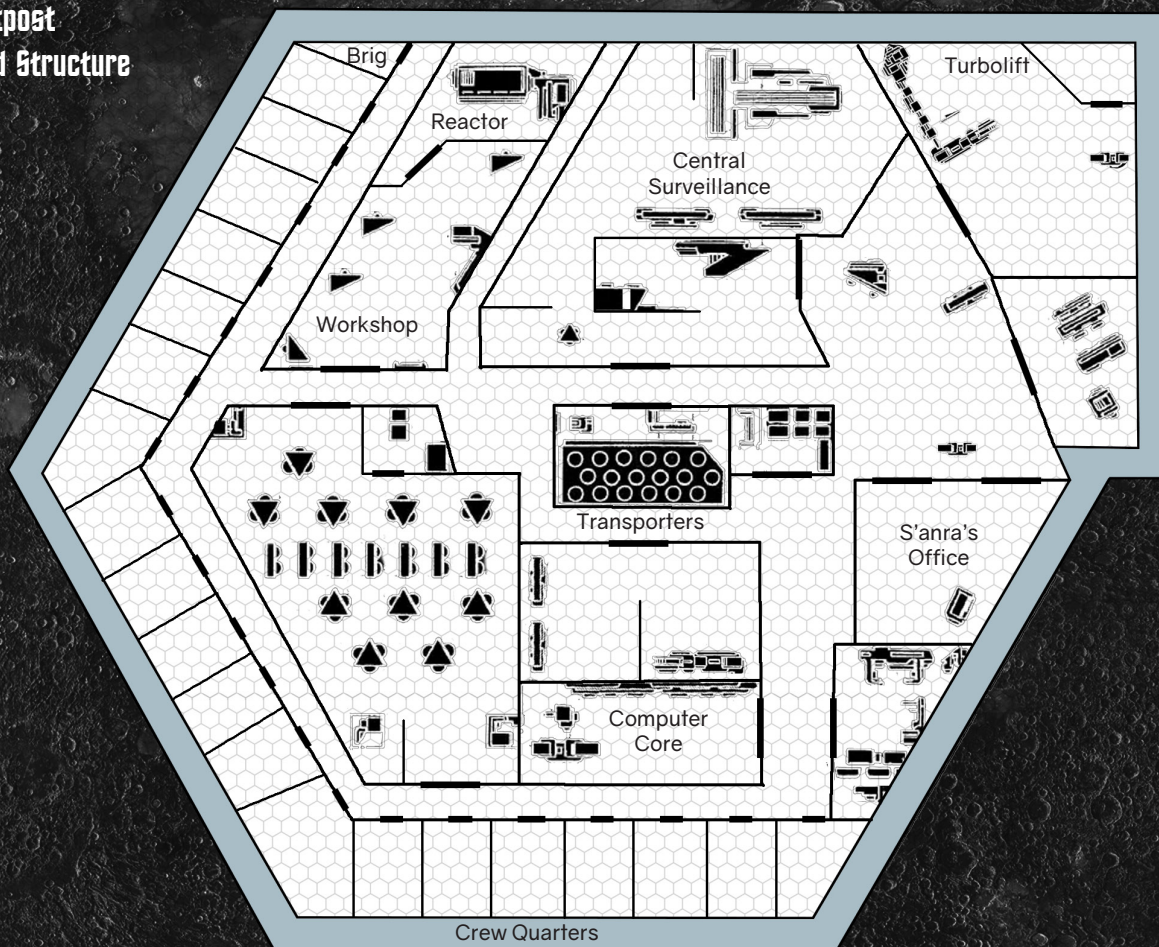
After years of feeling ignored, a drunk S'anra sabotaged the station. She injected europium isotopes in the tovureen that sustained the station's life support. This created a radioactive gas that would make the station unlivable for a generation. Knowing that the Romulans had another secret base within range of the listening station, S'anra figured the accident would test the resolution of her Romulan government. They would either let her die, or they would rescue her, proving to himself that she indeed had some value left to the Star Empire.

With only hours left to survive, S'anra assumed the Star Empire decided that she should die. What S'anra did not expect was a Federation vessel showing up to her rescue! She now understands she has an interesting final choice to make: get revenge by defecting to the Federation, or capturing or destroying the *Renown* to regain her lost glory.

Romulan Outpost Landing Pad and Surface Structure



Romulan Outpost Underground Structure





The Underground Station

The main underground station is lit by red emergency lights (-3 darkness penalties).

If the PCs beamed directly into the underground structure, the PCs will find the six Romulan sentries here, hurriedly vaporizing the station's data recorders and surveillance equipment. The PCs likely have the element of surprise, but once the surprised guards recover, they turn their disruptors on the PCs!

By the time the PCs enter the main underground structure, Sub-commander S'anra is well-aware she has visitors, and is contemplating her next move. If the Romulans have already engaged the *Renown's* crew, she will order the rest of her Romulans to stand down. If they have not engaged the *Renown's* crew yet, she orders her sentries assault the Starfleet officers, knowing that a good show of the defense of the station is important to whatever happens next.

Once the Romulan sentries have been defeated (either here or on the surface), the PCs find nothing but confused and indignant Romulan scientists and officers inside the base. They do not act out against the PCs, nor do they respond to any questions. They are waiting to hear their orders from the Sub-commander.

Sub-commander S'anra Arrives

After a few minutes of awkwardness, Sub-commander S'anra makes her way towards the PCs. Raising her hands to signal surrender, she speaks in fluent Galacta standard:

"Greetings, Starfleet. I must admit you have caught us at an imperfect time. I am Sub-commander S'anra, the commanding officer of this station. I have ordered my sentries to cease hostilities and stand down, and I will surrender this station to you in exchange for our lives."

- If the PCs at any point challenge the sub-commander on the legality of the station, S'anra demands the *Rights of Statement* for herself and her second in command, RH'VAUREK TR'MAS. A LAW+2 roll identifies that the Rights of Statement allow for an enemy military officer to have an official, formal hearing with a similarly-ranked officer to explain confidential matters of government.
- A PSYCHOLOGY (ROMULANS) or HISTORY (ROMULANS) roll (or a non-Romulan version at -3), or any other skill that would give knowledge of the Romulans, reveals that it is *highly* unusual for a Romulan commander to simply surrender. Romulans military personnel have nearly always committed suicide to avoid capture.
- If the PCs have somehow thought to hack the Romulan environmental suit communicators (which would take a CRYPTOGRAPHY roll at -5 to defeat the encryption, and then a COMPUTER OPERATION roll at -3 to gain access), they pick up chatter among the Romulans that they believe their commander has gone mad. Phrases such as *nobtho susse-thrai*, or "cowardly she-wolf," are oft-repeated.
- As S'anra talks, more and more Romulans gather in the central chamber with her. There are about 70 in total (or only 30 if the *Renown* signalled ahead – the rest having committed suicide by removing their environment suits to avoid capture).
- If asked what happened at the station, S'anra explains that the tovureen (or, "rocks of blood" as they are translated) that provided life support decayed suddenly. The power went out shortly afterwards, leaving the Romulans with no way to contain the deadly radiation.
- If asked why they have not yet been rescued by the Romulan navy, S'anra shrugs. "Either there are no ships near us, or the radiation moves faster than the Romulan bureaucracy that received our distress call."

At this point, the Romulan environmental suits likely only have minutes or hours of life support left. S'anra is eager to evacuate her crew to the *Renown*, and will try to cut any long conversations short.

Evacuating the Station

If faced with time pressure, the *Renown* can easily use its emergency transporters to beam everyone out of the station. However, assuming the warp core has been stressed to get to the station, the transporter chief should make an ELECTRONICS OPERATION (TRANSPORTER)-2 roll to avoid a power surge when using the larger, emergency transporters. A surge costs the *Renown* another 1 PU of damage.

Exploring the Station

The station is a bare bones affair. Workshops, operations rooms, offices, and undecorated crew quarters are the mainstay of the triangular structure. A few interesting areas include:

Brig

The station brig has three dead, unsuited Romulans in it. A DIAGNOSIS roll reveals they died from radiation exposure. If asked about why these men were in the brig, either S'anra or her first officer Tr'mas explains that they were the engineers responsible for maintaining the tovureen and the life support systems, and that they were imprisoned for failing to warn their commander about the decay. *GM's Note: This isn't true. S'anra had these men imprisoned after she sabotaged the tovureen so that they wouldn't discover her actions.*

Central Surveillance

This large room has a hastily-made bomb in it. One of the Romulans, hoping to kill any Starfleet invaders, improvised the device to explode when the room is entered. A PERCEPTION (VISION)-1 roll spots a fist-sized, metal cube in the corner, three lights blinking rapidly in alternating patterns. A TRAPS or DEMOLITIONS roll spots it for what it is – an improvised *phased-magnesium actuator*. If the device is approached at all (with 5 yards), without deactivating it with a light magnetic pulse – which a tricorder can be configured to do with a ELECTRONICS OPERATION (SCIENTIFIC) roll – it explodes violently, doing 6dx2 burn ex surge damage.

The room contains one of the “newer” surveillance machines in it. A COMPUTER OPERATION roll reveals this machine has updated Romulan encryption codes on it, which will provide +1 to all future CRYPTOGRAPHY rolls in this adventure.

Computer Core

A COMPUTER OPERATION roll (-5 if most of the equipment was destroyed by the Romulans) ascertains that most of the equipment is at least twenty years old, and much of it is obsolete. If the PCs want to retrieve any data from the computers, a similar roll recovers a packet of data that might be useful to the Federation. Once onboard the *Renown*, an hour and a RESEARCH roll can find some good discoveries in

a category of the PC's choice:

Secret Data

- Success: Months of Romulan ship-to-ship communication logs. An INTELLIGENCE ANALYSIS roll reveals that this information will help Starfleet identify and profile Romulan commanders.
- Success by 3+: Specifications for a Romulan T-5 Fire Swarm-class destroyer. An INTELLIGENCE ANALYSIS roll reveals that the specifications are new to Federation intelligence.
- Success by 5+: Coordinates of a Romulan strike force, commanded by a decorated COMMANDER VHARIEN, hidden in the shadow of a comet, located 0.55 lightyears from the asteroid. An INTELLIGENCE ANALYSIS roll shows that up to three cruisers can be stationed at this base – a dangerous first strike force.

Station Operations Data

- Success: Detailed specifications of tovureen and its use in life support systems. A GEOLOGY or ELECTRONICS OPERATION (LIFE SUPPORT) roll identifies that this substance is unknown to the Federation.
- Success by 3+: Logs that indicate that the tovureen reported no obvious signs of decay before the distress signal. An ELECTRONICS OPERATION (LIFE SUPPORT) roll confirms that the tovureen appeared healthy up until europium isotopes appeared in the life support system's plenum compositors.
- Success by 5+: Station plans show a self-powered device underneath the station. Further information is encrypted, and can be cracked with a CRYPTOGRAPHY roll at -3. This reveals that it is antimatter self-destruction device, which is controlled from a remote detonator. A DEMOLITIONS roll identifies that the device houses enough anti-matter to completely annihilate the asteroid as well as threaten any ships within 50,000km (about double standard transporter range).

Communications Data

- Success: A six-month old request by S'anra to be transferred off the station and reassigned to the *Talvix* (see [Handout D](#)).
- Success by 3+: Encrypted message from S'anra's first officer, Rh'vaurek Tr'mas. A CRYPTOGRAPHY-3 roll can decrypt it, and find that the message is reporting S'anra for dereliction of duty to Romulan high command (see [Handout E](#)).
- Success by 5+: Valuable logs that identify encrypted coordinates for two additional secret Romulan listening posts in the Neutral Zone, simply identified as Installations A, B, and C. A CRYPTOGRAPHY roll can decrypt the coordinates.

Reactor Room and Life Support System

The reactor room has been welded shut. An ELECTRONICS OPERATION (SCIENTIFIC) reveals that there is a high degree of radiation in the room, at least 150 rads. Environmental suits will protect versus that level of radiation for enough time to allow a few minute investigation of the room.

If the PCs want to restore some kind of power to the station, a small alternator panel outside the reactor room enables them to bring back auxiliary power, as long as they bring some kind of portable power source (such a portable generator from the *Renown*). A successful ELECTRICIAN or MECHANIC (FUSION REACTOR) roll connects the generator and restores lighting and emergency communications. If the roll is made by 3 or more, the repair allows for the reactivation of the vents in the duct system, enabling the system to expel the radioactive gas in a few days.

Getting into the reactor room requires blasting the door or using a fusion cutter to reopen it. Inside:

If the old reactor is studied, a MECHANIC (FUSION REACTOR), ELECTRICIAN, or ENGINEER (ELECTRICAL) roll identifies that the reactor suddenly shut down when exposed to the radiation. Repairing it is possible, but will take days and require new parts.

If the life support system is investigated, an ELECTRONICS OPERATION (LIFE SUPPORT) roll reveals that the life support system seems to have no obvious root cause of failure; the logs show it just seized up and died. Even to those unfamiliar with Romulan equipment, it is obvious this is an unusual failure for what should be reliable technology.

A ELECTRONICS OPERATION (SCIENTIFIC)-3 discovers additional anomalies – there are traces of *europium isotopes* inside the life support system's plenum compositors. A CHEMISTRY or PHYSICS roll confirms that it is impossible for these isotopes to have naturally been created in this system. Furthermore, they reacted with the tovureen in the compositors and caused the deadly radiation to emit from the life support system. At this point, it is obvious that the life support was sabotaged.

S'anra's Office

S'anra's office is simple. An unadorned desk is in its middle, its built-in computer permanently damaged by a disruptor. On the wall, a small plaque commemorates her bravery and glory defeating traitorous Garidians. The plaque identifies her ship as the *Talvix*.

There are multiple books on the office's book shelves. Almost all of the books are in Romulan, though a few are in

Other Romulans

If the PCs decide to question other Romulans, here are a few that are willing to talk:

ADMINISTRATION CENTURION S'MAR struggles to give a coherent statement. She is clearly uncomfortable about humans, and makes vague threats about how "this incident will not end well for you or your Federation."

ENGINEERING CENTURION TAEV is fascinated by the technology on the *Renown*. He has a positive attitude towards S'anra, though on a Good reaction roll or better will admit that "things were better before Tr'mas' ambition arrived at the station."

COMMUNICATIONS EXPERT JHU RALAA despised her job, finding it tedious and beneath her station. She expresses surprise and disdain that S'anra has not killed herself years ago. She is loyal to Tr'mas, and believes that he would have made a better sub-commander.

SECURITY OFFICER S'TCAEVRA is angry that the crew of the *Renown* took the Romulans alive. He desperately wishes he had been allowed to fight to the death, and hates the sub-commander for ordering an end to the battle. If provoked, he'll let it slip that he expects "the *Vulwar* will destroy this pathetic ship" – referring to one of the Romulan Stargliders hidden nearby.

Orion. One exception is an antique English book, *The Girl with Seven Names*. A quick flip through the book identifies it as a 21st century book about a woman defecting from North Korea (but only a HISTORY roll might recognize the story as significant to her thoughts of defection). In a locked cabinet at the bottom of her shelf are four bottles of Romulan ale, two of which are empty.

Transporter Room

The transporter room has fresh scorch marks on the transporter pads. A responsible Romulan irreparably destroyed this room as soon as he heard the Federation enter the base.

Workshop

In the workshop, a table holds hand communicators from several cultures, including some from the Federation. An unknown device nearby seems to be a new type of Romulan communicator. An ENGINEER (COMMUNICATIONS) roll identifies ingenious micro-circuitry designs as part of it.

A few hand disruptors can also be found here in a locked weapons cabinet.

Return to the *Renown*

At some point, the PCs likely end up back on the *Renown* with dozens of Romulan survivors. The *Renown* has room for 40 passengers on the vessel. If the crew beams up more than that, they will have to either double up the Romulans in the passenger quarters or convert cargo and storage facilities into makeshift living arrangements. Securing the regular passenger quarters requires an **ELECTRONICS OPERATION (SECURITY)** roll; securing the cargo arrangements requires an **ENGINEERING (SECURITY)-1** roll to reposition force field generators to prevent Romulans from freely walking around on the ship.

ACT 3. ROMULAN TRIPLE THREAT

In all likelihood, the *Renown* is still experiencing technical issues from the emergency warp it had to do to reach the station in time. Best case, the ship has a few hours of downtime; worst case, the ship has suffered severe damage from travel – and is about to be further damaged by the self-destruction of the station, which causes hours or days of additional repair time.

Once the PCs make it back to the *Renown* with the surviving Romulans, three new challenges potentially make a bad situation worse:

First, Rh'vaurek Tr'mas, the station's insidious first officer, begins to plot the destruction of the *Renown*. At first, he is content to believe that the self-destruction of the asteroid will destroy the *Renown*, so he calmly waits for annihilation. When that plan doesn't work (either because the PCs discovered the device and moved the ship away, or because the explosion doesn't destroy the ship outright), he boldly decides to attempt a takeover of the ship.

Second, Sub-commander S'anra is carefully considering her next move. She is torn whether to defect to the Federation, or to bide her time and sell the *Renown* and her crew out to the Romulans so that she emerges a hero. Her previous behavior on the station, plus her recent indecisive behavior on the ship upsets both the Romulans as well as the *Renown*'s own crew, whose distrust of the Romulans make them believe that she is maneuvering the ship into a cunning trap.

Finally, Romulan High Command has dispatched three, older Starglider cruisers to investigate the emergency of their

Centurion Tr'mas

ST	14	HP: 14
DX	13	Will: 14
IQ	14	Per: 14
HT	12	FP: 12

Basic Speed: 6.25	SM: 0
Move: 6	Punch: 1d+1 cr
Dodge: 10	Kick: 1d+2 cr

Traits: Acute Hearing +1; Combat Reflexes; Intolerance; Computer Wizard 2; Military Rank 3; Overconfidence; Reputation +1 (Capable Centurion).

Skills: Acting-13; Beam Weapon-14; Computer Hacking-17; Computer Operation-17; Electrician-14; Electronics Operation-14; Filch-13; First Aid-14; Free Fall-13; Intelligence Analysis-14; Karate-15; Leadership-13; Observation-14; Psychology-13; Stealth-14; Tactics-13; Vacc Suit-12.

Equipment: Environmental suit (DR 6, 25 lbs.); Romulan disruptor pistol (3d (5) burn or 2d (5) burn on the low energy setting, Acc 3, 1.6 lbs., RoF 3, 40 shots, Bulk -2, Rcl 1); fake tooth with cynoxic acid (6dx2 cor damage to self).

Centurion Rh'vaurek Tr'mas was assigned to the listening outpost a year ago after he botched a Romulan-Tholian prisoner exchange, which resulted in a minor diplomatic incident. He was sent to the outpost as a temporary punishment for the arrogance he showed during the unfortunate affair.

Even knowing his assignment was temporary, he was shocked at sub-commander S'anra's obvious anger towards Romulan leadership. Finding her a petulant, angry drunkard, he reported her several times to the bureaucracy, hoping she would get reassigned and he would take over leadership of the outpost. Expecting to be promoted quickly, he made friends and built loyalties among the outpost's personnel.



Unfortunately, the promotion never came and all Tr'mas was given was secondary access to the station's self-destruction mechanism, "should the sub-commander fail utterly in her duties to the Empire."

Tr'mas was carefully considering his next move. He seriously debated assassinating S'anra, wondering if that was actually what the empire wanted him to do to prove his worth. Tr'mas never got to act on that thought, as suddenly the station's life support was extinguished and he thought doom was upon him.

Once rescued by the *Renown*, Tr'mas becomes even more deeply suspicious of S'anra. At best, she is an incompetent and cowardly fool that deserves death. At worst, he thinks she is a traitor to the Romulan empire. Either way, he is determined to destroy her for good and regain a position of authority in the Star Empire.

listening station. Led by the studios Commander Vharien, the Stargliders will intercept the *Renown* in approximately 14 hours after their arrival to the station. With the *Renown* under repair, it will surely be outgunned by the time they arrive.

Described below are the three situations, each with phases of escalation. Each of these challenges play out simultaneously as the *Renown* undergoes its repairs. The GM should work to intertwine the events, and involve all the PCs as much as possible.

Rh'vaurek Tr'mas War on the *Renown*

Rh'vaurek Tr'mas, the Romulan first officer, received remote access to the station's self-detonation device by Romulan High Command after he reported that Sub-commander S'anra was derelict in her duty. When Tr'mas sees that Starfleet crew have entered the station, he immediately transmitted a self-destruct signal, hoping to take out the Federation ship as his final gift to the Empire.

Unfortunately for Tr'mas, the antimatter reactor powering the self-destruction device is as antiquated as the rest of the station. The self-destruct sequence was dramatically slowed as its reactor generated the power needed to destroy the asteroid. It does not explode for an hour or more after initially triggered (good timing is within an hour of the Romulans evacuating the station).

Phase One: Quiet Confidence

When Tr'mas is brought onboard the *Renown*, he believes that the self-destruction of the Romulan station is imminent, and that he will soon die a martyr. He is calm, arrogant, and patiently awaits the detonation. If he is questioned

Intelligence Protection Procedure 4

When detonated, the massive explosion reaches out to 50,000 km (about double transporter range). If the *Renown* is orbiting the asteroid, it takes 8d damage, or 3d damage if the ship has moved beyond transporter range but is still in the area. If the *Renown* is caught entirely by surprise, the operations officer on the bridge should get an ELECTRONICS OPERATION (SENSORS) roll to pick up the detonation and then an ELECTRONICS OPERATION (SHIELDS) roll to quickly bring up the shields. The *Renown*'s shields can absorb 11 points of damage from the blast.

The cleverly-engineered self-destruction device also triggers the *Roykirk-Abramson Perimeter Effect*, which instantly *fuses* thousands of the ship's *transtator circuits*. This effect halts usage and repair on the ship's warp and impulse engines until engineers can replace the circuits. This massive feat takes 12 hours (or 8 hours if the crew lead makes an ELECTRICIAN roll by 5 or more).

Because S'anra does not know Tr'mas had the ability to destroy the base, when the device activates, she is authentically confused. If asked, she will turn over her detonator ring to Starfleet to prove she did not send the signal.

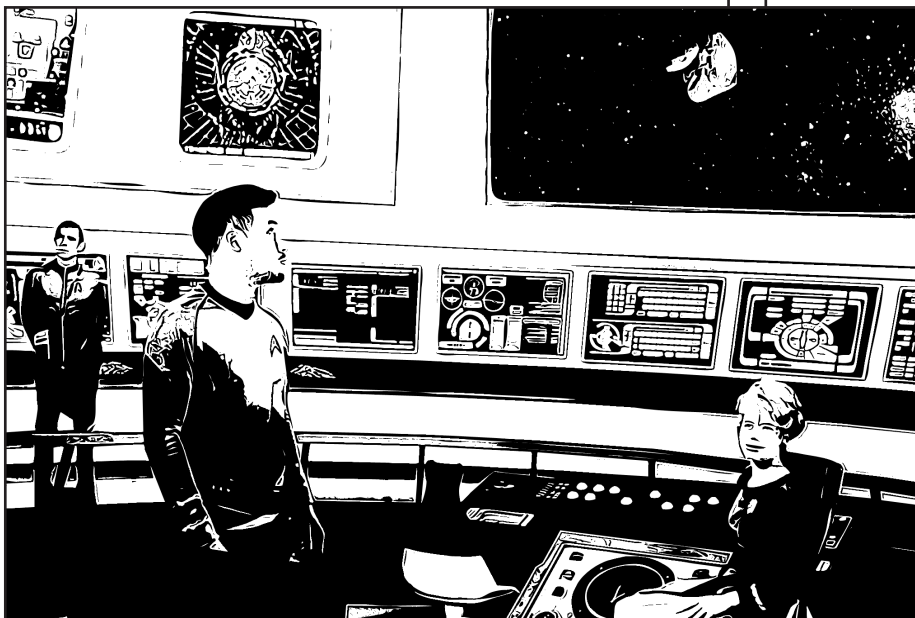
by the PCs, he is relaxed and talks openly (for a Romulan):

- If asked about the accident on listening station, he honestly says that he believes it was caused by the station's old, faulty reactor. (He has no idea that S'anra was the one who actually sabotaged life support.)
- If asked about Subcommander S'anra, he simply calls her an "adequate commander". A PSYCHOLOGY or DETECT LIES roll (at -2 for those unfamiliar with dealing with Romulans) reveals that he actually finds S'anra incompetent and unworthy.
- If asked about the legality of the Romulan station, he simply shrugs and questions whether the Federation has secret listening posts in the Neutral Zone as well. If S'anra has asked for the Rights of Statement (below), he says he looks forward to that hearing.

Phase Two: Disappointment and Chaos


When Tr'mas realizes that the self-destruction of the station failed to destroy the *Renown* (either because the device never went off, or because the *Renown* escaped destruction) he seethes with rage.

If he does not have private quarters, he politely asks to be moved to them. From there, he hopes to hack the door and make his escape. He attempts to overcome security to open his door (using his COMPUTER HACKING skill), lure a nearby Starfleet security of-



ficer (if the GM needs a quick name, ENSIGN ROGER KOESTLER is the nearest) into his quarters, and then kill the man. From there, Tr'mas will vehemently argue that the Romulan-hating ensign attempted to assassinate him!

This event will further drop the *Renown's* crew rating unless dealt with swiftly. An investigation into the security ensign does reveal that he talked openly about his distrust for "devious Romulans" and that he expected to get "stabbed in the back at any time."

 If the pregenerated character Dr. Westinghouse (or another Starfleet doctor) is being used, Ensign Koestler is not killed outright, but is instead in critical condition, a large shard of glass embedded in his throat. Saving him requires a SURGERY-2 roll. If the PCs rush Koestler to sick bay, he must make a HT roll vs. his HT 12 to survive the trip, but the doctor receives +4 to his SURGERY roll because of the superior facilities. If he survives, Ensign Koestler will be unresponsive for at least six hours, after which he groggily explains that Tr'mas hacked his quarters door open, and then when he went to investigate, brutally stabbed him with shards of a broken vase. Tr'mas denies this version of events.

Phase Three: Takeover

Using his tale of attempted assassination to incite his Romulan allies, Tr'mas attempts to take over the ship. Tr'mas' plan is to move, with as many of his Romulan allies as possible, and take over Deck 12, which is where the ship's environmental support systems are kept.

Tr'mas' initial plan is to insist he be moved, along with the other Romulans to a central cargo area to be better protected from other would-be Starfleet assassins (if Romulans are already in the cargo area, he'll request to be moved in with them). If this request is refused, Tr'mas once again attempts to hack his way out of his quarters, overpower the security guards, free his friends, and then make his way with

as many allies as he can to Deck 12.

Tr'mas uses his formidable STEALTH and COMPUTER HACKING skills to get to Deck 12. He then tries an emergency override of the system to deploy *anesthizine gas* to knock out the entire crew of the ship. Treat anesthizine gas as a powerful sleep gas, requiring a HT-6 roll to resist; failure indicates unconsciousness for 5 minutes per point of failure.

In the unusual event his plan succeeds, he will order his men to capture S'anra, then head to the bridge to send a communique to Commander Vharien and his incoming Stargliders stating that he has captured the *Renown*. Tr'mas will not attempt to pilot the starship unless it has been fully repaired by this point, in which case he'll accelerate it towards the incoming Romulan squadron.

What Tr'mas does with S'anra depends on the events that have transpired up this point. If he knows that S'anra has been cavorting with Starfleet officers, or that she sabotaged the station, he'll likely just execute her at this point. If he's received no word from her since the Rights of Statement, he'll likely just hold her captive, ready to turn her over to Romulan authorities when they arrive.

If Tr'mas utterly fails in his final coup, he'll activate the cynoxic acid in his fake tooth, killing himself.

Sub-commander S'anra's Decision

Sub-commander S'anra is in a delicate position, and she knows it. Once she discovers that the *Renown* is damaged (either from engine stress or from the explosion of the station), her thoughts of defecting to the Federation falter. She has no desire to be an ally of the Federation on a helpless vessel when the Romulan fleet inevitably arrives.

Whether S'anra decides to defect to the Federation depends on several factors. After each of her three encounters, make a Reaction Roll. With **two or more** Very Good or better reaction rolls, she offers to defect to the Federation. Each encounter below should take place within a few hours of each other.

Phase One: The Rights of Statement

The purpose of the Rights of Statement is to allow a captured commander to make a personal defense of his actions, motivations, or behaviors. Sub-commander S'anra insists on giving her statement to a senior officer (Military Rank 4+); she will be insulted if the captain or first officer is not present.

Before giving the Rights of Statement, S'anra will ask for a

Ship Morale

Being stuck in the Romulan Neutral Zone with a damaged warp drive and a dozens of angry Romulan captives takes its toll on the crew. Furthermore, Tr'mas will wage psychological warfare on the *Renown's* CREWMAN rating drops to 11 when the Romulans come aboard (or worse, if the *Renown* is severely damaged). The GM should reflect this through roleplaying, such as snide or hopeless comments from the NPC officers. If Tr'mas starts succeeding in his plans, crew morale (and CREWMAN skill) will further decrease. A combination of wins, good roleplaying, influence rolls, and PSYCHOLOGY rolls to understand the crew's temperament can rectify the morale situation.

couple hours of rest, to recover from her ordeal and check with her officers on their well-being.

When it is time to give her Rights of Statement, she asks that Tr'mas, her second-in-command, be present as well. She begins by taking the position that the Romulan station was a legal and innocent navigational station:

"Let me begin by explaining that I was, am, and always will be a loyal citizen of the Romulan Star Empire. I had the opportunity to make significant contribution by serving to coordinate the efforts of a navigational station, here, within the Neutral Zone. By providing time-space coordinates to all Romulan vessels requesting that information, so as to protect Romulan vessels from inadvertently entering Federation space, perhaps causing an interstellar incident, or even a war.

"When your vessel arrived, my perspective suddenly changed. I ordered my men to cease their attack on your men, as it was obvious we had no chance to win. I am a popular officer, and my men obey."

- A PSYCHOLOGY roll (-2 because of unfamiliarity with Romulans), reveals that Tr'mas has difficulty stomaching her statement, "I am a popular officer."
- If asked about the accident, S'anra lies. She explains that the tovureen in life support suddenly deteriorated, producing a radioactive gas that killed many of her staff. She explains that the base was resupplied several weeks ago, and that she does not suspect sabotage.
- If asked if other ships are nearby, she lies and says she knows of none. In reality, she knows that there are three vessels within range, hidden in the shadow of a comet.
- If asked about the surveillance equipment in her station, she shrugs. "The station may once have been used for surveillance, but as you can see, the equipment is ancient and useless now."
- If the station has self-destructed already, she denies any knowledge of the detonation, suggesting that it would be a foolish plan to destroy the base just as rescue had arrived. She believes the station's destruction must have been linked to the failed main reactor. If asked, she will turn over her detonator ring to Starfleet to prove she did not send the signal (and an ELECTRONICS OPERATION (SECURITY) or similar roll confirms this).

S'anra sticks to the books during this entire exchange. She does not reveal any personal information, nor does she like to hypothesize about scenarios that might have occurred to bring about the destruction of the station.

After this encounter, make a reaction roll for S'anra, using the senior officer's usual modifiers, and note the result.

The Ion Storm

If the PCs use long-range sensors to look for space anomalies that can work to their advantage while they are undergoing repair, an ELECTRONICS OPERATION (SENSORS) roll picks up a large (900 AU) ion storm brewing about 0.05 lightyears away (or, 2 hours at Warp 6).

An ASTRONOMY roll reveals that the ion storm is weak, but its magnetic disruption will severely limit sensor usage as well as disperse warp signatures. If the PCs can repair the *Renown* enough to enter the ion storm, this will confuse Commander Vharien and his wing of intercepting Stargliders. He'll order his wing to separate to find the *Renown*, and as a result, only *one* of his ships will intercept the *Renown*.

However, if the captain was not present, she reacts at -3, or -1 if the first officer was there as a replacement with good reason. If the PCs were dismissive or rude, she reacts at an appropriate penalty, from -1 to -3. S'anra does respect conviction; if she was strongly challenged on her lie that she was commanding a navigation station, she respects that and reacts at +2.

Phase Two: Dinner

While mulling her next move, S'anra decides a more personal conversation is needed. She invites up to three PCs to join her for a private dinner. She leans towards inviting officers she feels are reasonable, senior, and make for good dinner company. If the station is still functional, she'll even ask that the PCs recover the Romulan ale from her office to enjoy together.

S'anra does not invite any of her own Romulan officers to dinner. (If Tr'mas finds out, this will utterly convince him that S'anra is a traitor. If he escapes confinement and finds her, he will attempt to kill her!)

Over dinner, S'anra tells the PCs her history before she was assigned to the station, beginning with her command of the *Talvix*, and her removal as captain after the death of one of her crew (see p. 6). A PSYCHOLOGY roll reveals that she is deeply upset over the events that have transpired in her life.

If alcohol, especially Romulan ale, is present at dinner, it is also clear the sub-commander loves her drink, as she will get tipsy within an hour. If the PCs get her intoxicated (and make a CAROUSING roll), she will accidentally reveal that a wing of Romulan Stargliders is stationed within half a lightyear of her station. She jealously describes the loyalty Commander Vharien gets from his crew.

"Even on starships almost a century old, Vharien's crew loves him like a father. Meanwhile, I can't even get centurion Tr'mas

to fix obvious mathematical errors in his reports. I believe he puts them there on purpose... just to tempt my anger.”

After this encounter, make a reaction roll for S'anra, using the highest of the PC's modifiers. If the PCs were dismissive or rude, she reacts at an appropriate penalty, from -1 to -3. If strong alcohol or Romulan ale was served and a CAROUSING roll succeeded, she reacts at an additional +2.

Phase Three: Fate of the Romulans

Once the *Renown* regains mobility, S'anra will ask to speak to the most senior officer she has built a relationship with. Ideally, this request comes right before the Romulan stargliders intercept the *Renown*. S'anra wants to know what the Federation plans to do with her crew. The fate of her crew weighs heavily on her decision whether to defect to the Federation.

S'anra's ideal endgame is that Tr'mas is embarrassed in Romulan eyes (or, if she knows more fully of his hatred towards her, that he is utterly blamed for the incident, and either detained by the Federation as a terrorist – which will ruin his reputation – or returned to the empire with full blame of the situation), and that her station's crew is returned as quickly as possible to the Star Empire.

After this conversation, make a reaction roll for S'anra, using the normal modifiers, and note the result. If the PCs were dismissive, she reacts at an appropriate penalty, from -1 to -3. If the PCs' plan ensure that Tr'mas loses honor, add +3 to the reaction roll. If the PCs agree to immediately return the crew to the Romulans before entering the Neutral Zone, add +2 to the roll. If the PCs' plan includes dropping the Romulans off on a neutral location, subtract -1 from the roll. If the Federation takes custody of the Romulans, subtract -3 from the roll.

S'anra's Final Decision

At the end of this conversation, S'anra makes her final decision whether to offer a defection. If she has had two or more Very Good or better reaction rolls in the preceding encounters, she *offers* her surrender to the officer she has built the strongest relationship with.

If she doesn't offer, and a PC tries to actively convince her to defect, a Quick Contest of DIPLOMACY vs. S'anra's Will 14, modified by usual reaction modifiers, and +1 for each Good or better reaction she has had leading up to this request. The GM can also give a +1 or +2 bonus for great roleplaying. The PC needs to win the contest by 5+ in order to convince her, given the risk involved.

Once she has offered her defection, and it is agreed to,

Commander Vharien

ST	10	HP: 10
DX	13	Will: 13
IQ	12	Per: 13
HT	12	FP: 12

Basic Speed: 6.25	SM: 0
Move: 6	Punch: 1d-3 cr
Dodge: 10	



Traits: Acute Hearing +1; Code of Honor (Captain's) Combat Reflexes; Military Rank 5 (Captain of the *Vulwar*); Reputation +1 (Reliable and Smart); Sense of Duty (his squadron); Trusts technology will never fail him.

Skills: Astronomy-12; Computer Operation-14; Detect Lies-10; Electronics Operation (Electronics Warfare)-15; Engineer (Electronics Warfare)-15; First Aid-14; Free Fall-13; History-12; Intelligence Analysis-11; Intimidation-12; Karate-13; Leadership-14; Navigation-13; Piloting (Starship)-12; Shiphandling-13.

Steadfast Commander Vharien enjoys his position as commander of the “comet squadron.” Although his Stargliders are old, he knows every inch of each one, and has personally modified them with *teraphasic sensor scramblers*, which he believes are superior to cloaking devices because they require far less power consumption. He is a good leader, his crew is loyal to him, and – for a Romulan – he displays an unusual amount of brotherly affection to his officers. He will always put his crew and Empire above his own interests.

S'anra cautiously offers to help the PCs from this point on. She immediately gives intel on Commander Vharien's Stargliders, and offers to help trade the lives of the Romulans onboard the *Renown* in exchange for letting the *Renown* escape across the Neutral Zone.

If S'anra decides against defection, she simply lets events play out. She is comforted that if the *Renown* is destroyed by Vharien's squadron, she will die an honorable martyr. If she somehow escapes the situation, she will do her best to convince Romulan authorities that Tr'mas was to blame for the entire incident (especially if she can prove he was the one that attempted to destroy the station). Either way, she does not attempt to interfere with the PCs' plans unless the PCs have insulted her intelligence or honor up to this point – in which case, she'll lie and tell the PCs that Vharien's fleet is far more powerful than it really is (for example, containing more powerful, cloaked Birds of Prey cruisers).

Vharien's Romulan Comet Fleet

Three older, but fast, Starglider cruisers are hidden in the shadow of a comet, located 0.55 light years from the station. At Warp 7, they will reach the *Renown* in 14 hours.



The GM should calculate how long until the *Renown* can safely jump to warp (see p. 3, plus up to 12 more hours if the ship was damaged by the Roykirk-Abramson Perimeter Effect from the station, p. 9). Remember, jumping to warp with damaged engines is risky, and requires an ELECTRONICS OPERATION (WARP DRIVE) roll at -1 for each Power Unit (PU) that has not been repaired. Repeat the roll every hour at warp. Failure forces a shut down of the warp core, which requires 30 minutes to regenerate before attempting again. A Critical Failure does an additional 1d of Power Units (PU) damage to the engines.

The phases of this encounter play out entirely based on the time since the *Renown's* arrival.

Phase One: Intercepted Signal (Arrival +3 hours)

Within three hours of arrival at the station, the bridge communications officer can make an ELECTRONICS OPERATIONS (COMMUNICATIONS)-3 roll to intercept a Romulan transmission, which originates approximately 0.55 light years away. A CRYPTOGRAPHY roll deciphers it:

Status Log - Commander Vharien, reporting. I am preparing my mission to visually verify the destruction of Installation B. Sensors report no other vessels in the area. No apparent incursions by the Federation, Breen, or Tholians. End.

A quick calculation shows that the ship that sent this message is approximately 22.3 hours away at Warp 6, or 14 hours away at Warp 7, or 9.4 hours at Warp 8.

Combing through specifications and making an INTELLIGENCE ANALYSIS roll identifies that while newer Romulan Bird of Prey-class cruisers are capable of traveling up to Warp 6, some rarer models of Romulan ships, such as the

Nightflyer-class cruiser, can safely cruise at Warp 7 and achieve Warp 8 in emergencies. (PCs can also get this information by successful interrogating senior Romulans.)

If the roll is failed to detect the signal, roll again every hour or so to pick it up again.

Phase Two: Sensors Pick Up Stargliders (Arrival +7 hours)

An ELECTRONICS OPERATION (SENSORS) roll picks up a Romulan starship on an intercept course with the *Renown*, and due to arrive in seven hours.

If the roll is made by 5 or more, the sensors pick up more precise details – there are actually *three* Romulan V-1 Starglider Class V cruisers. An ASTRONOMY roll identifies a large comet that seems to have been the origin point of the squadron.

The ship's computers can bring up the Stargliders' basic specifications. The ship is smaller than the *Renown*, about one-third the size. It is at least a generation older than the more familiar Bird of Prey class VI cruiser. It is believed to have been created a few decades after the Earth-Romulan War of 2160) but is now mostly believed to be kept in reserves in the Romulan interior. The Stargliders are capable of Warp 8, and are armed with multiple disruptors. There is no evidence they have cloaking devices.

Phase Three: Sensors Pick Up Stargliders (Arrival +9 hours)

Nine hours from the *Renown's* arrival, if the station has been destroyed, the *Renown's* communications officer picks up another transmission. A CRYPTOGRAPHY roll at +3 deciphers it (Vharien intentionally made the message easy to decipher):

Status Log - Commander Vharien, reporting. Long-range sensors detect that Installation B has been destroyed, and no evidence of the base's existence remains. It appears that Standard Intelligence Protection Procedure Four has been successfully implemented. No survivors are expected. I am sending two Stargliders back to comet installation to return to routine patrol. I will lead the Vulwar to investigate Installation B's remnants. End.

This message is a trick. Commander Vharien actually moved the Stargliders into an ultra-tight formation and activated *teraphasic sensor scramblers* to try to trick the *Renown* into thinking some of his ships have departed. Make a quick contest of ELECTRONICS OPERATION (SENSORS) vs. Vharien's ELECTRONICS OPERATION (ELECTRONIC WARFARE)-15. If the *Renown* wins, the ruse fails, and it's crystal clear three Stargliders are still on an intercept course. If Vharien wins, sensors show only one Starglider incoming. (However, if the PCs knew that there were three Stargliders to begin with, there's no evidence of what happened to the other two – it just looks like they vanished.)

If the Romulan station was not destroyed, instead the message will read:

Status Log - Commander Vharien, reporting. Computers have calculated that Installation B's tovureen suffered complete molecular failure. Forecasts calculate sabotage is the most likely cause of failure. No survivors are expected. I am sending two Stargliders back to comet installation to return to routine patrol. I will lead the Vulwar to investigate Installation B's current status. End.

Phase Four: Arrival (Arrival +14 hours)

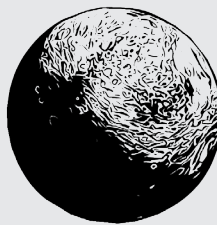
Commander Vharien and his three Romulan Stargliders warp in aggressively! See Finale, below, for possible outcomes with this encounter.

FINALE

The best case finale for the PCs is that S'anra has defected, Tr'mas has been permanently detained, and the *Renown* is repaired enough to defend itself against Commander Vharien's Stargliders. It's unlikely that all will fall into place that easily, however.



Vomii 636



If PCs scan the Neutral Zone for nearby planets or other entities, a CARTOGRAPHY roll or ELECTRONICS (SENSORS) roll at -2 identifies a Class-K rogue planet located about 0.2 light years from the Romulan outpost, or 5 hours away at Warp 6).

Roughly 6,100km in diameter, the planet is about the same size as Mars. While Vomii 636 is cold and has no sun and no atmosphere, it is possible to survive on the surface with environmental suits for some limited period of time.

This rogue planet, however, has a dark secret. An aggressive, non-intelligent silicon life form inhabits about a third of the planet's surface. The lifeform is only be detected if the PCs spend a reasonable amount of time running sensor sweeps on the surface and make an ELECTRONICS OPERATION (SCIENTIFIC) roll at -2 to detect the strange, crystalline entities. Anyone "dropped off" near the entities runs the risk of being violently killed or maimed by the things shortly after arrival.

Believing Romulan territory has been violated, Vharien moves in aggressively. He is unwilling to negotiate with the *Renown* until blood has been drawn (i.e., any starship is below 0 HP). The exception to this, however, is if either S'anra or Tr'mas hails the Romulan squadron. If he is hailed by senior Romulan leadership, he will temporarily cease fire to hear them out.

NEGOTIATING A TRUCE

It is possible for the PCs to negotiate a truce with Vharien:

- If the PCs are winning the battle and have destroyed one or more of Vharien's ships, a Neutral or better reaction roll will cause him to agree to retreating his force. Vharien appreciates integrity – a successful SAVOIR-FAIRE (MILITARY) roll gives +1 to his reaction roll.
- If the PCs are losing the battle, Vharien will politely offer to accept their surrender. He offers to escort the ship to Mandukam, a major Romulan colony near the Neutral Zone. Once there, he says that the crew will be removed and turned over to the Romulan diplomatic corp, to eventually be returned to the Federation. Afterwards, the *Renown* will be destroyed, much like the dozens of Orion and Klingon vessels that have ventured too far into Romulan space. Vharien swears that no harm will come to the *Renown*'s crew while under his command. Whether this fate comes to pass, or the *Renown*

is ambushed and destroyed by Romulan forces to punish Starfleet for their incursion, is beyond the scope of this adventure.

- If the PCs can hail Vharien before the battle begins, using S'anra or Tr'mas, Vharien proves open to negotiation. His motivations are to ensure no Romulan leaves the Neutral Zone in Federation captivity, and if he feels he has the upper hand, that he leaves with material proof that he "won" the negotiation. This could include the Federation handing over intelligence, captives, or something else (if the PCs retrieved the Tholian vessel at the beginning of the adventure, this would be a fascinating prize to the technology-loving Vharien!). A Good or better reaction roll will get Vharien to agree to the negotiation, though great roleplaying should ultimately win the day here.
- One complexity to any negotiation is S'anra's status. Vharien will *never* agree to allow her to defect. To take S'anra with them back to Federation space, PCs must find a way to trick Vharien into thinking she has died (in which case he'll want to take the body with him) or met some other complicated fate, in order for him to agree to end hostilities.

STARSHIP DUEL

If the PCs have gotten the *Renown* back into fighting shape, they can potentially battle and win against the weaker Stargliders.

Fully repaired, it is a fair fight between the *Renown* and three older Stargliders. The GM can either handwave the battle, perhaps calling for a Quick Contest of SHIPHANDLING between the two captains, or use the simplified space combat rules at the end of this adventure.

MS. GRACEN, GET US THE HELL OUT OF HERE

Facing three incoming Stargliders, the crew of the *Renown* may decide to flee, warping back across the Neutral Zone to safety. This is a dangerous feat, as the Stargliders are faster, capable of safely cruising at Warp 7, while the *Renown* can safely cruise at Warp 6.

Achieving warp speed with damaged engines is risky, and requires an ELECTRONICS OPERATION (WARP DRIVE) roll at -1 for each Power Unit (PU) that has not been repaired. Repeat the roll every hour at warp, or every 30 minutes if at emergency speed (Warp 7 or 8 for the *Renown*). Failure forces a shut down of the warp core, which requires 30 minutes to regenerate before attempting again. A Critical Failure does an additional 1d of Power Units (PU) damage to the engines.

Assuming the *Renown* can match the Stargliders' speed for

a few hours, Vharien will eventually give up the chase (he doesn't realize the extent of the *Renown's* damage, so he believes that he will not catch up to her). If the *Renown* can't match the Stargliders' speed, the exponentials involved in warp travel mean that Vharien will engage the ship unless the PCs invent a clever ploy (e.g., using the nearby ion storm to confuse the Romulans).

CONCLUSION

With some luck and cunning, the PCs can outmaneuver Vharien's fleet and escape across the Neutral Zone.

Certainly, bringing dozens of Romulan captives into Federation space will create a galactic incident. The Romulan Star-Empire will be furious, casting the destruction of their base as a Federation attack.

If the Romulans are deposited somewhere in the Neutral Zone, such as on Vomii, or perhaps left with a neutral vessel in the vicinity, the flare-up will be fierce but short. The Romulans will rescue their comrades, most of whom will disappear into the bureaucracy and never be heard from again. In this situation, it's likely that both S'anra (if she did not defect) and Tr'mas are executed for dereliction of duty.

If S'anra defected, her fate is more complex. Although she has some intelligence for the Federation, most of it is old and useless. Within months, she retires to a Vulcan colony to try to live a quiet life, but without intervention, she quickly falls into depression, and soon an assassination target for the Romulan Tal Shiar secret police.

For completing the adventure, the PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying or excellent performance. If they convinced S'anra to defect, award an extra character point. Defeating Vharien, recovering the Tholian vessel, and otherwise bringing intelligence back to the Federation will earn them a good Reputation, or perhaps even promotions, as well.

Special thanks to the old-school FASA and John A. Theisen for providing the compelling original story behind this adventure.

Special artistic thanks to santoshkumar628 and ajayviknesh (modeling and texturing the TOS Miranda-class Renown) on Fiverr, and also to to Major Stress on Sketchfab (the Romulan Bird of Prey models I altered into Stargliders). Also thanks to thispersondoesnotexist.com for photo reference for the various characters in this adventure.

If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Find me @ SageThalcos on Twitter or send a transmission to thalcos@hotmail.com

Simplified Trek Ship Combat

While *GURPS Spaceships* offers detailed rules for ship combat, they can be a lot to digest for a short combat scenario. These rules are simpler and faster, and draw a bit from the old FASA *Star Trek* game.

There are three phases to a space combat turn, which lasts approximately 1 minute: Power Phase, Maneuver Phase, and Crew Action Phase.

Power Phase

Fully powered, the *Renown* has 46 Power Units (PUs). Of course, due to the events of the adventure, the *Renown* may enter combat with far less power! At the start of a turn, the chief engineer allocates the power to its three main systems:

- **Shields.** Star Trek ships have four ablative shields protecting each of its sides (front, back, port, starboard). For the *Renown*, each PU powers up 2 HP on a shield side, up to a maximum of 11 HP per side. So, for example, fully powering shields on all sides requires 22 of the 46 PUs.
- **Weapons.** The *Renown* has two banks of phasers, each with two phaser weapons. Fully powering one phaser requires 7 PU, so fully powering *all* phaser weapons would cost 42 PUs. The *Renown* also has two photon torpedo launchers; prepping a photon torpedo to fire only requires 1 PU each.
- **Engines.** Starships need power to outmaneuver their opponents and get into a better position. For the *Renown*, each 4 PUs spent on engine power gives +1 to the PILOTING roll to outmaneuver another ship, up to a maximum of +6.

For simplicity, default power configurations are on the next page.

Maneuver Phase

Each ship makes a PILOTING roll (limited by their Captain's SHIPHANDLING skill). The loser of the contest gets a penalty to many types of rolls this turn (see below). The GM should allow the winner other effects as well, such as moving to longer range, or repositioning to face a different side of an enemy's starship.

Disengaging

In *Star Trek* canon, it's unclear whether starship combat can actually take place at warp. To fully disengage from the enemy, you need to win a PILOTING contest three turns in a row and then succeed a NAVIGATION roll to plot in a course that will warp out of combat.

Crew Action Phase

Each PC gets one action. Don't forget the generic crew of the *Renown* has Skill 12 in any required skill if there's not a PC around to do the job (although this will decrease as the ship takes damage). Potential actions include:

Fire Phasers (-4 if maneuver contest lost)

Make a GUNNERY (PHASERS) roll for each weapon fired. For simplicity, ignore bonuses for size modifier, range, etc. The *Renown's* fully powered phaser do 2d damage. *Banked* weapons must be aimed at the same target; for simplicity, roll their to hit together. Trek ships can Dodge phasers (PILOTING/2).

Fire Torpedoes (-6 if maneuver contest lost)

Torpedoes are short range and require a *sensor lock* (see below) before they can hit. Make a GUNNERY (PHOTON TORPEDOES) roll to hit. For simplicity, ignore bonuses for size modifier, range, etc. The *Renown's* photon torpedoes do 3d damage each. Trek ships can Dodge torpedoes (PILOTING/2).

Emergency Power

An ELECTRICIAN roll generates additional power (10%, or 4 PUs for the *Renown*). However, a failure causes a power surge and *costs* the ship 4 power points this turn.

Sensor Lock

Winning a quick contest of ELECTRONICS OPERATION (SENSORS) achieves a *sensor lock*, which allows torpedoes to fire on the following turn. This also reveals the enemy current ship's shield status, hit points, or other pertinent data.

Motivate a Crewmen

A SHIPHANDLING roll motivates a single crewman or another PC, giving them +1 to their next roll. Failure, however, means you've distracted them and they get -2.

Inspirational Leadership

The Captain may make a LEADERSHIP roll to increase the ship crew's CREWMAN skill by +1 for the turn.

Damage Control

An appropriate MECHANIC roll can restore 1 PU lost to engine damage, restore 1 HP of superstructure damage, or repair a disabled weapon, shield, or sensor system (roll at -5 if this is the second time the same system has been disabled).

Triage

A PHYSICIAN roll can reduce any CREWMAN penalties due to crew casualties by 1.

Ship Damage

Once a shield's HP are gone, the ship takes damage to its superstructure. The *Renown* has HT 13 and 18 HP. This works like regular *GURPS* structure damage (i.e., making a HT roll to avoid destruction when at -1 x HP, etc.). When a ship fails its HT roll to be destroyed, it's disabled and unable to function. It is destroyed at -5 x HP.

While the GM can let a gunner target a spot on the enemy ship at a flat penalty (-4 to -6 is probably good), the more authentic Trek way is to roll damage location randomly if a hit penetrates shields. Roll 3d after a hit and refer to the table below.

Bridge Hit

In addition to taking superstructure damage, everyone on the bridge must make a DX roll to keep their seat. Failure indicates 1d-1 cr damage as they are violently thrown about. Furthermore, roll a die. On a 6, one of the ship's stations explodes in fire and debris, doing 3d-2 burn damage to the operator.

Sensors

In addition to taking superstructure damage, the ship's sensors are disabled. Until they are repaired, the ship cannot achieve a sensor lock.

Warp Engine

In addition to taking superstructure damage, the warp engines are damaged. Subtract the damage from the amount of energy the ship generates (the *Renown* has two nacelles which generate 20 PU each).

For cinematic fun, every time a warp engine is damaged, roll 3d. On a 17-18, the ship suffers a *warp core breach*. If the

damaged engine is not repaired in the next turn, the ship explodes spectacularly. Any other ship at close proximity takes 10d damage.

Impulse Engine

In addition to taking superstructure damage, the impulse engine is damaged. Subtract the damage from the amount of energy the ship generates (the *Renown*'s impulse engine generates 6 PU).

Beam Weapons / Torpedoes

In addition to taking superstructure damage, one of the ship's beam weapons or torpedoes is disabled.

Shield Generator

In addition to taking superstructure damage, the shields on the side of the ship that is hit can no longer be powered.

Casualties

When a ship drops below 0 HP, hull breaches occur off various decks, causing casualties. This causes a -1 to the CREWMAN rating of the ship. This penalty accrues as the ship reaches -1 x HP, -2 x HP, etc.

Optional, Advanced Stuff

Opening Tactics

At the beginning of combat, winning a quick contest of Tactics gives a permanent +1 bonus to PILOTING skill to the winning ship.

Variable Phaser Power

For half power, rounded up (4 PU for the *Renown*), a phaser may be powered to do half damage (1d).

Sample Renown Power Configurations

System	Yellow Alert	Red Alert
Shields	22	19
Phasers	7	21
Torpedoes	-	2
Engines	16	4
TOTAL	43	46

Random Damage Location

Front	Side	Rear	System Hit
3-4	3-4	3-4	Bridge
5-6	5-6	5-6	Sensors
7-8	7-10	7-10	Warp Engine
9-12	9-14	9-14	Superstructure
-	-	15-16	Impulse Engine
13-14	15-16	-	Beam Weapons
15-16	-	-	Torpedoes
17-18	17-18	17-18	Shield generator

USS RENOWN

NCC-1870

Construction Data

Date Entering Service	2250
Number Constructed	56

Hull Data

Superstructure	HT 13, HP 18
Size	SM+12
Length	226 m
Width	145 m
Height	51 m
Weight	149,200 mt

Cargo

Cargo Units	300 units
Cargo Capacity	15,000 mt
Landing Capability	None

Equipment

Transporters	
Standard 6-person	4
Emergency 22-person	3
Cargo	2

Other Data

Crew	306
Crew Capability	Crewman-12
Passengers	40
Shuttlecraft	4

Engines and Power Data

Total Power Units (PU) Available	46
Power to Engine Ratio	4:1
Warp Engine	
Number	2
Power Units Available	20

Safe Cruising Speed	Warp 6
Emergency Speed	Warp 8
Impulse Engine	
Power Units Available	6

Weapons Data

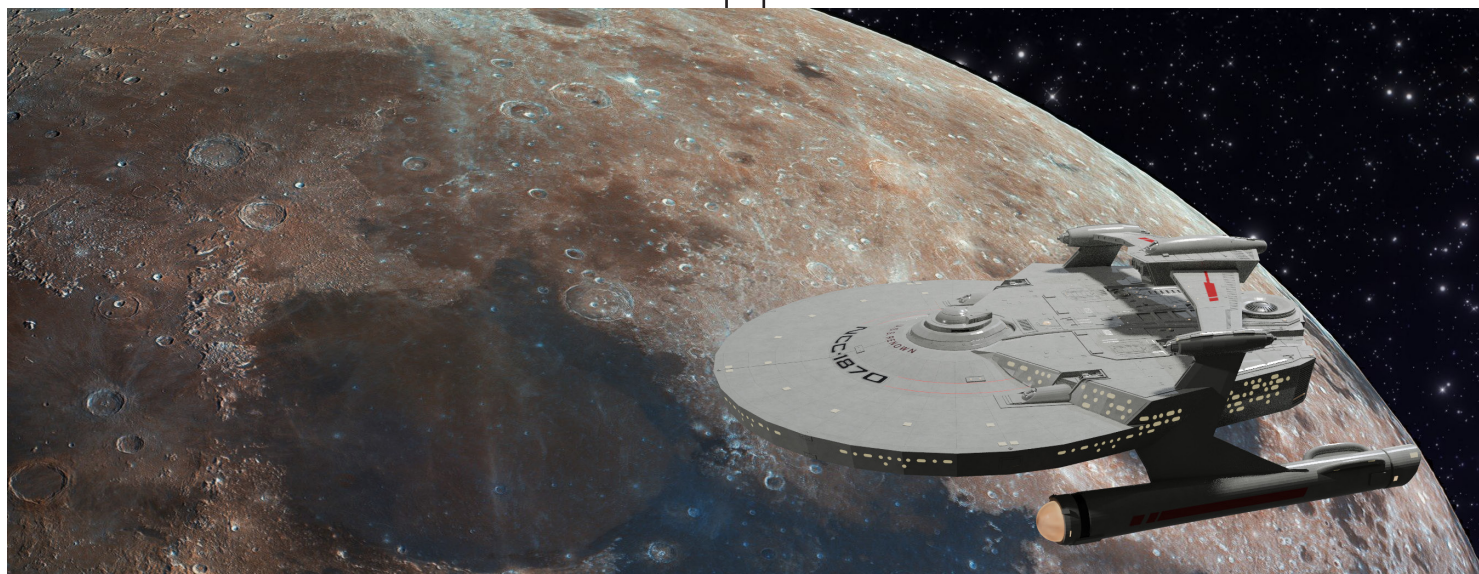
Beam Weapon Type	Phasers
Number	4 in 2 banks
Firing Arcs	2 f/p, 2 f/s
Power to Fire	7 (2d damage)
Missile Weapon Type	Photon Torpedoes
Number	2
Firing Arc	F
Power to Arm	1 (3d damage)

Deflector Shields Data

Power to Shield Ratio	1:2
Maximum Shield Power	11 per side

Deck Layout

- 1 - Main Bridge
- 2 - VP Quarters, Observation Lounge
- 3 - Life Support, Antimatter Stores, Power Assemblies
- 4 - Crew Quarters, Computer Core
- 5 - Crew Quarters, Shuttle Bay Hangar
- 6 - Crew Quarters, Shuttle Bay Hangar
- 7 - Duty Stations, Medical, Shuttle Flight Deck, Main Engineering, Repair and Storage
- 8 - Escape Pods, Emergency Bridge, Auxiliary Power and Environmental
- 9 - Duty Stations, Spare Stores, Lower Computer Core
- 10 - Duty Stations, Upper Cargo Bay
- 11 - Cargo Bay, Machine Shops
- 12 - Environmental Support
- 13 - Auxiliary Navigation Deflector, Primary Scanners



ROMULAN V-1 STARGLIDER

Type 2 Class V Cruiser

Construction Data

Date Entering Service	2198
Approx. Number Constructed	40

Hull Data

Superstructure	HT 13, HP 11
Size	SM+11
Length	60 m
Width	162 m
Height	40 m
Weight	52,000 mt
Cargo	
Cargo Units	120 units
Cargo Capacity	6,000 mt
Landing Capability	Yes

Equipment

Transporters	
Standard 9-person	1
Emergency 20-person	1
Cargo	1

Other Data

Crew	135
Crew Capability	Crewman-12
Passengers	16
Shuttlecraft	None

Engines and Power Data

Total Power Units (PU) Available	23
Power to Engine Ratio	2:1

Warp Engine

Number	1
Power Units Available	18
Safe Cruising Speed	Warp 7
Emergency Speed	Warp 8
Impulse Engine Type	RIB-3
Power Units Available	5

Weapons Data

Beam Weapon Type	Disruptors
Number	6
Firing Arcs	4 f, 1 p/a, 1 s/a
Power to Fire	4 (1d+1 damage)

Deflector Shields Data

Power to Shield Ratio	1:1
Maximum Shield Power	13 per side

Sample Power Configuration

System	Attack Mode	Notes
Shields	7	7 shield units
Disruptors	8	2 attacks
Engines	6	+3 Piloting
TOTAL	23	



HANDOUTS

Captain's Log, Stardate 6283.8

The USS *Renown* is completing her sixth month patrolling the edge of the Romulan Neutral Zone. We've been chartered to monitor transmissions, escort trading vessels, and guard the border from stealth entries. However, other than preventing a sharp-tongued Orion pirate from escaping Federation space, our six month mission has been... slow.

It may come to no surprise that the *Renown's* crew was perhaps exuberant when a rare, deep space boson micro-nebula was observed moving from the Neutral Zone into Federation space. My First Officer, Commander Kirschex, tells me that there is only one other similar anomaly located within Federation space. As such, we've been assigned to investigate the micro-nebula, run a full sensor sweep, and, if we're lucky, discover the source of the boson emissions.

Even now, as I stare out my windows at the shimmering, multi-hued cloud of the nebula, I'm amazed at the beauty the final frontier has to offer.

Handout A: *Captain's Log.* To kick off the adventure, GMs should allow the Captain to read his captain's log aloud. (A good *Trek* roleplaying tip is to ask one of the players to narrate an "officer's log" at periodic breaks in the action.)

Sealed Orders, Project Farsight. Stardate 6247.6



You are hereby formally notified of the existence of a classified intelligence-gathering installation recently activated and currently operational, staffed by Starfleet Intelligence Command operatives. The base, a series of domed pressure structures on a planetoid located within the Romulan Neutral Zone, is being utilized to monitor activities of the Romulan Star Empire's warships deep within Romulan space. The planetoid is located 1.5 light years from Federation Outpost 7.

The purpose for notification at this time is to permit your vessel to closely monitor all subspace communications while fulfilling your patrol. Though any occurrence is highly unlikely, such communication include the possibility of coded transmissions sent from this base in the event assistance from your vessel is required. Circumstances that would warrant your entrance into the Neutral Zone include any situation calling for immediate evacuation of this installation, pursuant to Starfleet Regulation 998.

While monitoring all major subspace frequencies as part of its duties, the base generally transmits on subspace frequency G; under unusual circumstances, other channels may be employed. It is standard procedure for the personnel to emulate, to the greatest degree possible, known standard Romulan communication and cryptographic protocols when transmitting, to reduce the likelihood of discovery.

This project is to remain a highly-classified project unless it becomes absolutely necessary to break security clearance. For this reason, you are only at liberty to reveal the information in this communique to your First Officer and/or your Chief Security Officer at your discretion. You will not inform the remainder of your crew unless circumstances dictate that you come to the aid of the installation in question.

This is an addendum to your operational orders and does not otherwise affect your current assignment.

Handout B: *Sealed orders given to the commanding officer at the start of the mission.*

-Starfleet Regulation 998-



Under the authority of Chapter VIII, Article 54, paragraph 3 of the United Federation of Planets Articles of Federation, Starfleet Regulation 998, dealing with the responsibility of Starfleet personnel to respond to distress signals, reads as follows:

Section 1: Vessels and personnel on active duty with any Command under the jurisdiction of Starfleet Operating Forces are ordered to respond to signals of distress and to utilize all available resources necessary to ensure the protection of lives, property, and interests of the United Federation of Planets.

Section 2: Vessels and personnel of Starfleet Command are to respond to signals of distress that are transmitted by:

A) Any Federation member world, or installation, vessel, or individual that is recognized to be of or from a member world, with said signal originating from within the declared boundaries of Federation space.

B) Any Federation trusteeship or colony world, or installation, vessel, or individual that is recognized to be of or from a member world, with said signal originating from within the declared boundaries of Federation space.

C) Any world, installation, or vessel that is recognized to be of or from a friendly non-member power, with said signal originating from within the declared boundaries of Federation space.

D) Any Federation installation, vessel, or individual that is recognized to be of or from a member world, with said signal originating from outside the declared boundaries of Federation space.

Section 3: Vessels and personnel of Starfleet Command responding to signals of distress should proceed to be of assistance:

A) Until the situation that resulted in the signal of distress is resolved, or

B) New orders are received from an appropriate authority within Starfleet Command, or

C) The process of responding to the signals of distress would result in the loss of personnel and/or resources without reasonable likelihood of success in the efforts to be of assistance, in the opinion of the Senior Officer present.

D) Unusual circumstances require the presence of the vessel and its personnel elsewhere.

Section 4: Vessels and personnel of Starfleet Command in the process of responding to signals of distress are to respond:

A) With the greatest possible speed that maintains the safety and well-being of the personnel and resources involved.

B) Provided that the act of responding would not deliberately require the violation, directly or indirectly, of any Starfleet General Order or Regulation.

C) Provided that the act of responding does not directly require the loss of Starfleet personnel or resources without the reasonable likelihood of success.

Section 5: A signal of distress may take the form of:

A) Any form of communication, including, but not limited to, visual, physical, or electronic, containing any words, terms, or phrases that, in the mind of the Senior Officer present, constitutes the need for immediate assistance.

B) Any unusual event or occurrence observed, detected, or informed of, that, in the mind of the Senior Officer present, indicates a situation or condition of distress.

Section 6: A signal of distress requesting the assistance of personnel and/or vessels of Starfleet Command may legitimately be sent in the event:

A) The safety or well-being of one or more intelligent beings is endangered, and intervention of Starfleet is deemed able to preserve the safety and well-being of those endangered.

B) The safety or well-being of property or interests of the United Federation of Planets is endangered, and intervention by Starfleet is deemed able to preserve the safety or well-being of the resources endangered.

Section 7: Circumstances related to the transmission of a signal of distress that are violations of civil laws and/or Starfleet regulations, to be prosecuted under Federation law, include:

A) The transmission of a signal of distress that is determined to constitute a deliberate falsification of the condition of distress.

B) The transmission of a signal of distress that would deliberately result, directly or indirectly, in the violation of Starfleet regulations or laws.

C) The failure of Starfleet personnel or resources to respond to a legitimate signal of distress, pursuant to Sections 1-5.

D) Falsely responding to a signal of distress when no signal of distress was received.

Section 8: Penalties for violations listed within Section 7 can be found in Starfleet Regulation 999.

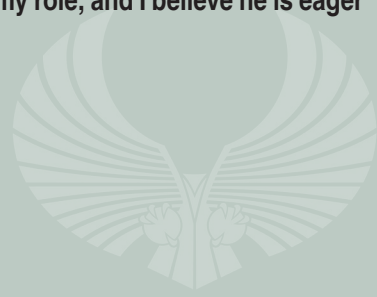
HANDOUTS

To: Admiral Valdore, Romulan Star Navy

I humbly request to be transferred from my assignment on Installation B and reassigned to the TALVIX. I believe I have served my nine years with honor especially in light of my many previous reports about imprecise and often ill-functioning technology. Furthermore, Centurion Tr'mas is more than capable of filling my role, and I believe he is eager to take this position.

I eagerly await your response.

Sub-commander S'anra



Handout D: S'anra's petition to the Romulan Navy to be reassigned. The computer records show that this message was sent six months ago.

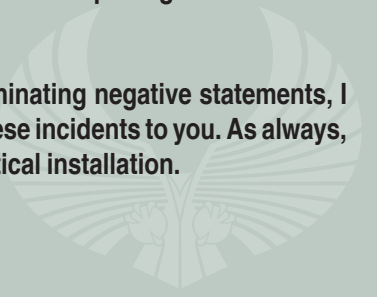
To: Admiral Valdore, Romulan Star Navy

Thank you again for the gift that you sent me on the last supply shipment. I believe you are cognizant of where true judgment exists on this installation.

As we both suspected, Sub-commander S'anra has not ceased her open contempt for the hierarchy of the Romulan Star Empire. In the last months, she has evolved from carelessness to outright dereliction. She blames all of her failings on the mature technology that has served the Empire for decades. She ignores her officers and spends all day in her quarters drinking strong *kheh*. She does not read transmission logs from the Federation outposts along the Neutral Zone. She does not discipline the crew when they are found lacking, such as when the engineer Taev mishandled repairing critical surveillance nodes.

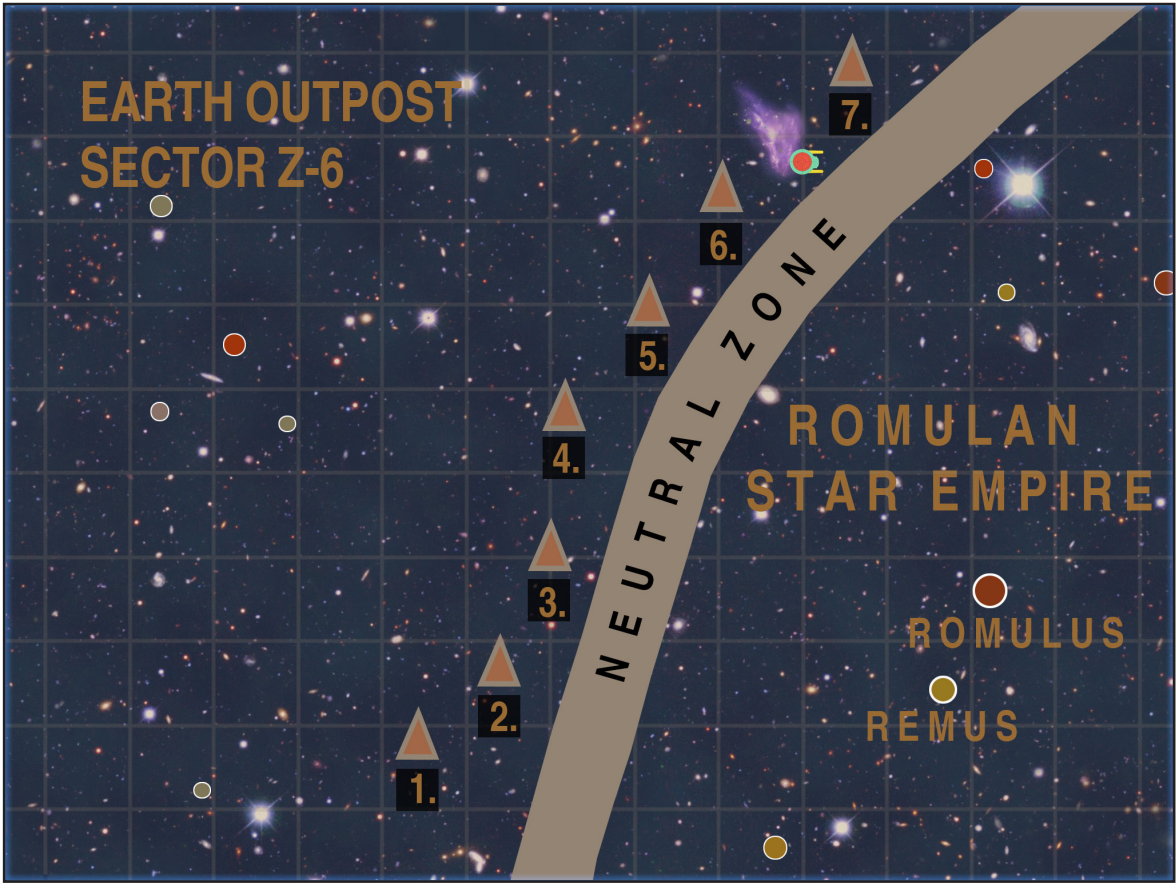
While I believe one can have a more positive life by eliminating negative statements, I myself would be derelict in my duties if I did not report these incidents to you. As always, if asked to do so, I will dutifully take command of this critical installation.

Centurion Rh'vaurek Tr'mas

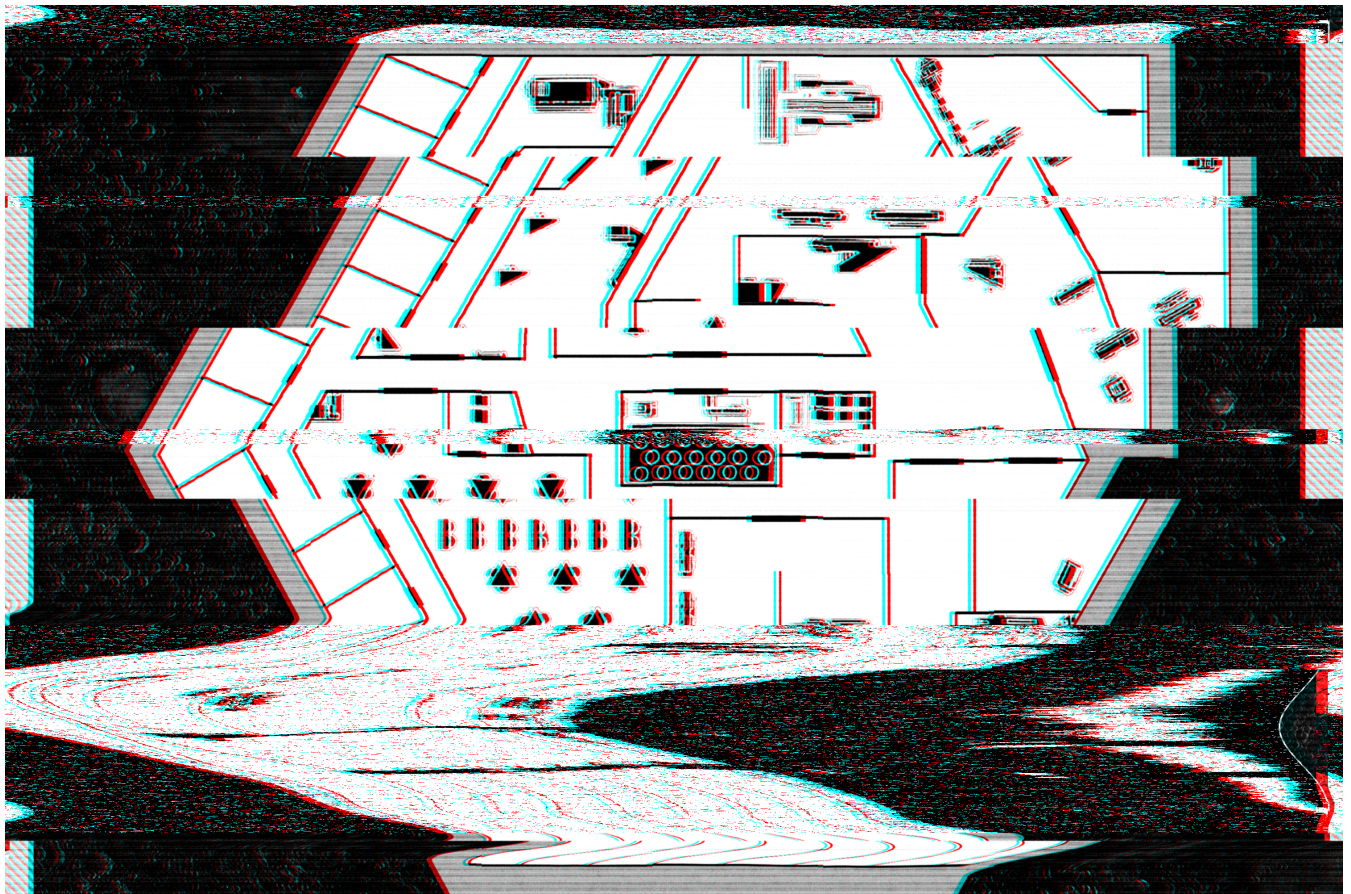
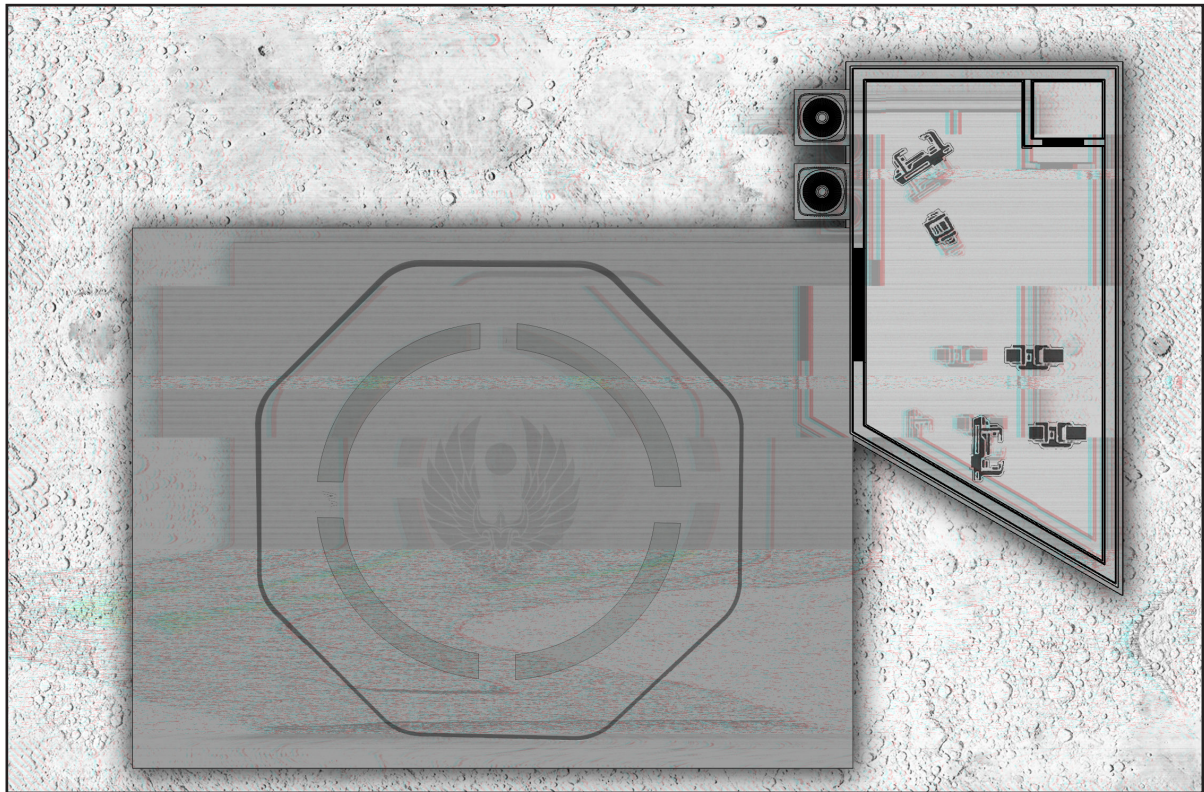


Handout E: Encrypted message from S'anra's first officer, Rh'vaurek Tr'mas, reporting her for dereliction of duty. Computer records reveal that this was sent about three months ago.

HANDOUTS (PLAYER SAFE MAPS)



HANDOUTS (PLAYER SAFE MAPS)



STAR TREK

Name Captain Andrew Seong Player _____ Point Total 177

Ht 6'0" Wt 180 Size Modifier 0 Age 38 Unspent Pts -

Appearance The "luckiest officer in Starfleet" - recently promoted to captain after being a hostage

ST DX IQ HT	10	[0]	HP Will Per FP	10	[0]	MOVE 5 DR -
	12	[40]		13	[0]	
	13	[60]		13	[0]	
	11	[10]		11	[0]	



BASIC LIFT (ST × ST)5 20 lbs DAMAGE Thr 1d-2 Sw 1d
BASIC SPEED 5.75 [0] BASIC MOVE 5 [0]



ENCUMBRANCE	
None (0) = BL	<u>20</u>
Light (1) = 2 × BL	<u>40</u>
Medium (2) = 3 × BL	<u>60</u>
Heavy (3) = 6 × BL	<u>120</u>
X-Heavy (4) = 10 × BL	<u>200</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
9	10 (Karate)	-

REACTION MODIFIERS	
Appearance	+1
Status	+2 (from Military Rank)
Reputation	-1 (unlucky captain)
	+1 from Charisma
	+2 from Sense of Duty (in dangerous situations)
	+1 from Born Spacer (navigators and space crew)

ADVANTAGES & PERKS	
Appearance (Attractive)	[4]
Born Spacer 1	[5]
Charisma +1	[5]
Combat Reflexes (+2 vs. <i>Fright Checks</i> , +6 vs. <i>mental stun</i>)	[15]
Fit (+1 to all HT rolls)	[5]
Luck (once per hour, reroll a roll twice more, take the best)	[15]
Military Rank 5 (Captain, USS Renown)	[25]
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES & QUIRKS	
Duty (Starfleet, almost always, hazardous)	[-20]
Enemy (unknown, medium-sized alien confederacy, 6-)	[-12]
Insomniac (Mild)	[-10]
Pacifism (Cannot Harm Innocents)	[-10]
Reputation -1 (unlucky captain, especially in first contacts)	[-5]
Sense of Duty (Crew)	[-5]
	[]
Always volunteers to help with manual labor — enjoys it	[-1]
Loves mysteries — in fiction and in real-life	[-1]
Rarely gets along with his chief engineers	[-1]
Knows he's lucky and pushes it, too	[-1]
Doesn't like eating alone	[-1]
	[]
	[]

SKILLS	
Name	Level
Administration	13 [2]
Astronomy	12 [2]
Beam Weapons (Pistols)	14 [4]
Computer Operation	14 [2]
Crewman (Starship) (includes +1 from Born Spacer)	14 [2]
Diplomacy (+1 from Charisma during influence rolls)	12 [2]
Electronics Operation (Communications+Sensors+Shi	13 [6]
First Aid	13 [1]
Free Fall (includes +1 from Born Spacer)	12 [2]
Geology (Gas Giants)	11 [1]
Gesture	13 [1]
Gunner (Phasers + Photon Torpedoes)	13 [4]
History (Earth)	11 [1]
Intelligence Analysis	11 [1]
Karate	12 [4]
Law (Federation)	13 [4]
Leadership (includes +1 from Charisma)	15 [4]
Mathematics (Applied)	11 [1]
Mechanic (Shuttles)	12 [1]
Navigation (Space) (includes +1 from Born Spacer)	14 [2]
Piloting (Shuttle)	12 [1]
Politics	12 [1]
Shiphandling (Starship)	14 [8]
Tactics	12 [2]
Survival (Woodlands)	12 [1]
Vacc Suit (includes +1 from Born Spacer)	13 [1]

**Weapon**

Cost	Weight
_____	_____
- _____	- _____
_____	_____
_____	_____
_____	_____

Weapon[illegible][illegible]

\$ 2 Lbs.

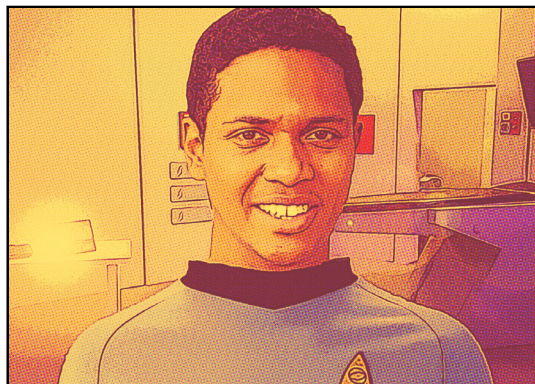
STAR TREK

Name Dr. Michael Westinghouse Player _____ Point Total 165

Ht 5'10" Wt 175 Size Modifier 0 Age 40 Unspent Pts -

Appearance Always optimistic, genial chief medical officer – and unofficial chief morale officer

ST	12	[20]	HP	12	[0]	MOVE	5		
	11	[20]		Will	14		[0]	DR	0
	14	[80]			Per		14		[0]
	11	[10]					FP		11
CURRENT		CURRENT							



BASIC LIFT (ST × ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+2
 BASIC SPEED 5.5 [0] BASIC MOVE 5 [0]



REACTION MODIFIERS

Appearance +0
 Status +1 (from Military Rank)
 Reputation +0
 +1 from Healer (Patients)
 -1 from Stubbornness
 +1 from C. Carousing (like-minded), -1 from sober folk
 +1 from Honest Face (first impressions)

ENCUMBRANCE

None (0) = BL 29
 Light (1) = 2 × BL 58
 Medium (2) = 3 × BL 87
 Heavy (3) = 6 × BL 174
 X-Heavy (4) = 10 × BL 290

ACTIVE DEFENSES

Dodge	Parry	Block
8	9 (Boxing)	-

ADVANTAGES & PERKS

Ambidexterity	[5]
Fit (+1 to all HT rolls)	[5]
Healer 1	[10]
Military Rank 4 (Starfleet Dept. Officer)	[20]
Honest Face	[1]
	[]
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES & QUIRKS

Code of Honor (Hippocratic Oath)	[-10]
Chummy (-1 to IQ skills when alone)	[-5]
Compulsive Carousing	[-10]
Duty (Starfleet, almost always, hazardous)	[-20]
Stubbornness	[-5]
Truthfulness	[-5]
	[]
Collects fine whiskey – always shares	[-1]
Incompetent at piloting (cheated on his academy piloting)	[-1]
Terrified that he'll lose another friend in surgery	[-1]
Voracious reader, especially memoirs	[-1]
Loves old-fashioned cooking – especially Japanese dishes	[-1]
	[]
	[]

SKILLS

Name	Level
Administration	13 [1]
Artist (Drawing)	12 [1]
Carousing	12 [2]
Cooking (Sushi)	14 [1]
Crewman (Starship)	14 [1]
Beam Weapons (Pistol)	11 [1]
Bioengineering	12 [1]
Biology (Earth-like)	13 [4]
Boxing	12 [4]
Chemistry	12 [1]
Computer Operation	14 [1]
Diagnosis (includes +1 from Healer)	15 [4]
Electronics Operation (Medical + Scientific)	14 [4]
Epidemiology	12 [1]
Free Fall	10 [1]
Leadership	14 [2]
Naturalist (Earth)	13 [2]
Navigation (Space)	13 [1]
Pharmacy (Synthetic) (includes +1 from Healer)	14 [2]
Physician (includes +1 from Healer)	16 [8]
Physiology (includes +1 from Healer)	14 [2]
Psychology (includes +1 from Healer)	14 [2]
Research	14 [2]
Shiphandling (Starship)	12 [1]
Surgery (includes +1 from Healer, sick bay gives +4)	14 [8]
Xenobiology	12 [1]



HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes
Boxing punch	1d-1 cr	C	9	Skill 12

Cost	Weight
_____	_____
- _____	- _____
_____	_____
_____	_____
_____	_____

RANGED WEAPONS

[illegible][illegible]

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.



POSSESSIONS

[illegible][illegible]

CHARACTER NOTES

Sick Bay gives +4 to Surgery skill.

You were a surgeon onboard the USS *Korolev* when first officer George Yale was horrifically assaulted by an M-129 creature on Andevian IV. You were unable to save him, and he died in your sickbay that day. You were depressed for weeks, until the *Korolev* rescued a young officer named Andy Seong. While you treated his insomnia and nightmares, the two of you bonded. He helped you realize that life is about comraderie, friendship, and celebrations.

A year later, Andy Seong was promoted to captain of the *Renown*, and he asked you to come along to become his chief medical officer. It was the easiest decision you've ever made.

Totals:

\$ 3 Lbs.

STAR TREK

Name Lt. Ethreti Zh'ress Player _____ Point Total 179

Ht 5'10" Wt 150 Size Modifier 0 Age 28 Unspent Pts -

Appearance III-tempered head of security, known for her bluntness and blue-collar tastes

ST DX IQ HT	11	[10]	HP Will Per FP	12	[2]	MOVE 6
	12	[40]		12	[0]	
	12	[40]		14	[10]	
	12	[20]		12	[0]	



BASIC LIFT (ST×ST)/5 24 lbs DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]



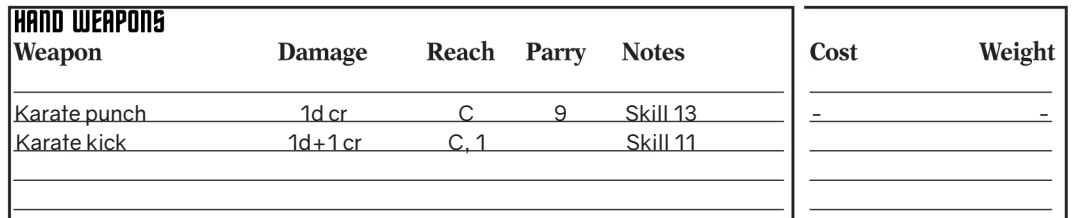
ENCUMBRANCE	
None (0) = BL	<u>24</u>
Light (1) = 2 × BL	<u>48</u>
Medium (2) = 3 × BL	<u>72</u>
Heavy (3) = 6 × BL	<u>144</u>
X-Heavy (4) = 10 × BL	<u>240</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
9	9	-
	(Karate)	

REACTION MODIFIERS	
Appearance	+1
Status	+1 (from Military Rank)
Reputation	+0
	+1 from Born Tactician (fellow officers)

ADVANTAGES & PERKS	
Appearance (Attractive)	[4]
Born Tactician 1	[10]
Fit (+1 to all HT rolls)	[5]
Military Rank 4 (Lieutenant, Head of Security)	[20]
Andorian	[]
Discriminatory Smell (+4 to smell-based Perception rolls)	[15]
Subsonic Hearing	[5]
Ultrahearing	[5]
Vibration Sense (Perception rolls detect motion)	[15]
Code of Honor (Honor is vital; Never forget a slight)	[-10]
Alcohol Intolerance	[-1]
DISADVANTAGES & QUIRKS	
Bad Temper	[-10]
Dependent (Daughter Izythi, loved one, 6 or less)	[-10]
Duty (Starfleet, almost always, hazardous)	[-20]
Impulsiveness	[-10]
Intolerance (non-Federation species)	[-5]
	[]
Picky about her food	[-1]
Brutally honest, but controls it when she's with close friends	[-1]
Loves following sports - and can be an obnoxious fan	[-1]
Reputation for planning wild shore leaves (especially on	[-1]
Suspicious of anyone higher ranked than a captain	[-1]
	[]
	[]

SKILLS	
Name	Level
Administration	11 [1]
Armoury (Beam Weapons)	11 [1]
Beam Weapons (Pistol)	14 [4]
Beam Weapons (Rifle)	14 [4]
Climbing	11 [1]
Crewman (Starship)	12 [1]
Electronics Operation (Communications + Sensors)	11 [2]
Electronics Operation (Security)	13 [4]
First Aid	12 [1]
Free Fall	11 [1]
Gunner (Phasers + Photon Torpedoes)	13 [4]
Intelligence Analysis (includes +1 from Born Tactician)	11 [1]
Interrogation	11 [1]
Karate	13 [8]
Law (Federation)	10 [1]
Leadership (includes +1 from Born Tactician)	12 [1]
Lockpicking	11 [1]
Piloting (Shuttles)	11 [1]
Sex Appeal (includes +1 from Appearance)	12 [1]
Soldier	12 [1]
Stealth	13 [4]
Survival (Mountains)	14 [1]
Tactics (includes +1 from Born Tactician)	12 [2]
Tracking (+4 if scent involved, +1 if quarry is on land)	14 [1]
Traps	12 [2]
Vacc Suit	12 [2]

[illegible]

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

[illegible]

The hardest decision you ever made was leaving your preschool daughter Izythi in the care of your father on Deep Space 2. You knew she'd be safe. Not only does Deep Space 2 barely qualify as a deep space station anymore, your father is the decorated chief of security there. No, the decision was hard because you know that you were the one in danger all the time, and one wrong away team incident and you might never see Izythi again.

But you try not to think about that. The *Renown's* security team is young and inexperienced. If the Romulans move across the Neutral Zone, you're not optimistic. The best thing you can do is to teach your team how to be better. And that will keep your mind off Izythi.

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is a vertical margin line on the left side, creating a narrow left margin. The paper appears to be a standard notebook page.

\$ 14 Lbs.

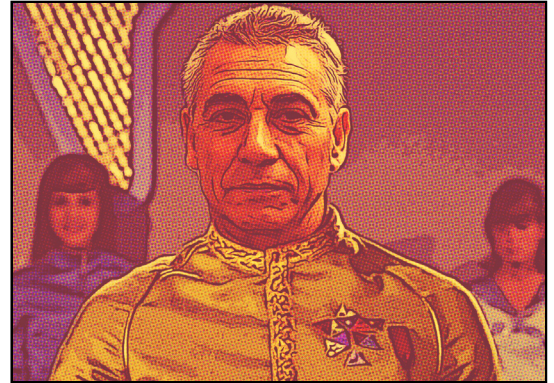
STAR TREK

Name Carl "Grizzly" González Player _____ Point Total 169

Ht 5'11" Wt 195 Size Modifier 0 Age 84 Unspent Pts -

Appearance Reluctantly retired admiral and intelligence agent – desperately misses the action.

		CURRENT			
ST	10 [0]	HP	10 [0]	MOVE	5
DX	11 [20]	Will	14 [10]	DR	0
IQ	12 [40]	Per	13 [5]		
HT	11 [10]	FP	11 [0]		



REACTION MODIFIERS

Appearance - _____
 Status +1 (Social Regard)
 Reputation -1 from Stubbornness
+1 from Intuitive Admiral (those you serve with)
+1 from Outdoorsman (explorers)
+1 from Sense of Duty (in dangerous situations)

BASIC LIFT (ST × ST)/5 20 lbs DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 5.5 [0] BASIC MOVE 5 [0]



ENCUMBRANCE

None (0) = BL 20
 Light (1) = 2 × BL 40
 Medium (2) = 3 × BL 60
 Heavy (3) = 6 × BL 120
 X-Heavy (4) = 10 × BL 200

ACTIVE DEFENSES

Dodge	Parry	Block
8	9 (Boxing)	-

ADVANTAGES & PERKS

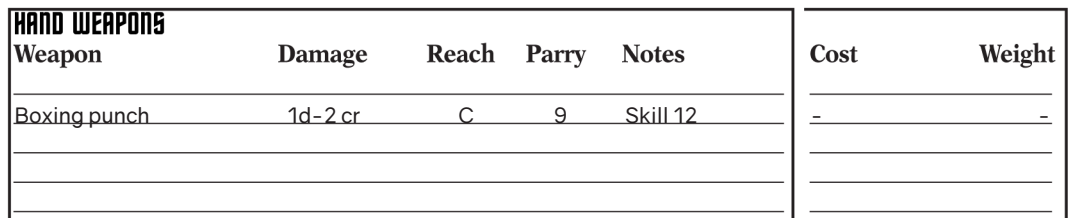
Common Sense (<i>GM tells you when you may do something dumb</i>)	[10]
Courtesy Rank 6 (retired Starfleet Admiral)	[6]
Intuitive Admiral 1	[10]
Outdoorsman 1	[10]
Social Regard (Respected)	[5]
	[]
Klingon language (spoken only, accented)	[2]
	[]
Sea Legs (<i>ignore penalty from rocking ships</i>)	[1]
	[]
	[]
	[]

DISADVANTAGES & QUIRKS

Chronic Chest Pain (<i>9 or less - lasts 2 hours, -4 to DX and IQ</i>)	[-10]
Sense of Duty (Starfleet officers)	[-5]
Short Attention Span	[-10]
Stubbornness	[-5]
	[]
	[]
	[]
Extra tough on first officers and department chiefs	[-1]
Bad temper when he's tired	[-1]
Can't resist visiting rugged and dangerous planets	[-1]
Soft spot for science officers	[-1]
Hates not being the main decision maker	[-1]
	[]
	[]

SKILLS

Name	Level
Administration	13 [4]
Beam Weapons (Pistol)	11 [1]
Boating (Sailboats)	11 [2]
Boxing	12 [4]
Computer Operation	12 [1]
Crewman (Starship) (<i>includes +1 from Intuitive Admiral</i>)	13 [1]
Current Affairs (Politics)	14 [4]
Diplomacy	12 [4]
Electronics Operation (Sensors)	11 [1]
Electronics Operation (Surveillance)	13 [4]
Electronics Repair (Sensors)	12 [2]
Gunner (Phasers + Photon Torpedoes)	12 [4]
Intelligence Analysis (<i>includes +1 from Intuitive Admiral</i>)	14 [8]
Intimidation	15 [4]
Law (Federation)	12 [4]
Leadership (<i>includes +1 from Intuitive Admiral</i>)	12 [1]
Meteorology (Earthlike + Gas Giants)	12 [4]
Naturalist (Earth)	11 [1]
Piloting (Shuttles)	10 [1]
Riding (Equines)	10 [1]
Savoir-Faire (Starfleet and Military)	14 [4]
Shiphandling (Starship) (<i>includes +1 from Intuitive Admiral</i>)	13 [4]
Strategy (Naval)	13 [8]
Survival (Mountains) (<i>includes +1 from Outdoorsman</i>)	13 [2]
Swimming (<i>includes +1 from Outdoorsman</i>)	12 [1]
Tactics	12 [4]

[illegible]

<div style="background-color: #007bff; width: 100px; height: 100px; border-radius: 50%;"></div>	<p>After your retired, you turned down an academy sition and decided to uproot to Delta Vega with a new wife, build a cabin on the Dehner River, spend a couple of years studying its famous Catumbo lightning storms. It was glorious. You e hosted a couple of seminars at the cabin for new officers in training. Nothing like waking them u down for a little woodchopping!</p>
<div style="background-color: #ffc107; width: 100px; height: 400px;"></div>	<p>Two months ago, however, your old student Commander Isaacs at Outpost 7 told you that a rare bo micro-nebula was migrating into Federation sp You've wanted to study one for decades. You pu a few favors and rendevouzed with the USS Ren to investigate the anomaly. Your first impressio the crew is that they're inexperienced and impo ous... but nothing you can't help the captain fix.</p>
<p>Totals:</p>	<p>\$ _ 2 Lbs.</p>

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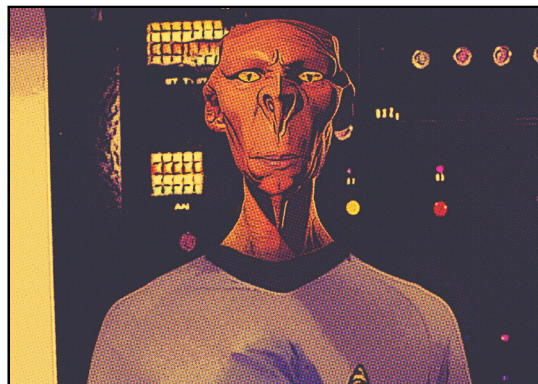
STAR TREK

Name Lt. Commander Kirshex Player _____ Point Total 229

Ht 6'3" Wt 165 Size Modifier 0 Age 62 Unspent Pts -

Appearance Meticulous, silver-tongued Edosian science officer and first officer

ST	12	[20]	HP	12	[0]	MOVE	5	
	12	[40]		12	[0]		DR	0
	14	[80]		12	[-10]			
	11	[10]		11	[0]			
DX	12	[40]	Will	12	[0]			
IQ	14	[80]	Per	12	[-10]			
HT	11	[10]	FP	11	[0]			



BASIC LIFT (ST × ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+2
 BASIC SPEED 5.75 [0] BASIC MOVE 5 [0]



REACTION MODIFIERS

Appearance -
 Status +1 (Military Rank)
 Reputation +1 from Academic (students, teachers)
+2 from Sense of Duty (crew, dangerous situations)
+1 from Honesty (if known), +3 (questions of honor)

ENCUMBRANCE

None (0) = BL 29
 Light (1) = 2 × BL 58
 Medium (2) = 3 × BL 87
 Heavy (3) = 6 × BL 174
 X-Heavy (4) = 10 × BL 290

ACTIVE DEFENSES

Dodge	Parry	Block
8	8	-
	(Karate)	

ADVANTAGES & PERKS

Academic 1	[5]
Military Rank 4 (Lt. Commander, First Officer)	[20]
Edosian	[]
Compartmentalized Mind (<i>your mind can do two tasks</i>)	[50]
DR 1 (skull)	[2]
Extended Lifespan (<i>starts aging at 150, molts every 25 years</i>)	[4]
Extra Arm (<i>+2 to grapples, +3 to pins</i>)	[10]
Extra Leg	[5]
High Manual Dexterity +1 (<i>+1 to "delicate touch" rolls</i>)	[5]
Musical Ability 1	[5]
Shyness (Mild)	[-5]

DISADVANTAGES & QUIRKS

Duty (Starfleet, almost always, hazardous)	[-20]
Honesty (never breaks laws or regulations)	[-10]
Pacifism (Self-Defense Only)	[-15]
Selfless	[-5]
Sense of Duty (his crew)	[-5]
Meticulous in his duty, expects the same of others	[-1]
Advocate for privacy	[-1]
Enjoys giving inspirational speeches (but not in person)	[-1]
Doesn't drink, not even synthehol	[-1]
Spiritual, enjoys his daily meditations	[-1]

SKILLS

Name	Level
Administration	13 [1]
Archaeology	12 [1]
Astronomy	14 [4]
Beam Weapons (Pistol)	12 [1]
Biology (Earthlike + Rock Worlds)	12 [4]
Chemistry	13 [2]
Computer Operation	14 [1]
Electronics Operation (Scientific)	15 [4]
Electronics Repair (Scientific)	13 [1]
Karate	11 [2]
Law (Starfleet Rules & Regulations)	12 [1]
Leadership (<i>includes -1 from Shyness</i>)	12 [1]
Mathematics (Applied)	12 [1]
Musical Instrument (Lute) (<i>includes +1 from Musical Ability</i>)	14 [2]
Navigation (Space)	13 [1]
Physics	14 [8]
Piloting (Shuttlecraft)	11 [1]
Public Speaking (Oratory)	14 [2]
Research (<i>includes +1 from Academic</i>)	15 [2]
Savoir-Faire (Starfleet and military)	13 [1]
Search	11 [1]
Shiphandling (Starship)	12 [1]
Sociology	12 [1]
Tactics	12 [1]
Teaching (<i>includes -1 from Shyness, +1 from Academic</i>)	13 [1]

STAR TREK

Name Lt. Bexley Gracen Player _____ Point Total 166
Ht 5'7" Wt 125 Size Modifier 0 Age 30 Unspent Pts -
Appearance Competitive shuttle engineer, fighting from behind for the position of chief engineer

		CURRENT			
ST	10 [0]	HP	10 [0]	MOVE	6
DX	12 [40]	Will	12 [0]	DR	0
IQ	12 [40]	Per	12 [0]		
HT	12 [20]	FP	12 [0]		



BASIC LIFT (ST × ST)5 20 lbs DAMAGE Thr 1d-2 Sw 1d
BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]



ENCUMBRANCE	
None (0) = BL	<u>20</u>
Light (1) = 2 × BL	<u>40</u>
Medium (2) = 3 × BL	<u>60</u>
Heavy (3) = 6 × BL	<u>120</u>
X-Heavy (4) = 10 × BL	<u>200</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
9	9	-
	(Karate)	

REACTION MODIFIERS	
Appearance -	
Status +1 (Military Rank)	
Reputation -2	
+1 from Natural Athlete (other athletes)	
+2 from Computer Wizard (computer professionals)	

ADVANTAGES & PERKS	
Computer Wizard 3	[15]
Fit (+1 to all HT rolls)	[5]
Flexibility (+3 to rolls in tight quarters, like Jefferies Tubes)	[10]
Military Rank 2 (Lieutenant, junior grade)	[10]
Natural Athlete 1	[10]
	[]
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES & QUIRKS	
Duty (Starfleet, almost always, hazardous)	[-20]
Enemy (Lt. John Koehler, 9 or less, rival)	[-2]
Light Sleeper	[-5]
Reputation -2 (Need to check her work, almost everyone)	[-10]
Unluckiness	[-10]
	[]
	[]
First to volunteer for away missions and supply runs	[-1]
Desperately wants to prove herself to senior officers	[-1]
Thinks her reputation on the ship is worse than it is	[-1]
Very competitive – especially with other engineers	[-1]
Obsessively eats healthy and stays in shape	[-1]
	[]
	[]

SKILLS	
Name	Level
Acrobatics	11 [2]
Administration	12 [2]
Beam Weapons (Pistol)	13 [2]
Climbing (includes +3 from Flexibility)	14 [1]
Computer Operation (includes +3 from Computer Wizard)	17 [4]
Computer Programming (includes +3 from Computer Wizard)	15 [4]
Crewman (Starship)	13 [2]
Electrician	13 [4]
Electronics Operation (Transporters)	12 [2]
Electronics Operation (Sensors)	11 [1]
Free Fall	13 [4]
Gesture	12 [1]
Jumping (includes +1 from Natural Athlete)	13 [1]
Karate	12 [4]
Disarming	13 [2]
Kicking	12 [3]
Mechanic (Shuttlecraft)	14 [8]
Mechanic (Antimatter/Warp Drives)	13 [4]
Navigation (Air + Space)	12 [4]
Piloting (Shuttlecraft)	13 [4]
Piloting (Glider)	12 [2]
Savoir-Faire (Starfleet and military)	12 [1]
Sports - Parrises Squares (incl. +1 from Natural Athlete)	13 [2]
Swimming (includes +1 from Natural Athlete)	13 [1]
Vacc Suit	13 [4]
	[]

**Weapon**

Cost	Weight
-	-

Weapon[illegible]

Speed/ Range Modifier	Linear Measurement (range/speed)
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
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21	21
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81	81
82	82
83	83
84	84
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86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

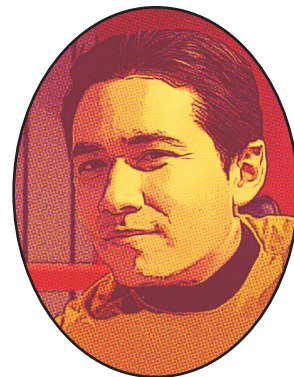
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When the Renown's captain transferred the chief engineer to Deep Space 2, you finally thought you'd have the chance to show the senior officers that you were the brightest engineer on the ship, and ready for a step up. But then you found out that the chief engineer put a note in your file that "her work needs to be checked" - and your career was *ruined*. And then Lt. Koehler made an argument to Kirshex, the Edosian first officer, that HE should be in charge of the shuttle bay while Kirshex decided who would fill in as new chief engineer. Koehler doesn't know a subspace intermix from an electroplasma system. But the first officer said he'd "consider it" and now you have to perform perfectly or else you'll be cleaning the Jefferies Tubes during the night shifts.

\$ 5 Lbs.

Capt. Andrew Seong

Captain of the Renown



Per 13 • Enemy (6-)

Lt. Cmdr Kirshex

Edosian First Officer



Per 12

Lt. Ethreti Zh'ress

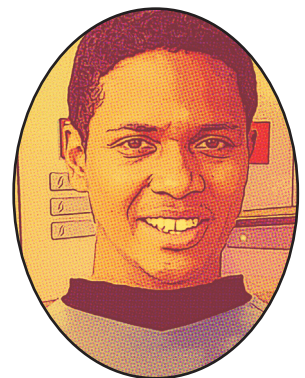
Andorian Head of Security



Per 14

Dr. Michael Westinghouse

Chief Medical Officer



Per 14

Carl Gonzalez

Retired Admiral



Per 13 • Common Sense (12-) • Chronic Pain (9-)

Lt. Bexley Gracen

Shuttle Bay Engineer



Per 12 • Enemy Rival (9-) • Unluckiness

Name _____ Player _____ Point Total _____
 Ht _____ Wt _____ Size Modifier _____ Age _____ Unspent Pts _____
 Appearance _____

BASIC LIFT (ST × ST)/5 _____ **DAMAGE** Thr _____ Sw _____
BASIC SPEED _____ [] **BASIC MOVE** _____ []



ENCUMBRANCE

None (0) = BL _____
 Light (1) = $2 \times$ BL _____
 Medium (2) = $3 \times$ BL _____
 Heavy (3) = $6 \times$ BL _____
 X-Heavy (4) = $10 \times$ BL _____

ACTIVE DEFENSES

Dodge	Parry	Block

ADVANTAGES & PERKS

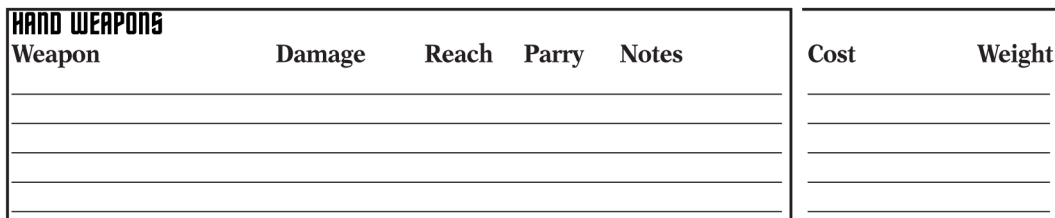
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DISADVANTAGES & QUIRKS

[illegible]

SKILLS

[illegible]

[illegible][illegible]