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Gamemaster and Player Character Sheets for Mission Class Courier

In The Presence of My Enemies

THE ADVENTURING GROUP

This adventure is intended for use with a small group of Federation Star Fleet characters who fall into the hands of the Klingon Empire. It may be used with the background provided as a stand-alone adventure, or act as a "sub-adventure" to be used whenever a group of characters is captured by Klingons as part of an adventure situation.

Characters can start the game aboard a standard Federation shuttle, or use the *Mission* class courier/transport provided with this adventure scenario. The shuttle would be used if characters have come only a short, interplanetary distance (perhaps dropped off by a larger ship). If the characters have come across interstellar distances (such as in our suggested background) use the courier/transport.

BACKGROUND (optional)

The people of the Lorealyn system are one of many races contacted by the Federation that resemble humanity so closely that differences cannot immediately be detected without medical examination. Before contact, they have developed a thriving interplanetary capability, with colonies on Lorealyn II and Lorealyn IV established by the people of Lorealyn III.

But it is Lorealyn V that most interests Federation scientists, for it is on this volcanic world, unsuitable for human habitation, that crystalline deposits of extremely unusual properties have been discovered. Volcanic crystals have been discovered with much more densely packed structure than dilithium, leading some Federation scientists to believe that they could be on the verge of a breakthrough in power systems design — if enough crystals can be obtained.

The Lorealyn government has been offered Federation membership, and it has been pointed out to them how lucrative it can be to sell valuable crystals to the Federation, thanks to the UFP's free trade policies. But other interests are also seeking alliance with Lorealyn.

Lorealyn lies in the Organian Treaty Zone between the Klingon Empire and the UFP. The Organians will not interfere directly in either groups dealing with an independent intelligent race, but they would act to prevent the Klingons from using their usual "conquer and pillage" tactics on Lorealyn. Thus, the Klingon Diplomatic Corps must slug it out with the Federation symbolically, across a bargaining table with the Lorealyn government.

The Klingon offers have been unusually generous, revealing to UFP representatives just how much importance the Empire places on the Lorealyn crystals. Most recently, the Klingons have offered Lorealyn dominion over two rich agricultural worlds currently administered by the Klingons in a nearby system. They also promise to provide

warp technology and help with ship construction, so those planets can be exploited for Lorealyn's rapidly growing population. At this point, Lorealyn is on the verge of siding with the Empire.

In a last-ditch effort to sway the Lorealyn decision, the Federation diplomats have sent for Federation ambassador Carlos Luis Rivera. Rivera is a senior diplomat who is among the most respected in the Federation. His reputation for honesty and fairness are widely known. After consultation with the Federation council, he intends to approach the Lorealyn's with a new proposal that far outreaches any promises the Klingons can realistically make. Diplomatic opinion is that, though the proposal itself might not be enough to sway the Lorealyns, Rivera is likely to turn the tide of negotiation in favor of the UFP if he presents the plan personally.

The players have been assigned as crew of a specially-commanded *Mission* class starship, the *Magnan* (NCC-13843), which has been outfitted as a VIP diplomatic courier. This ship will convey Ambassador Rivera to the conference in plenty of time to present the new proposal. The trip is considered to be a "milk run" — an easy, unexciting job.

Accompanying Rivera will be a mixed bag of officers, going as observers and technical advisors. Thus just about any group of player characters can be used, assuming they have at least one pilot. There should be no more than eight crewpersons, however, as that is all the courier can handle comfortably. (If a shuttle is used, there can be no more than 6 crewmen, plus Rivera.)

APPROACHING THE LOREALYN SYSTEM

All goes pretty smoothly until the ship approaches the Lorealyn system itself. The ship has been maintaining subspace radio silence (standard procedure in the case of diplomatic ships operating in areas of known Klingon activity) during the approach. Suddenly, sensors indicate a Klingon D-7 battlecruiser closing fast. The enemy ship is very close, and was using the system's outer planet as sensor cover until it pulled its ambush.



Ship combat data for the *Mission* class ship is provided. It should be painfully obvious that it is no match for a D-7! Nonetheless, the characters are sure to try. Set up for combat with the two ships just entering the opposite sides of the map, both at warp 7. Unbeknownst to the players, the Klingon commander does not intend to destroy their ship — he wishes to take them alive. The disruptors aboard this particular D-7 have been retuned to be capable of stun effect. If the D-7 can manage to penetrate the shields of the small Federation craft, and do even one point of damage beyond that, the stun effect will knock out everyone on board.

If the players are aboard a standard Federation shuttle, it's even easier. One shot from the D-7 will take care of them, as a shuttle has no shields and can't run at warp speed. Either way, the players will lose consciousness.

DESIGNER'S NOTE: I can't imagine how it could happen, but if the players in a *Mission* class vessel manage to escape by significantly damaging a D-7, the gamemaster is justified — for the sake of the adventure — in ringing in a later SECOND D-7 to take them out! It's cheating, but you can make it up to them later when they escape (which anyone that resourceful should do easily) by decorating them (promotions might be in order as well, especially for the pilot) for conspicuous gallantry. Anyone who even makes a good showing against a D-7 with one phaser and weak shields is GOOD!

PRISONERS OF THE KLINGON EMPIRE

The Klingons, in typically ruthless fashion, have taken the initiative to see to it that Ambassador Rivers doesn't reach the conference. They could have destroyed the ship, but they feared Organian retribution if something went wrong and they were discovered. Besides, the Ambassador has knowledge of use to the Empire, and Klingon interrogators are very persuasive.

The characters will wake up in detention cells (on deck 7 starboard side of the main hull, though they won't know that). They will be segregated by sex and put two persons to a cell. This particular D-7 still uses old-fashioned solid steel cell doors (instead of force fields) with a small view slot at eye level, covered by a small hinged plate on the outside. Their communicators, phasers, and other equipment is of course gone. The ambassador is not among them, and only the people incarcerated in the same cell can communicate directly to each other.

The problem, of course, is one of escape. This may seem like an impossible task on board a D-7 battlecruiser with all those Klingons, but it can be done, if the players are daring and resourceful and if the gamemaster provides reasonable opportunities. The players must escape the cells, find a way out, and — somewhere along the way — locate and rescue the ambassador, if he is still alive. (He is, but they don't know that . . .)

The information carried by the ambassador does not need to be recovered — the details are all in his head, or can easily be reconstructed by the Federation diplomatic office. What is required at the conference is the Ambassador's presence, to present the plan. Rescuing him takes top priority.

Certainly the party will be missed when they turn up overdue, but no one has any way of knowing where they are. For that matter, the players themselves cannot be sure. In actuality, they are on board a D-7 battlecruiser now in orbit around Lorealyn III itself, and have been unconscious only three hours, but they will have to find this out for themselves.

The Klingons got clean away with the kidnapping itself, bringing the Federation vessel aboard and stowing it on the hangar deck of the battlecruiser after stunning the occupants. Unfortunately, they were spotted and hailed by Lorealyn interplanetary ships before they could leave the system. The captain, to avoid suspicion, claimed to be a late-arriving ship attached to the Klingon Diplomatic Corps delegation, and came into orbit about the very planet on which the conference was being held!

The Klingon captain is now sweating out the conference, waiting for it to be over (in two days) so he can slip away with the captives, under the noses of both Lorealyn and Organian observers. This is quite a break for the Federation crew, who need only get off the ship by transporter, or by shuttle, or on their own vessel (still in the shuttle bay) to escape clean. The Klingons dare not fire on them if they can get off the ship, or they will give away the whole scheme! If the players despair early, or are wasting time waiting to be rescued, have the fact that they are orbiting Lorealyn III be leaked to them, perhaps through overhearing a guard's conversation. This should spur them to make an escape attempt.

JAILBREAK!

There are any number of ways a jailbreak can be attempted. If the characters are self-starters, they will devise their own methods. In this, as in many parts of this adventure, it will be up to the gamemaster to play fair with the situation and give good plans a reasonable chance to work. Remember to "role-play" the Klingon guards! For the most part, guarding is a tedious job, and guards do make mistakes. These guards would not be used to having highly motivated prisoners and might underestimate them. On the other hand, the guards are all trained fighting men, and are not dimwitted pushovers, either!

Generally speaking, there will be two guards on duty in the main office/guardroom. The desk in the forward port corner of the room belongs to the security chief, and it is used by him exclusively. It is always locked (the chief has the key), and the top right-hand drawer contains a fully-charged disruptor pistol. The center drawer has a memo (in Klingonese — make a saving roll on that language skill to read it) discussing the transfer of the ambassador from detention section to interrogation on deck 9 forward for the day. A second memo in the same drawer (also in Klingonese, requiring translation) mentions that the prisoner's personal effects have been taken to the special studies lab (boom of deck 5, though this is not noted in the memo) for later examination for any new developments in Federation technology.

The bottom drawer of the desk contains two charged phasers (I or II, depending on what the party carried), which the chief held out as souvenirs. The desk itself uses an electronic locking system. A person with

electronics technology skill would have a chance to bypass the lock (with a skill saving roll at a +25 penalty), but it would require stealing some tools (perhaps from the nearby elevator repair shop).

The other oval desk is used by the guard on duty. There is always one guard here, armed with a disruptor pistol. This desk is unlocked but contains nothing of significance. The top of it, however, has a security monitor that can receive pictures from any security camera on the ship. This is not the main monitor room — that is on deck 9 in the forward pod. This one can link with those monitors, but is not used often. The controls, of course, are in Klingonese. The desk also has the controls for the double security doors in the hall outside, and the single security door to extreme starboard and aft of the security section near the guard lounges. A large red button (unlabeled) on the edge of the desk is a general alarm, designed to warn of a prisoner escape. If this button is pushed, the internal surveillance room and the whole ship will be alerted. A guard will be reluctant to push it, if he feels he can handle the situation himself (fearing his efficiency will come into question).

There is a 50% chance (roll 1-5 on 1D10) that a second guard will be here. If the roll is 1, the second guard is the security chief himself. (See the Klingon personnel and encounter section of this adventure for statistics on guards, the security chief, etc.)

The twin security doors at the forward end of the security section are, as was mentioned earlier, controlled from the duty desk in the office. They are reinforced, and cannot be cut through by hand weapons. A security camera is present in the space between the doors, and it is this camera that is most often scanned by the desk monitor mentioned above. There is also a buzzer and camera on each side of the double door, for the announcement and clearance of people coming in or out. These are ONLY monitored by the duty desk.

The guard's messroom will have 1D10-6 guards present. They will immediately rush out and search the whole section if an alarm is sounded. If they are not disturbed, they will probably never notice anything wrong until one or more wanders down the cell block or up to the office. There is a 1/10 chance of this happening every ten minutes or so. If one should find the prisoners mission, a general alarm will be sounded immediately.

The "back exit" of the security section (to extreme starboard near the gangway) has a reinforced security door, controlled from the forward main security office. There is also a buzzer and camera here, monitored by the duty desk. Next to this exit is a guardsmen's lounge. This area is considered by most of the guards to be a good place to catch a catnap. There is a 50% chance there will be a single guard here asleep.

If the players don't come up with an escape plan right away, offer them an opportunity. Perhaps a guard will be a little less than alert when bringing meals to one of the cells. If all else fails, have one of the more resourceful players brought under guard to the security office and put under interrogation in the small rooms there. Perhaps an opportunity to jump the guards will present itself.

If nothing else, have two guards escort the highest ranking prisoner forward to the main interrogation facility on deck 9 of the forward pod. Give the prisoner no chance

to escape on the way up. When he or she arrives there, while being interrogated they should get a glimpse at least of the ambassador. On the way back, a guard may stumble or be distracted momentarily. No Star Fleet officer (or STAR TREK fan) would miss such an opportunity!

Play it by ear until the prisoners are released from the cell block. (The security chief has a master electronic key to all security doors, and the guard on duty will have one that will at least open the cells in this section.) From here, how the play proceeds is up to the players. Be prepared to be flexible and to think on your feet. Some guidelines are provided for encounters and sensitive areas of the ship, but the gamemaster is on his own here much of the time. Make use of the deck plans and descriptions of the D-7 battlecruiser supplied in STAR TREK: The Role-Playing Game.

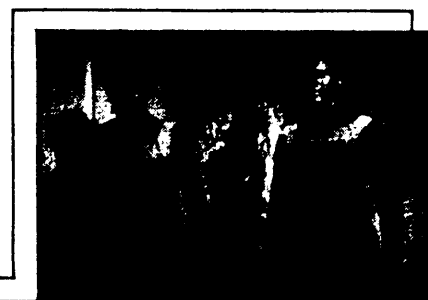
MOVING ABOUT THE SHIP

The interior of a D-7 battlecruiser will be new to most characters (if not to the players). The gamemaster is advised NOT to display deck plans for simple sneaking around the ship. Describe roughly what the party sees as they move along, illustrating with rough sketches where necessary. Parties with at least one person who has the Klingonese language skill will have less trouble getting around, since they can read signs. Require a standard skill saving throw on the language score before giving significant information in this way.

Characters who wish to operate Klingon equipment (such as computer terminals) are at a +10 penalty for doing so if they have a 20 or more in Klingonese and at a +35 penalty if they have less knowledge or no knowledge of Klingonese. Require language skill rolls for gaining useful information from computers.

If the characters steal Klingon uniforms, it will help them be less conspicuous at a distance, but they will not LOOK like Klingons closer up. Any attempt to use Klingon uniforms subtracts one from the roll to be spotted in the corridors.

Fortunately, the corridors on the D-7 are not as crowded as on Federation vessels. Klingon crewmen tend to simply come and go from duty stations and not wander around so much. Thus, when characters are moving down a length of corridor, roll 1D10. On a 5 or less, they are not spotted by anyone. (On a 6 or less if wearing Klingon uniforms). Roll again every time they turn a corner or go up or down in turbolifts or on gangways or stairs. Turbolifts are directed by voice commands in Klingonese only, requiring a language saving roll to use one.



If a figure is encountered in the halls, roll 1D10 on the encounter table below to see what happens:

- 1 - 3 LOWER-GRADE CREW**
If the party is wearing Klingon uniforms, there is a 75% chance that such crewmen will simply ignore them, even if the party really doesn't look much like Klingons. Low-grade crewmen know it is usually better not to get involved with such things. Otherwise, they will attempt to run away, calling security as soon as they get to a place of relative safety. If security does not answer, however, (perhaps put out of action by the escapees), low-grade crew will not sound a general alarm.
- 4 - 5 MID-GRADE CREW**
50% will attempt to subdue obvious intruders, otherwise will run and try to call security. If weapons are displayed, will automatically run.
- 6 - 7 JUNIOR OFFICERS**
Will attempt to subdue intruders unless fired upon. Then 75% will run and call security, 25% will sound general alarm as soon as possible.
- 8 - 9 SECURITY PATROL**
Armed with hand disruptors and agonizers. Will attempt to subdue or kill intruders, sounding a general alarm if outnumbered or outgunned.
- 10 SENIOR OFFICER**
Always accompanied by one security guard, armed as above. Senior officers also armed as above. Guard will attack. 50% of officers will attack, otherwise will attempt to get away and sound general alarm.

When a group is encountered as above, there will be 1 to 3 individuals (except with senior officers, who will be encountered individually with their bodyguard.) Roll 1D10. On a roll of 1-5, only one Klingon is encountered. On a roll of 6-8, two, and on a roll of 9-10, three are encountered. If a general alarm has been sounded, there will always be 3 guards in a party.

If the party enters a large room or area that is often used (like a messroom, engineering section, etc.) there will be 1D10 Klingons present; a mixture of officers and crewmen usually. If the area is sensitive to the operation of the ship, there will also be one armed security guard.

Small rooms and areas that are not heavily used will only be occupied 50% of the time, and then only by one or two people. Most rooms have intercom panels where security could be called, or a general alarm given.

When an encounter occurs, the players will usually get surprise on the encountered group 50% of the time. If surprise is gained, they get one full turn of action before the Klingons can take any attack actions. (Running away or other movement is not an attack option, but stopping to call security or set off an alarm counts as an "attack" for these purposes.) If no surprise is gained, the groups start even.

Either way, set up the room on a square grid (or use FASA's D-7 deck plans in 15mm, available now) and go into the combat mode. Using an intercom requires performing an "Operate Familiar Device" action, then making at least a "Short Communication" for a total minimum AP

expenditure of 3. Setting off a general alarm does not require communication, and takes only 2 AP. Either action can only be taken by someone standing next to an intercom panel. Intercom panels are usually next to the main door in and out of a room, so assume someone standing at the door can use one. You can't use the intercom or set off the alarm while in personal combat with someone.

Remember in combat situations that repeated disruptor fire or a large melee will attract attention and make a lot of noise. Eventually, someone overhearing the fracas will set off a general alarm. Roll 1D10 each turn of combat. On a roll of 1 or 2, someone has heard the noise and set off a general alarm.)

GENERAL ALARM

Setting off a general alarm is the worst thing that can happen to the players. If this happens, general quarters will be sounded 1D10 turns later, summoning all hands to duty stations. Chances for encountering people in the halls goes up to 70%, and all encounters will be with security teams. Within minutes, the whole ship will know the prisoners are out and will be looking for them. Chances are, if this happens, the players have had it, unless they do some quick running, good fighting, or fast thinking. Fortunately, most junior crewmen and even officers would be reluctant to set off such an alarm if they thought they could handle the situation on their own.

If the situation does occur, however, the players will probably be recaptured, and some may be killed (though the medical section will try to save any they can — the group is still somewhat valuable as prisoners). A second escape attempt is possible, but should be made harder.

AREAS OF INTEREST

The following areas may be of special interest to the players, if they can get to them. If the players can operate a computer terminal (and if they think of it), they probably can call up a display map of the general layout of the ship. Such a map would not tell about sensitive areas of the ship — such information is classified. But it would tell them how to get to many of the places on this list.

BRIDGE: The most well-guarded area of the ship. The players should stay far away from here!

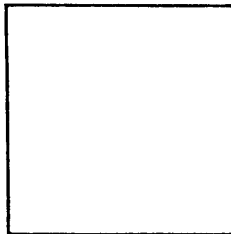
DECK 4 TRANSPORTER ROOMS: An escape can be made from here, if the lone armed guard always present can be dealt with. Using the transporter will light an indicator on the bridge, but too late to stop one beamout. (There won't be time to do it twice before power to that transporter gets shut down on the bridge, however!) The controls are similar to Federation design, but successful use does require a saving roll on the transporter operation skill. (Failure means you can't get it up to function, but doesn't cause any harm. You just can't beam out.)

A person who both reads Klingonese (making a saving roll on that language skill) and is well versed in transporter operation (20 skill level or better) needs not make a saving roll to use this transporter to beam down.

Before the players can escape via transporter, they must be aware they are in orbit about a planet! Otherwise,

to where are they transporting? Precise coordinates are not needed, if they know they are in orbit around Lorealyn Hill, since the transporter console can be set to prevent them from beaming into solid rock and to put them down on solid ground instead of over water or in mid-air.

If they wish to go somewhere in particular, they must get coordinates from the computer. This will take a few minutes and requires a saving roll on computer operation skill and a saving roll on the Klingonese language skill.



AUXILIARY CONTROL ROOM (D6 FWD POD): This area is guarded by two armed guards, but if the players can get in here, they can cause all sorts of trouble. Operating the controls requires reading Klingonese (making the appropriate saving roll), or suffering a +25 penalty to the appropriate skill roll to operate the equipment. Because the equipment is unfamiliar, it requires some sort of a saving roll to even perform routine actions. Even so, this place is important because these controls can be set up to *override* the main bridge controls. Doing so will automatically set off a general alarm. This will summon three more guards to this room in six turns, but if the players leave before that, no one will be sure where they are, though they will know the auxiliary controls have been tampered with. This place is best used to create a diversion or to do something too subtle to be noticed.

DECK 7 EMERGENCY TRANSPORTERS: In a pinch and this is one) these can be used to escape.

INTERROGATION ROOM (D9 FWD POD): The ambassador is here, drugged and under guard by two armed guardsmen. There is a high-ranking security officer (also armed) here as well, questioning the prisoner. The ambassador is in no shape to fight, but he can walk unaided if released. If medical supplies are available, a light stimulant will bring him around enough to run and fight if necessary.

SHUTTLE STAGING AREA (D2 MAIN HULL): There are Klingon shuttles in this area, but it should not be necessary to use them, as the captured Federation ship is above in the shuttle bay. This fact is known to the three workmen who can be found here, and they will reveal it if strongly persuaded at gunpoint. (They will *not* reveal that the ship is guarded).

SHUTTLE BAY (D1 MAIN HULL): The Federation ship is here and operational. It is guarded by two security guards armed with disruptor rifles, who stand to either side of the hatch. There are controls on one wall which can be programmed to open the shuttle bay doors after a set time delay. Anyone who makes a Klingonese language saving roll can set these controls. Opening the bay doors will sound a general alert, but if the ship takes off immediately, it will

be too late to stop it by the time the bridge crew can react. Once the ship is launched, the crew is safe — the Klingons will not dare fire on them while orbiting Lorealyn.

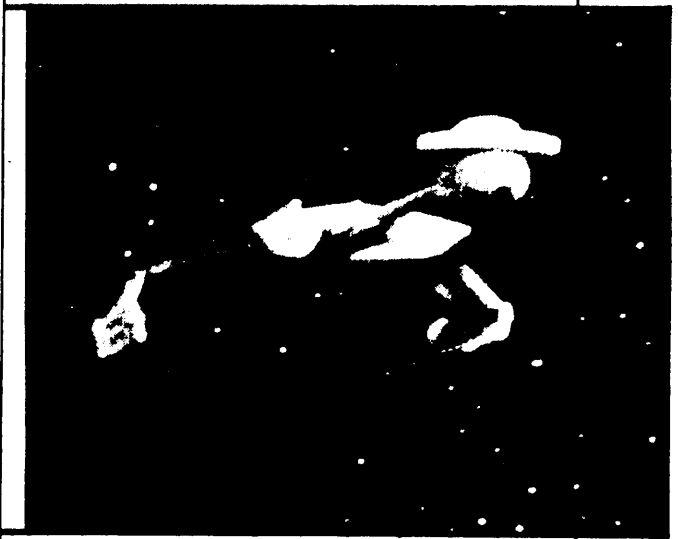
AUXILIARY BRIDGE (D6 MAIN HULL): This area is guarded by two security men, but it has no override controls and is useless to the players. It does have a standard computer terminal, however.

DECK 7 MAIN HULL TRANSPORTER ROOM: See earlier notes on other transporter rooms. This one is guarded by one guard, and there is a 50% chance there will be 1D10 other people there as well (coming or going), since this transporter is so often used.

SMALL ARMS ARSENAL (D7 MAIN HULL): This room has a locked security door and a guard outside in the corridor with a disruptor rifle. The guard has no key, but the key carried by the security chief also opens this door. It cannot be cut through with hand weapons. Inside are all the disruptors (of both types) the characters could want, plus a facility that could be used to recharge phasers. (A recharge would take 5 minutes to set up, and another 5 to accomplish per phaser).

ELEVATOR REPAIR FACILITY: This is potentially the most valuable place the characters could get to. From here, all the turboelevators can be controlled. There are no guards here — this is a security weak point the Klingons haven't thought of! There are two technicians present, however. See the description of this place in the deck plan descriptions for more information.

TROOP TRANSPORTERS AND SMALL ARMS ARSENALS (D8 MAIN HULL): These areas are guarded by a force of three guards. The arsenals are protected as with the other arsenal described earlier. The transporters can be used to escape, subject to the restrictions for transporter escape mentioned earlier, and the restrictions on this type of transporter noted in the deck plan descriptions.



ENDGAME

If the players get off the ship with the ambassador, the Klingons will be revealed as the cutthroats they are, and the Lorealyns will certainly ally with the Federation and order the Klingons out of the system. (They'll leave quickly; half the military fleet for the quadrant is here, trying to impress the Lorealyn government with Star Fleet military technology!)

If the players duck out without the ambassador, the Klingons will deny everything. They will eliminate the ambassador, of course, immediately to get rid of the incriminating evidence. Unless the players have proof of their allegations, they will not be able to get the Lorealyn government to ally with the Federation. The suspicions, however, will prevent them from allying with the Klingons.

They will declare neutrality for the time being and end the conference. This is considered a draw, for those who are "keeping score".

Either with or without the ambassador, any players left behind after an escape will be immediately killed upon capture by the Klingons to eliminate evidence against them. For this reason, encourage players not to split up unless they are aware that the ones who stay behind will likely not be coming back. We also don't recommend using familiar STAR TREK characters in this scenario, unless you are willing to risk killing them off in your campaign, or wish to pull a last minute *deus ex machina* save by the game-master if the players blow it.

This is a tough adventure, and is not for inexperienced players. It is a highly rewarding game experience however, and survivors who get the ambassador out should be decorated at the very least! Those who get out should get 1D10 +5 points in Klingon Psychology skill and perhaps 1D10-3 in Klingonese, due to exposure to the people and the language close up under unusual circumstances. They will also gain some working knowledge of the inside of a D-7 battlecruiser, which may prove useful later.

This is a highly "gamemaster-intensive" scenario too, relying on the gamemaster to make things up as she/he goes along. It is not an easy adventure to run, but it is likely to be unforgettable for both gamemaster and players!



NON-PLAYER CHARACTER INFORMATION

The statistics for Federation ambassador Carlos Luis Rivera and the Klingon security chief mentioned in this adventure are noted below, along with an assortment of typical Klingon crewmen for random encounters.

RIVERA, Carlos Luis/civilian/Human, male/Age 55
Ambassador from United Federation of Planets

STR 45 END 40 INT 83 DEX 61 CHA 96 LUC 75
PSI 44

Significant skills: Computer Operation 66
Languages (Klingonese) 63
Marksmanship (modern) 12
Personal combat (unarmed) 77
(The ambassador is a martial arts enthusiast)

KLINGON SECURITY CHIEF

STR 78 END 73 INT 65 DEX 63 CHA 45 LUC 20
PSI 15

Significant skills: Marksmanship (modern) 60
Pers. cmbt. (unarmed) 62
Starship security 55
Small unit tactics 68
Interrogation 59

TYPICAL KLINGON GUARD

See "non-player character races" section in rules book.

TYPICAL KLINGON SENIOR OFFICER

Use same statistics as Klingon Captain under "non-player character races" section of the rule book.

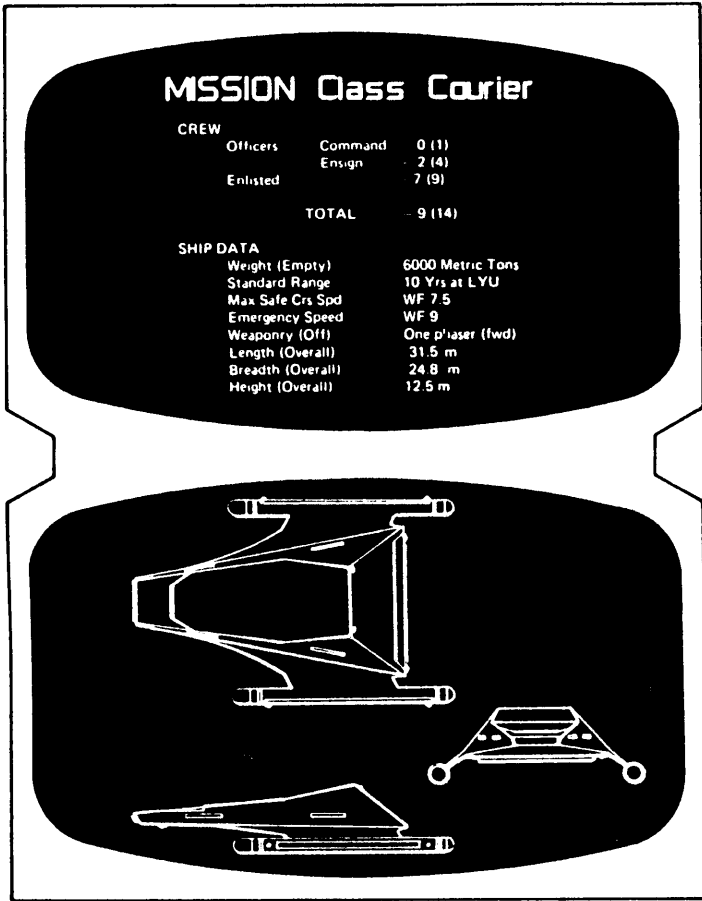
TYPICAL KLINGON JUNIOR OFFICER/TECHNICIAN
STR 55 END 55 INT 50 DEX 55 CHA 40 LUC 20
PSI 10

Significant skills: Marksmanship (modern) 40
Pers. cmbt. (unarmed) 30

TYPICAL KLINGON LOWER-GRADE CREW

STR 55 END 55 INT 45 DEX 55 CHA 20 LUC 20
PSI 10

Significant skills: Marksmanship (modern) 25
Pers. cmbt. (unarmed) 35



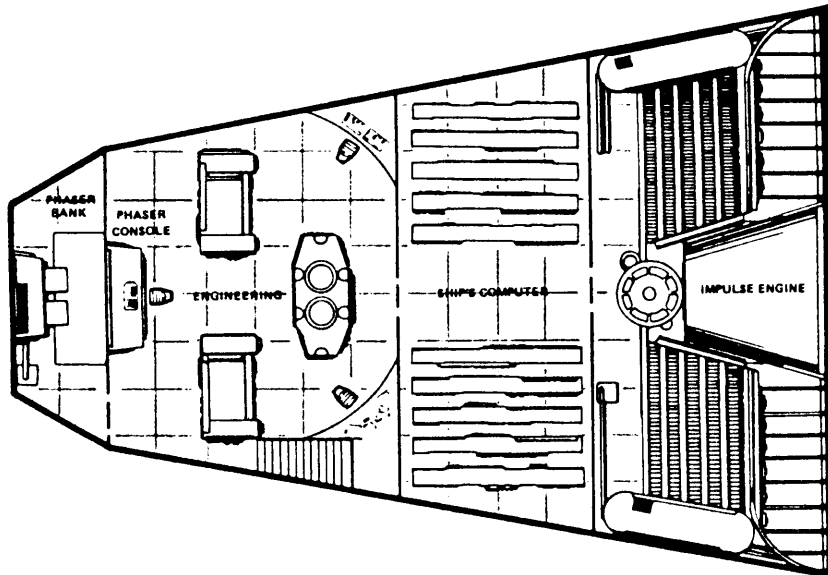
SHIP BACKGROUND

Designed primarily as a courier ship, the class has been given serial numbers in 3 types: courier; research, small; and transport, small, manned. Crew composition depends on mission. Crew listings above are for the transport and courier versions. The ship has 2 normal height (3m) decks and 1 smaller (2m) deck. Top deck has engineering. Lowest deck has bridge (fwd), cargo space, and 1-3 man transporter. Center deck has crew quarters and gallery, which acts as a small lounge.

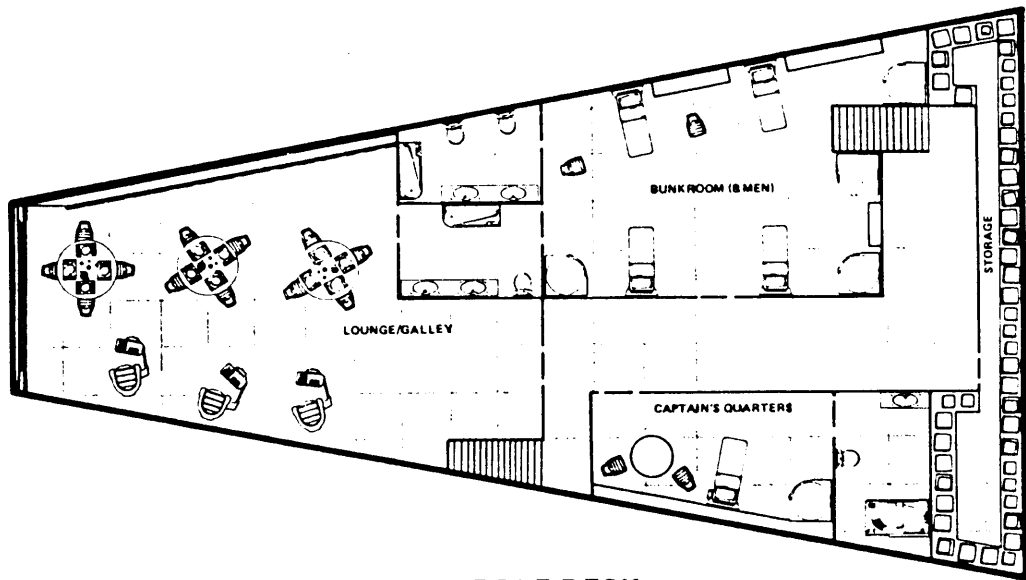
SHIP NAMES

Couriers are named after famous diplomats. Research ships are named after scientists, and transports are named after Naval officers of history. Courier ships use the hull number range 13500 - 13999. Research ships use the hull series 16600 - 16699. Transports use the series 61000 - 61399. Examples are below.

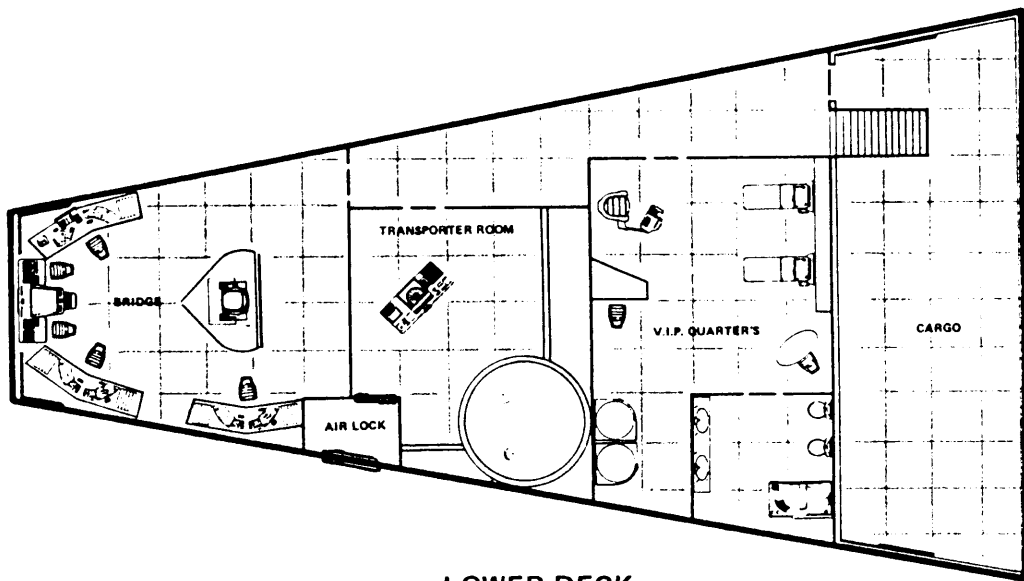
Mission	NCC-13500	Coura	NCC-13501
Peton	NCC-13502	Galileo	NCC-16600
Huygens	NCC-16601	Kuiper	NCC-16602
Jgonas	NCC-61000	Jones	NCC-61001
Walkad	NCC-61002		



TOP DECK



MIDDLE DECK



LOWER DECK

This section is different on the various types of ships.
 V.I.P. Quarter's on Courier ships.
 Research Lab on Research ships.
 Cargo bay on Transport ships.

NAVIGATOR

MISSION CLASS COURIER

DEFLECTORS

FORWARD	DMGD	STARBOARD FORWARD	DMGD	FORWARD PORT	DMGD	AFT	DMGD	STARBOARD AFT	DMGD	PORT AFT	DMGD
	0		0		0		0		0		0
	1		1		1		1		1		1
	2		2		2		2		2		2
	3		3		3		3		3		3
	4		4		4		4		4		4
	5		5		5		5		5		5
	6		6		6		6		6		6
	7		7		7		7		7		7
	8		8		8		8		8		8

COMMUNICATIONS

CASUALTIES

0	1	2	3	4	5	6	7	8	9
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ENGINEERING

MISSION CLASS COURIER

IMPULSE ENGINE

0	1	2
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WARP ENGINE NO. 1 STARBOARD

0	1	2	3	4	5	6
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WARP ENGINE NO. 2 PORT

0	1	2	3	4	5	6
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TOTAL POWER AVAILABLE

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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POWER TO MOVEMENT

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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NOTE: 1½ POWER POINTS = 1 MOVEMENT POINT

POWER TO SHIELDS

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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POWER TO PHASER

0	1	2	3
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SENSORS/SCANNERS

DMGD 1	DMGD 2	OPER	LOCK
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SUPERSTRUCTURE
STRESS/DAMAGE

0	1	2	3	4	5	6
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DAMAGE RESULTS

FORWARD		STARBOARD-FORWARD		PORT-FORWARD	
1	Sensors Damaged	1	Sensors damaged	1	Sensors damaged
2	Sensors Damaged	2	Sensors damaged	2	Sensors damaged
3	Forward shield damaged	3	Stbd-Fwd shield damaged	3	Port-Fwd shield damaged
4	Phaser damaged	4	Phaser damaged	4	Phaser damaged
5	Superstructure hit	5	Superstructure hit	5	Superstructure hit
6	Superstructure hit (1)	6	Superstructure hit (1)	6	Superstructure hit (1)
7	Superstructure hit (1)	7	Superstructure hit (1)	7	Superstructure hit (1)
8	Superstructure hit (2)	8	Superstructure hit (2)	8	Superstructure hit (2)
9	Bridge personnel out 1 turn	9	Superstructure hit (2)	9	Superstructure hit (2)
10	Bridge personnel out 1 turn	10	Bridge personnel out 1 turn	10	Bridge personnel out 1 turn

AFT		STARBOARD-AFT		PORT-AFT	
1	Aft Shield damaged	1	Stbd-Aft shield Damaged	1	Port-Aft shield damaged
2	Impulse engine hit	2	Impulse engine hit	2	Impulse engine hit
3	Impulse engine hit	3	Impulse engine hit	3	Impulse engine hit
4	Impulse engine hit	4	Starboard warp engine hit	4	Port warp engine hit
5	Starboard warp engine hit	5	Starboard warp engine hit	5	Port warp engine hit
6	Starboard warp engine hit	6	Starboard warp engine hit	6	Port warp engine hit
7	Port warp engine hit	7	Starboard warp engine hit	7	Port warp engine hit
8	Port warp engine hit	8	Starboard warp engine hit	8	Port warp engine hit
9	Superstructure hit	9	Superstructure hit	9	Superstructure hit
10	Superstructure hit	10	Superstructure hit	10	Superstructure hit

HELM

MISSION CLASS COURIER

CURRENT SPEED

SUB LIGHT	W1	W2	W3	W4	W5	W6	W7	W8	W9
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MOVEMENT POINTS AVAILABLE

0	1	2	3	4	5	6	7	8	9	10
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TURN STRESS CHART

SPEED	ENGINE STRESS	SUPER STRESS
SUB	--	--
W1	--	--
W2	--	--
W3	--	--
W4	--	--
W5	--	1
W6	1	1
W7	1	2
W8	2	2
W9	2	3
W10	3	3

PHASER (FORWARD ARC)

DMGD	UN ARM	1	2	3
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PHASER FIRING CHART

RANGE	TO HIT	DMG+
1	1-10	2
2	1-10	2
3	1-9	2
4	1-9	2
5	1-8	2
6	1-8	2
7	1-7	2
8	1-6	1
9	1-5	1
10	1-4	1
11	1-3	1
12	1-2	1
13	1	1