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Again, Troublesome Tribbles

This scenario, though designed for the familiar U. S. S. Enterprise crew as player characters, can be adapted easily for use by an Star Fleet crew. It is most fun, however, when the situation develops around Kirk, as it gradually dawns on him what is happening — again!

In this adventure, the crew of the U. S. S. Enterprise will meet some old "friends" while performing an otherwise routine mission. Gamemasters and players familiar with the STAR TREK episode *The Trouble With Tribbles* by David Gerrold will find the most enjoyment here. Familiarity with the animated series episode *More Tribbles, More Troubles* by Gerrold is also desirable, but not necessary.

Gamemasters are encouraged to have fun with this one. "Role-play" the non-player characters and ham it up to the hilt! This scenario is strictly for fun (though it is quite possible for player characters to be injured or even killed, if they aren't careful)! If the gamemaster and the players really get into their characters, this can be a role-playing experience to be long remembered...

BEGINNING THE ADVENTURE

Give the following transmission record to the communications officer for relay to the captain. (Give directly to the captain if the communications officer is a non-player character (NPC):

TO: Captain James T. Kirk, commanding U. S. S. Enterprise
(or to whomever is commanding in your campaign)

FROM: Star Fleet Command, sciences division
Adm Stilak, director

You are instructed to proceed to Federation Genetics Research Station 17 on planet Aleph III in your patrol area. GRS17 is being closed by order of this division, and the Enterprise is instructed to inform station personnel and aid them in closing the station. Three days are allotted for completion of experiments in progress and collection of data, samples, personal belongings, etc. After this time, the station is to be closed and personnel transported by Enterprise to Star Fleet offices on Deep Station K-7 for reassignment.

Planetary conditions on Aleph III prevent the direct reception of subspace radio messages (or even orbit-to-ground communication) by base receivers. Thus, Enterprise's visit will be the first word base personnel will receive about the move. Accordingly, proper identification codes and explanations for the base administrator and staff have been provided along with this transmission. This information is now in the Enterprise ship's computer, to be delivered to base personnel.

Enterprise is warned that Aleph III's environment is rated "hostile" in early survey records. No environmental suits are necessary on planet's surface, but the thin environment calls for the use of life support masks when outdoors.

Aleph III has a non-native sentient population, but certain lifeforms possibly harmful to landing party personnel are present. Necessary precautions should be taken to protect the landing party.

GRS17 is located in a mountainous area containing large amounts of magnetic ore. This ore jams most subspace and orbit-to-ground communication attempts and makes transporter travel into the area extremely hazardous. Use of shuttlecraft to transport the landing party is strongly suggested. A shuttle landing area was prepared when the base was established, and coordinates for this area have been provided to your ship's computer, along with this transmission. Enterprise personnel will then have to walk or use small conveyances to reach the base itself, about 1.5 km away. (The base structure and non-essential materials are to be left behind by Enterprise, for later pickup and removal by Star Fleet transport vessels.)

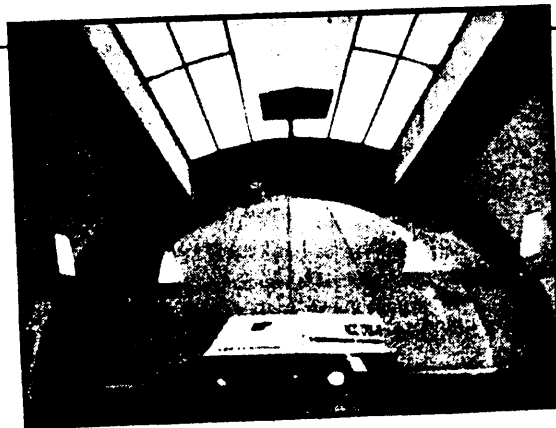
Aleph III is three days away at normal cruising speed of Warp 3, when the message is received. No other pressing business is at hand, and the gamemaster should avoid presenting the ship with any reasons for delay or reasons for undue haste.

PLANETARY SITUATION

The Aleph star system is located in the Organian Treaty Area near Klingon space. (This fact should be mentioned offhandedly by the gamemaster, with no particular emphasis, to avoid tipping the players off to possible Klingon intervention).

Upon arrival at the planet itself, the Enterprise will discover that the situation from orbit is much as they were led to believe by Star Fleet Command. The planet is a class "M" world with a thin, but breathable, atmosphere. Much of the planet is pretty rough country, however, with the base planted atop a rock mountain in very rough terrain.

As promised, communication with the base is blocked by magnetic interference. Transporter personnel will recommend that transporters not be used except in direst emergency due to the interference.



AGAIN, TROUBLESOME TRIBBLES
(with thanks to David Gerrold)

(If at any time the transporters are used to beam something or someone down, a saving roll must be made by the transporter operator on her/his Transporter Operational Procedures skill score. Such a roll is made at a +50 penalty! If the roll fails, no transport can be made. On a second attempt, if the roll fails, all equipment and personnel have their patterns scrambled. This will cause equipment to be destroyed and people to be grotesquely and painfully killed! The gamemaster should discourage use of the transporter if at all possible, but the final decision is up to the players. Do not tell them the exact modifier applied to the saving roll, but let them know that it will be an extremely high one. For more information, see transporter rules.)

It is about 1.5 km from the landing site noted to the base. Topographical sensors indicate a rough path from the site up onto the mountain where the base lies. The site lies due west of the lab, at the foot of the hill upon which the station is constructed. The terrain is rough, and suggest travel on foot, since no conveyance rugged enough for the terrain can be fit into a shuttlecraft. (The trip on foot should not take more than 1 hour, based on the terrain, if a leisurely pace is taken.)

There are two shuttlecraft available to carry the party to the landing site. Each can carry a maximum of seven people, but only one pilot is required. Any person with a Shuttlecraft Pilot skill of 10+ can make a normal flight (like the one to the prechosen landing site) with no trouble. There are reported to be 9 members of the research station party, so you will no doubt have to return to the ship in more than one group, even if both shuttles go to the surface.

Landing party composition is up to the Captain, but Star Fleet recommendations indicate a need for the following personnel:

- 1) Sciences specialist-genetics to help complete experiments and accumulate data
- 2) Engineering specialist to help close down the station's power plant and physical systems
- 3) Security team—two or more specialists armed with Phaser II for protection against native animal life
- 4) Medical officer to check on physical/mental well-being of station personnel

Any others assigned to the landing party are up to the Captain. It should be remembered that the party will be out of communication with the ship for the three days it will take to close the station. The station will have facilities and supplies enough to accommodate the party, but it will be impractical to return to the ship without very good reason, so any special equipment needed should be taken on the first trip.

(GAMEMASTERS: Be sure and warn the players again that standard communicators will not work from planet's surface. It is theoretically possible to beam down an item, but because of magnetic interference, it is extremely dangerous to try it with vital equipment or living organisms. Beaming up is impossible, as there can be no clear signal from the surface to lock in on. Even sensors may be affected, as long as the ship is in standard orbit over the planet's main continent, with the magnetic mountains.)

TOPOGRAPHIC SENSORS AND LANDING SITES

If topographical sensor readings (readings of the general ground layout) are taken of the general area near the laboratory station, require a Starship Sensors skill roll with a +30 penalty, due to magnetic interference. A successful scan around the general area, however, will reveal a second possible landing site (see map). The second site is east of the lab, and a bit farther away. The path up to the station is more circuitous, but better maintained. (Better time can be made on the better road, but it is a bit farther. It will take about the same amount of time this way, but be a bit easier going for the party in terms of terrain. See the map for AP penalties, etc.)

The captain may choose to use the second site instead of the one Star Fleet recommended. (Actually, the second one was discovered and prepared more recently by the station personnel themselves, and is the one the supply vessel regularly uses, but the players have no way of knowing that). Because no prepared coordinates have been provided for the second site, a skill roll on Shuttle Pilot skill should be secretly made for each shuttle landing at the second site. (This is due to the magnetic interference causing problems with the shuttle sensors). If the save is failed, the landing is a bit rough. No one will be hurt, but that shuttle will suffer damage. If inspected, any competent pilot will recognize a damaged power nacelle. This shuttle will be unable to take off without at least 4 hours of work (and a successful saving roll thereafter) by someone with the Shuttlecraft Systems Technology Skill. Of course, the players should be told nothing beyond a reminder that landing will be a bit trickier at the second site, due to the interference.

ARRIVAL BY SHUTTLE AND FIRST ENCOUNTER

The shuttle trip will be uneventful (except for the landing at the second site, if saving rolls are failed). Upon disembarking (remember the need for life support masks in the thin air), the players will find a hilly, rough landscape with outcroppings of rock and growths of scrub vegetation. The disturbance of the shuttle's landing will scatter any animal life in the immediate area, but a tricorder sweep will detect various smaller life readings in the area. See the detail map of the appropriate landing site).

The site itself is just a cleared area of bare soil, with most of the large rocks cleared away. Around the edges are rockpiles scrub vegetation, and some small life forms, if tricorders are used for readings. If the second site is chosen, a small space cargo vehicle will be present at the site. (See information below -- the *Chameleon*).

If crew members investigate the life readings, they will find TRIBBLES among the bushes, contentedly nibbling grass. (How does a tribble nibble? Ask one next time you find one...) If they are familiar Enterprise characters, or have encountered tribbles before in your campaign, they will of course recognize them immediately. If not, just describe them as "small round creatures covered with sleek fur, possessing no discernable head, tail or appendages." Players familiar with STAR TREK will catch on immediately.

The tribbles, of course, are harmless and will immediately grow fond of anyone who picks them up, strokes them, feeds them, etc. There are tribbles all over the place. If the bushes are searched, hundreds can be spotted near the landing site. (If the players search very long, roll an encounter from the appropriate table below.) Once they recover from their shock at the unexpected shuttle landing, the tribbles approached by the party will resume a contented purring.

No other life readings are immediately noticeable, but the players will note that tricorder readings are sketchy and unclear, due to magnetic interference. All readings are taken with +30 penalty to the required saving throw throughout this adventure.

THE CHAMELEON

If the players arrive at the second landing site, having detected it from orbit, they will find a small cargo vessel has already landed there. (There is plenty of room for all the vessels, even another shuttle or two). The ship is recognizable (on a successful saving throw on INT by any Star Fleet officer) as a common type of scout vessel, but it has been modified heavily. (See plans below for more details.) Immediately noticeable is the addition of a belly pod, presumably for cargo, and an oversize sensor dish. It bears no registry number. (If asked about this later, Cyrano Jones, the ship's owner, will claim it was "just painted" and he "hasn't had a chance" to restore the registry numbers. This is patently, and obviously, untrue, as the ship's not-very-attractive coat of greenish-brown paint is worn and old.)

The ship has a set of cargo doors on the pod and a smaller airlock door on the upper deck. There is no ladder up to that door. Both doors are locked with some sort of electronic locking device.

If the party is curious enough to consider breaking in (and they really have no legitimate excuse to do so), they must either electronically pick the lock or burn their way in with a phaser. The latter way is faster, but not as easy as it looks. The cargo doors are reinforced, and it will take a phaser on Heat setting 5 minutes and 20 power points to burn open. (This will totally drain a phaser I, and seriously deplete a phaser II.) A door thus damaged can be fixed, but it will take 2 hours to do so.

Burning in with the Disintegrate setting is a bit faster, but it will take three shots to open a man-sized hole. A door so damaged cannot be fixed without a major work detail, thus making the door unable to hold pressure. The cargo hold is already down to planetary normal pressure.

The upper airlock door (if it can be reached) is not quite as tough, requiring only 12 points of drain on the Heat setting to burn out the lock or one Disintegrate shot to remove the door entirely. Both the inner and outer doors must be damaged to get inside, however, and this will reduce the interior pressure, rather violently, to the lower pressure level of the exterior. Probably nothing will be damaged, but the outrush of air will probably knock down anyone standing in the airlock when the second door is breached. (DEX save required to remain standing. If someone falls, and fails a subsequent LUC save, he/she may well

fall out of the airlock entirely! The drop will do 2D6 damage, if you're feeling nasty.) It's not really all that much of a pressure change, and won't affect anyone who has anticipated it and is prepared. If the players don't think of it on their own, let them reap the consequences.

The cargo area is empty at this time, but a search of the control cabin will reveal Cyrano's pilot certificate in a wall niche, and other papers in his cabin would also identify him. If the characters are not Enterprise personnel, don't tell them the name, simply say that it's a human name they don't recognize.

If the control cabin is well searched (for 20 minutes or more) by someone with Helm, Engineering (general) or Navigation skill over 10, make a saving roll on INT for that character or characters. If the save is successful, they will discover Cyrano's added controls, which allow the cargo module to be jettisoned in space and exploded by remote control. (The walls of the cargo module are lined with reflective materials which will act on sensors in a manner similar to radar "chaff", masking Cyrano's escape, at increased speed, in an emergency.)

Other than this, players will learn very little from exploring the *Chameleon*, but it will delay them for awhile, and exploring it will also most likely disable the ship, at least temporarily, so it cannot be later used for escape.



THE TRIP TO THE LABORATORY STATION

The amount of time it takes to walk to the station depends on which landing site was used, and how cautiously they proceed. If walking at a normal pace, the rough path from the recommended landing site will cost the characters 2 AP per square of travel on the large area map, based on the 15 minute turn used at this scale of movement. Travel on the other path is a bit easier, costing only 1.5 AP/square. AP costs double, however, if the characters are proceeding slowly with weapons drawn and/or tricorders continually scanning for life.

Roll 1D10 for encounters at the end of each 15 minute turn. On the poor path, encounters take place on a roll of 1 through 5. On the better-travelled path from the second landing site, there will be an encounter only on a 1 through 3.

If an encounter is indicated, roll saving throws on the Computer Operation skill for any character specifically designated as doing a continuous general life scan with a tricorder. If such a save is successful, the life form (s) in question will be detected at a range of 250 meters. (See tricorder rules). If no detection is made, roll 1D10. A roll of 1 through 5 means the encounter takes place at close range, with visual sighting at about 30 meters. A roll of 6 through 10 (0) means the encounter is at very close quarters, with the animals(s) not spotted until it/they are within 10 meters!

Either way, take a sheet of standard mapping squares (1/2" squares are fine for use with counters) and place the characters in the center. Note the direction the path takes and place scrub vegetation, large rocks and outcroppings, etc. to your liking. (An example, which you may use for an encounter, is provided below). If the life forms were detected by tricorder, the players will know which direction they are approaching from before the animals enter the map (if they do), and have time to prepare. Otherwise, they don't see them until they are on the map. At very close quarters, some types of creature may be waiting in ambush!

Roll on the path encounter table to determine what type of encounter occurs. The animals are described in an appropriate section at the end of this adventure, including their special hazards and special encounter notes. Resolve the encounter in a normal fashion, with combat (if necessary) taking place at the usual scale of 1.5 meter squares and 10 second turns. Non-combat encounters can be resolved more informally, as the gamemaster desires.



PATH ENCOUNTER TABLES

ROLL (2D10)	ENCOUNTER
2-3	Hugger Grass (waist-high) (Not found on the well-travelled path...)
4-5	False Tribbles (1D10)
6-7	Hummers (1D10-3)
8-9	Blue Dervishes (1D10-5/minimum 1) (Those unfamiliar with this animal who HAVE encountered the Red Dervish must make an INT saving throw attempted secretly by the gamemaster to notice the differences in size and color...)
10-11	Tribbles (2D10)
12-13	Hindenburg Rollers (1D10)
14-15	Pop Lizards (1D10-2) (Secretly decide on a square for each to be located in, and give any figure entering that square a 50/50 chance of having it pop up and grab a boot...)
16-17	Blade Barnacles (1D10-5/minimum 1) (Make a secret INT save for the highest INT character in the party. If the save is successful, someone saw one move. Otherwise, they just look like rocks unless touched).
18-20	Red Dervishes (1D10-5/minimum 1) (Attack immediately...)

GENETICS RESEARCH STATION 17

Upon arriving at GRS17, the party will find three possible entrances: the two vehicle hangars and the personnel airlock. Those approaching from the east will see the lab vehicle hangar first, while those coming from the west will first find the personnel airlock and general vehicle hangar. All three entrances have intercom buzzers with visual capability nearby on the wall, so which is used doesn't really matter.

At this point, if the gamemaster has not already examined the floor plan and description of GRS17 and the character information on the station's crew, he/she should stop and do so. One character who is present has no character information presented here. That character is Cyrano Jones, pilot of the Chameleon, who delivers supplies to the station. He is a familiar STAR TREK character, and his statistics appear in the Familiar Characters section of the STAR TREK: The Role-Playing Game rules book.

Characters will probably first meet station administrator Kelly and/or Security Officer Navarti. Navarti will offer a tour of the station if the players are interested. (If Kirk is along and truly playing his role, he will no doubt find duties for the other party members and go on the tour with the charming Ens. Navarti alone). If the tour is taken, the characters will learn a lot about the station, including the location of important systems (power plant, life sup-

port), the nature of the work in progress, and the fact that the power plant and genetics labs are radiation shielded "to minimize radiation leakage and protect sensitive equipment." (See the station floor plan and station information section for more data about GRS17). They will also get to quickly meet all of the station personnel.

If, on the other hand, they get right down to business and explain about the station closing down, they will get varying degrees of cold shoulder from the station crew. Navarti is fairly new to the station and will have less reaction. Kelly will be disappointed but businesslike, as will Ostrander and Leon. Evanofski will be extremely disappointed and a bit sarcastic.

The sciences specialists, however, will be very upset. The two Andorians will be especially angry, and will probably at first refuse to cooperate at all, unless the characters apply a bit of diplomacy. A successful roll on Negotiation/Diplomacy will bring about grudging acceptance for a time, but Loctril and his Andorian cohort Trastan will gripe and complain constantly, giving the landing party no end of headaches. Unless watched closely and cajoled along, they will stall progress of the closing as long as possible.

When introducing the crew of the station, mention the presence of the supply ship pilot, but don't name him until he is actually introduced to the landing party. (Bring him around last, if possible, for best effect). Cyrano, of course, will bear no particular ill will toward Kirk — he prefers to let bygones be bygones. He will welcome his "old friends" warmly (assuming this party is indeed from the Enterprise and includes people he has met).

The warm welcome will become indignant if the party has forced entry to the Chameleon and he finds out about it. Indeed, even administrator Kelly will have a hard time keeping his good humor if the supply ship has been gratuitously damaged! (After all, they all know Cyrano well from his many trips here. The station personnel don't know your party, and may already dislike them somewhat because of their mission to close the station!)

Gamemasters should let station crew and landing party members get acquainted and allow the party to settle in without too much fuss. If the party gets semi-favorable reactions from the station personnel, perhaps an offer will be made to take members of the landing party out in one of the station's vehicles the next day for a look around (while remote experiments, live traps, etc. are picked up). Generally, the gamemaster should attempt to instill a (false) sense of security into the group at this time, all the better to surprise them the next morning.

Eventually, things will wind down and the landing party will be shown quarters for the night. The station has limited facilities for guests (one small visitor's bunkroom with three bunk pairs), but with Cyrano already there, a large party may have to move some characters into the (currently empty) sickbay. The station is too small to maintain shifts, so everything is shut down at night, with only a proximity alarm system operating, that will reveal movement of man-size objects within 30 meters (2 squares on the small area map) of the station's walls. Such an alarm would cause the computer to alert security officer Navarti immediately.

THE KLINGONS ARRIVE

During the night, a Klingon D-7 battlecruiser will enter orbit about the planet, establishing orbit on the far side of the planet from the Federation vessel. This is purely coincidental — the Klingons are unaware of the Federation ship's presence, and the Federation ship should remain unaware of them, since they are in the planet's "sensor shadow".

The Klingons have been sent on a high-risk mission. Imperial Klingon intelligence services have learned of the presence of the station (which is one reason it is being closed down), and some of the research results are known to them. The Klingon government is most interested in the dervish hormone (see Animal Descriptions: red dervish), which is proving to be such a promising stimulant. It is their hope to develop the stimulant for use by combat troops, but to do so they must obtain dervish genetic material (or a couple of live dervishes) and important scientific data kept at the station.

The needed material can only be done by raiding the station itself. Of course, since the station is in neutral territory, such a raid would be an act of war. Thus, the D-7 in question is carried on the Klingon official records as "missing in action". The vessel is allegedly being operated as a "privateer" or pirate vessel, a dodge made famous by the Orions and borrowed by the Klingons for this mission. If things go awry, the Klingon Imperial Council can deny knowledge of the vessel's actions.

Denial of official sanction would leave a Klingon captain in dire straits if caught. Thus, only a captain who was badly out of favor with the Fleet would be "volunteered" for such a risky mission. One such is commanding this expedition — a captain who has been bested to the point of humiliation twice by the Federation in this sector of space. It is his hope to redeem himself in the eyes of the Imperial Council with this mission. Long time STAR TREK fans know this captain well, as does the crew of the Enterprise. His name is Koloth.

Upon arrival in orbit, a landing party will be sent down in a shuttlecraft. To be on the safe side, the shuttle will descend to well within the atmosphere (and the magnetic interference) before circling the world to the landing site where Cyrano's ship is parked. It is Cyrano himself who is unwittingly responsible for many of the Klingon intelligence reports on this station. (He still frequents the K-7 space station bar, and talks far too much about his "friends on GRS17".) Thus, the Klingons know just where Cyrano's usual landing area can be found.

The Klingon landing party will consist of a genetics specialist, a medical officer, and four security officers (one of whom is a pilot). The mission is commanded by Koloth himself. (No risk means no glory...) They will ground at the eastern landing site about dawn.

If they find the Federation shuttle as well as Cyrano's ship, the Klingons will know there are more people here, but not how many. If it is an Enterprise shuttle, Koloth will be extremely pleased, having a personal score to settle as well. Either way, he will disable both ships to prevent escape. This will take a few hours to accomplish, since he will want to do so in a manner that will allow them to be repaired and taken to the battlecruiser later.

If the Federation shuttle is at the other landing site, the Klingons will disable Cyrano's ship, but be totally unaware of the armed Federation party's presence. This could be a fatal oversight for Koloth, who is no master strategist anyway. He will still spend several hours checking out Cyrano's ship, as he expects no trouble and is in no hurry.

The Klingons intend to simply waltz in and take the situation with little resistance. They of course will have to kill all station personnel, eliminate the bodies, and leave no trace of their presence. If they know about the Federation crew, they will plan to be more careful. Either way, plans will go awry, thanks to the disruption of the station's schedule caused by its imminent closing.

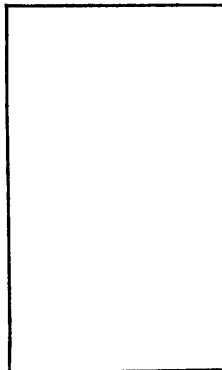
MORNING AT GRS17

On a normal day at the station, a party would not go out to check live traps, etc. until afternoon. With the station's closing, however, administrator Kelly and security officer Navarti will suggest an early start. Maintenance specialist Leon and Zoologist Lane will plan to go out with Cyrano to see how much station equipment he could transport in his ship. They will offer very offhandedly to take one or two landing party members with them, but won't push it. More than two can't go, since they are taking Cyrano's small grav vehicle (see notes in the descriptions of the station's general vehicle hangar) and intend to pick up some live traps on the way back.

The grav vehicle group will arrive in time to surprise the Klingons at the landing site. If no landing party player characters went along, don't bother playing out the resulting combat. Assume Cyrano is the only survivor (having turned and run off with the grav sled at the earliest opportunity). He will return post-haste to the station. If player characters are along, it gets more interesting. Only three Klingons will be outside when they pull up, but the grav vehicles' approach will not go unnoticed. The Klingons outside (Koloth and two security officers) will be under cover and will start firing as soon as the others are in range. Thus, the first hint of trouble the party gets will be the low thrumming of a disruptor bolt. The Klingons will take prisoners if possible, the Klingon med officer trying to keep badly hurt figures from both sides alive.

The smartest thing the Federation players can do is bug out, when faced with a heavily armed landing party. (Cyrano will anyway. He'll take the grav vehicle if possible, but he'll take off on foot if absolutely necessary. Gamemasters are encouraged to let him get away. Otherwise, this scenario turns into a cakewalk for the Klingons, who walk in on a totally unprepared Federation party and usually wipe them out. That isn't the idea of the game! It's no fun at all if the party has no chance to win.

If there is a fight, set up a square grid of the area as shown in the landing site layout presented here, and deploy counters. Remember that the Federation players have no way of knowing how many Klingons are actually around, but a smart player will see the Klingon shuttle and know there can't be more than 7 of them!



There is a very, very slight chance that the Federation players could get enormously lucky and take the Klingons out right here. The gamemaster shouldn't make it easy on them to do this. If it happens, the characters deserve special commendations and probably promotions. And the gamemaster should be shot at sunrise. A party who stays and fights should lose and quickly, if the gamemaster is playing the Klingons intelligently.

Captured characters will be left in the care of the medical officer at the Klingon shuttle, while the others proceed to the station, right behind Cyrano. If Cyrano got away with the grav sled, he'll be about 30 minutes ahead of the Klingons when he gets back to the station. This gives the group a bit of time to plan. Navarti will suggest that the station crew (except herself) be evacuated to the landing party's shuttle if it is still safe at the other landing site. Whether or not this is done is up to the commander of the landing party, but it will have to be a direct order, backed up with muscle, to get the Andorian scientists to go along with it. Even so, the station will have to be defended, as there is no time to take or even destroy all important data and samples. Gamemasters should watch the clock, giving the characters no more than 30 minutes of *real* time to plan and set up.

If Cyrano is on foot, he will have only about 5 minutes lead on the Klingons. There's no time to do anything but bar the door and prepare to repel the siege. Remember those areas (power plant and genetics labs) protected by radiation-proof walls. These areas cannot be cut into by Klingon disruptors, and might offer a last refuge for trapped players. The Klingons can use disruptors to burn into any other area, the process taking one disruptor bolt to blast a lock at a door and three shots to burn open a wall.

The Federation players have several actions available, if they think of them. Don't point them out, but make sure the players have the knowledge they need to use them, if they think of them on their own.

The caged animals could be released as the Klingons approach. This would be *really* nasty for the Klingons! None of the station people would think of this, as they are used to the animals and don't realize how dangerous they are to those who know nothing about them. The red dervishes, in particular, would attack the Klingons (or anyone else) on sight!

The radiation gun in the genetics lab could be turned on by the Klingons, but it is too big and clumsy to

be moved, and it requires too much power anyway. Still, if the Klingons can be lured into the genetic restructuring lab...

Other nasty surprises could be prepared if they are thought up rapidly. With most of the group sealed off in the genetics lab, one person in the life support systems room could introduce a large amount of heavy sedatives (from the animal labs) into the atmosphere processing machinery. When the Klingons enter the station, they'll quickly be overcome by the drugs saturating the air. This ploy requires shutting off the air system in the genetics labs, but the group could last several hours in there anyway.

If the players think up other ingenious booby traps and strategies, give them a chance. Don't allow obviously ridiculous or overly complicated schemes to thwart the Klingons. Koloth and crew aren't stupid, after all! Play the Klingons nasty and sneaky. They aren't simply going to stroll in and expect no resistance at all, wearing big signs reading "Shoot Me"!

ENDGAME

Toward the end of the adventure, the gamemaster should try to get a "feel" for how it is going. Are the players under siege in the station? Have a number of them been captured? Perhaps things are going the other way and the Federation party is making mincemeat of the Klingons. In an open-ended situation like the one described, anything can happen.

If the characters are in a very tight predicament, there are ways they can get out, as described above. Feel free to extend the scenario as much as you like. You may find that with large or very clever Federation parties it is best to allow the Klingons more people (two shuttles, perhaps) starting out. Be sure and plan several escape routes for Koloth, too — he's too good a villain to waste!

An interesting space battle sequence can be worked in here as well. Of course, the Klingons cannot risk word of this raid reaching the Organians. Even though Aleph III is outside the treaty area, the raid looks bad on the Klingon's diplomatic record and might lead the Organians to take a tougher line with them in further awarding of development treaties inside the protected zone. Thus, the Klingons cannot afford to let a shuttle return to the Enterprise, or, failing that, allow the Enterprise to escape.

If the Klingons are in danger of losing the battle for the station, Koloth will return to his shuttle and go back to his ship. The ship will then attempt to ambush any shuttle that leaves the planet's surface. Ordinarily, this would be bad news for Federation crew — a shuttle can put up no significant fight against a Klingon vessel. If the Federation shuttle is taken up, the Klingon vessel will move in for the kill. Unfortunately for them, this is bound to alert the Enterprise to the Klingon presence. Stage this battle by allowing the two ships to enter the field from opposite sides of the ship combat display, with the shuttle represented by a counter placed in the center of the display.

Since a shuttle is generally destroyed by one shot, let's offer the shuttle's crew at least a chance of survival. If fired upon, grant a saving roll on the operator's shuttlecraft pilot skill to dodge. If this roll fails, grant a second save,

this time on the highest LUC score in the crew, for the shot to simply disable the shuttle's engines, leaving it immobile. (Consider a mobile shuttle to be able to move 1 hex per turn. This whole combat takes place at sublight velocity anyway.)

The Enterprise should move quickly to protect the shuttle by keeping itself between the shuttle and the Klingon battlecruiser. Tractor beams should be locked on the shuttle to bring it aboard as soon as possible. (If a tractor beam is locked on, the shuttle can be brought aboard at the end of the turn. The rear deflector shield, however, must be down for the *entire* turn, thus leaving the Enterprise somewhat vulnerable. The rear of the ship need not face the shuttle to bring it aboard).

Of course, if Cyrano's ship is used to return to the Enterprise, the set of combat charts provided is used. Note also that the cargo pod of the Chameleon can be jettisoned and exploded. The hull of the cargo pod is lined with a reflective substance that, when scattered, acts as a sensor fooler, fouling sensor readings and making weapons lock-on impossible. This feature is Cyrano's special escape trick. The explosion (which takes place in any hex of the pilot's choice adjacent to the Chameleon will do no damage than to the pod itself), but will create an area of space that is temporarily opaque to sensors.

The pod explosion creates an area of three hexes (in a triangular pattern) full of the reflective substance. No line-of-sight for firing weapons can be drawn through these hexes, nor can a sensor lock be maintained on a vessel inside or behind this area. The effect lasts six turns.

The Chameleon is small enough to be brought aboard the Enterprise through the shuttle doors, as with a shuttlecraft as described earlier. The same saving rolls to escape enemy fire should be offered as well.



KLINGON LANDING PARTY

Statistics for Koloth appear in the rulebook for **STAR TREK: The Role-Playing Game** under Familiar Characters. The Klingon security forces are as shown there. The stats for the Klingon doctor and Klingon Geneticist are shown here.

KLINGON MEDICAL OFFICER

STR 65 END 65 INT 73 DEX 70
CHA 42 LUC 20 PSI 15
Significant skills:

Botany	40
Language (Galacta)	68
Medicine (Klingon)	72
Medicine (Human)	44
Zoology	37
Marksmanship (modern)	41
Pers. cmbt. (unarmed)	33

KLINGON GENETICIST

STR 60 END 55 INT 61 DEX 55
CHA 32 LUC 17 PSI 13
Significant skills:

Botany	63
Computer operation	55
Planetary ecology	32
Medicine (Klingon)	21
Zoology	66
Marksmanship (modern)	35
Pers. cmbt. (unarmed)	39

GRS17 PERSONNEL FILES

KELLY, Robert L. /civilian/Human, male/ Age 52
Administrator GRC17, Federation Science Council

STR 39 END 51 INT 66 DEX 34
CHA 79 LUC 57 PSI 27
Significant skills:

Administration	82
Computer operations	77
Gr. vehicle operation	52
Leadership	31
Negotiation/diplomacy	88
Pers. cmbt. (unarmed)	01
Marksmanship (modern)	04

Personal notes: A very competent administrator and negotiator, Kelly can be invaluable in an argument, but is useless in a fight, though he will try valiantly. He is amiable and easy to get along with.

LOCTRILL, D'vin (Ph. D.) /civilian/Andorian, male/Age 46
Chief researcher GRC17, Federation Science Council

STR 60 END 65 INT 84 DEX 43
CHA 64 LUC 30 PSI 28
Significant skills:

Computer operations	63
Medicine (Andorian)	18
Negotiation/diplomacy	01
Pers. cmbt. (unarmed)	15
Physical chemistry	72
Zoology	94

Personal notes: Dr. Loctrill is a hard-nosed, short-sighted researcher with a one-track mind. He will resist any attempt

to distract his work up to the limits of his authority and somewhat beyond. Though he will not betray the group purposely, his stubbornness can lead to trouble.

NAVARTI, Corie S./ Ensign/Human, female/Age 29
Security officer GRS17

STR 59 END 68 INT 77 DEX 91
CHA 74 LUC 42 PSI 12
Significant skills:

Ground veh. operation	82
Language (Klingonese)	88
Leadership	63
Medicine (Human)	21
Pers. weapons technology	78
Pers. Cmbt. (unarmed)	55
Marksmanship (modern)	69
Starship security	77
Zoology	12
Communications sys. tech.	31

Personal notes: Navarti is the newest addition to the station's crew, having been here only two months. She's just begun to be accepted as competent and useful by the Andorian researchers, who liked the old security officer because he was lax and easy to get around. Navarti has been trying to tighten up security. She finds Cyrano amusing, but is aware he is a blabbermouth. Navarti is proud of the job she's doing, and will resent any usurpation of her authority, especially if it is simply because she's a woman. Conversely, she will warm quickly to someone who asks her advice and treats her with the respect due her position.

OSTRANDER, Kal V./C. P. O./Human, male/Age 28
Station engineering officer GRS17

STR 67 END 42 INT 88 DEX 85
CHA 62 LUC 23 PSI 12
Significant skills:

Computer technology	94
Computer operation	69
Electronics technology	81
Ground veh. operation	44
Life support technology	66
Mechanical engineering	81
Pers. cmbt. (unarmed)	38
Marksmanship (modern)	22
Shuttlecraft pilot	49
Shuttle systems technology	31
Communications syst. tech.	66

Personal notes: Ostrander would have been promoted further by now if he weren't so bored with everything non-technical. He's a voracious reader of technical works and is an admirer of Lt. Cmdr. Scott's works. (If Scotty is along, Ostrander will stick close to him and be very anxious to show off in front of him.)

EVANOFSKI, Doris L. (M. D.)/Lt./Human, female/ Age 59
Medical officer GRS17

Significant skills:

Botany	89
Medicine (Human)	89
Medicine (Andorian)	62
Medicine (Vulcan)	40
Pers. Cmbt. (unarmed)	81
Planetary ecology	42
Psychology (Human)	61
Zoology	46

Personal notes: Evanofski (who insists on being called "Doc" or "Doc Doris") is an extremely competent doctor who prefers to project a folksy, "earth mother" image. She's fond of Navarti, and has taken the younger woman under her wing, so to speak. "Doc Doris" looks a bit chubby, but she's in excellent physical condition for her age, and can fight like a wildcat hand-to-hand. She never uses phasers or other deadly weapons — doesn't even know how to point one anymore! She is outspoken to the point of brashness, but is capable of great warmth and affection. No one at the station knows but Navarti, that Evanofski is holder of the Star Fleet Citation for Conspicuous Gallantry — a result of her participation in a dangerous space rescue operation.

DESTROY, Carver C. (Ph. D.)/civilian/Human, male/ Age 32
Zoologist GRS17

STR 55 END 55 INT 75 DEX 60
CHA 22 LUC 11 PSI 35

Significant skills: Botany 51
Pers. Comb. (unarmed) 22
Marksmanship (modern) 12
Planetary ecology 81
Zoology 83

Personal notes: Dr. Destry is quiet and retiring, usually taking a back seat to Loctrill. Despite this, he is a good scientist and will perform with surprising bravery in a crisis situation.

LANE, Daniel G./civilian/Human, male/Age 29
Junior zoologist GRS17

STR 69 END 44 INT 77 DEX 63
LUC 82 PSI 31

Significant skills: Personal cmbt. (unarmed) 16
Marksmanship (modern) 29
Zoology 66

Personal notes: Lane has been Dr. Destry's assistant for a long time. He is not fond of Dr. Loctrill, and has constant clashes with Dr. Trastan. Lane is impetuous and high-spirited.

TRASTAN, R'val (Ph. D.)/civilian/Andorian, male/Age 38
Associate geneticist GRS17

STR 65 END 60 INT 70 DEX 60 CHA 28 LUC 44
PSI 46

Significant skills: Botany 61
Planetary ecology 31
Zoology 77
Pers. cmbt. (unarmed) 31
Marksmanship (modern) 12

Personal notes: Trastan is strictly a yes-man and toady for Dr. Loctrill. If this on has ever had an original thought, it was lost amidst the foot-kissing.

LEON, Randolph Q./Petty Off. 2nd cl./Human, male/
Age 24

Maintenance specialist GRS17

STR 60 END 50 INT 52 DEX 45 CHA 36 LUC 77
PSI 10

Significant skills: Computer operation 44
Pers. cmbt. (unarmed) 38
Marksmanship (modern) 20
Carousing 66
Communications syst. tech. 53

Personal notes: As assistant to Ostrander and general station handyman, Leon is a good source of information on all the station gossip. He's friendly and likeable, and very approachable, especially over a tall, cool drink.

FEDERATION GENETICS RESEARCH STATION 17

Floor plan descriptions General vehicle hangar: Contains Cyrano's model KEF-82 gravcarrier and two AP-16 2-man gravsleds used for fast movement around the immediate area to check traps and experiments.

Surface operations ready room: Among other items are 20 life-support masks, a charging station for standard hand weapons (takes 1 minute — 6 turns — to charge a hand weapon), 10 communicators (useless on this planet) — these are still crated), 6 phaser I stunners (stun setting only).

Sick bay: 2 diagnostic beds, plus the usual assortment, as might be found on board a ship.

Chief researcher's quarters: Wall display of ceremonial Andorian weapons, none of which are really functional. Phaser I under pillow (fully charged).

Administrator's private office: Override key for security doors is hidden in a secret desk compartment. (INT save at a 30-points penalty required to find.) The key will open any security door in the building.

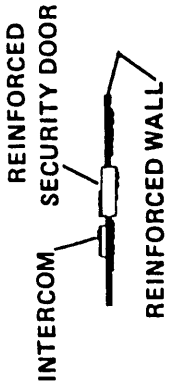
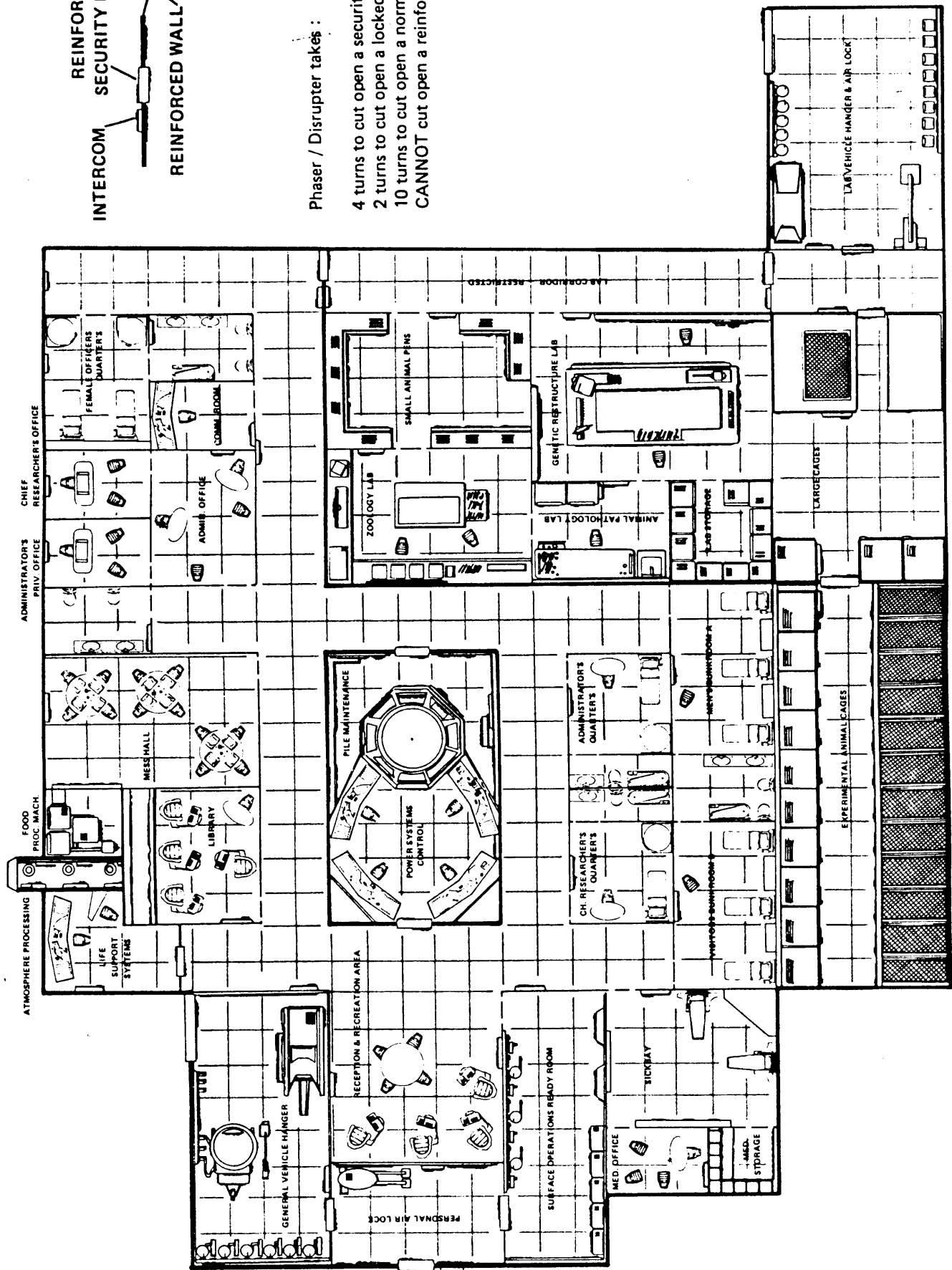
Power system's control: Power controls for all systems. Security doors cannot be overridden from here!

Small animal pens: 1 blue dervish, 20 white mice, 6 rhesus monkeys, 2 hummers (soundproof cages), 4 pop lizards, 4 Hindenburg rollers, 10 tribbles, 4 false tribbles in well-marked cages.

Zoology lab: 1 cage with 3 false tribbles, and 1 sound-proofed cage with 1 hummer.

Animal pathology lab: Dissection equipment.

Lab storage: 4 phaser I stunners (charged — stun only), 16 doses each light, medium and heavy sedatives for use on animals. (Will work on any humanoid species like Humans, Vulcans or Klingons.)



Phaser / Disrupter takes :
 4 turns to cut open a security door.
 2 turns to cut open a locked sliding door.
 10 turns to cut open a normal wall.
 CANNOT cut open a reinforced wall.

Genetics restructuring lab: Radiation inducer gun (on gimbals: Can be focused upon any point in room). This item is usually used on low power, but can be overloaded for a single burst that does 6D10 burn damage to anyone in any 4-square area. It has a radiation poisoning effect when used in this manner that will affect anyone in the room not protected with an anti-radiation suit. This form of radiation poisoning causes the victim to take 1D10-2 points of damage per turn until the radiation sickness is neutralized by Hyronaline or other anti-radiation sickness drug. There are 6 anti-radiation suits in a cabinet in this room.

Large cages: 6 red dervishes, 6 blue dervishes, 2 blade barnacles, 16 hummers (in one soundproofed cage), 6 Hindenburger rollers

Experimental cages: 6 blue dervishes

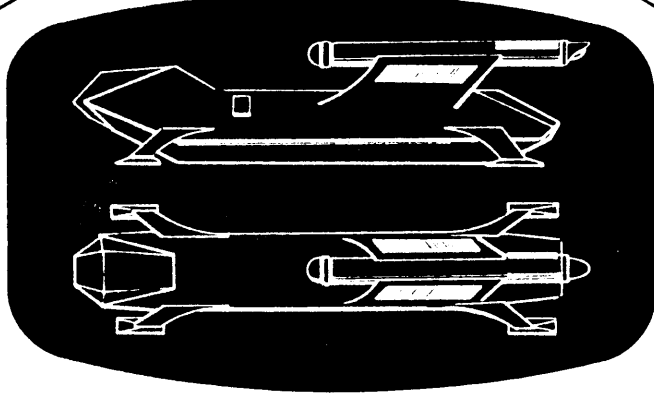
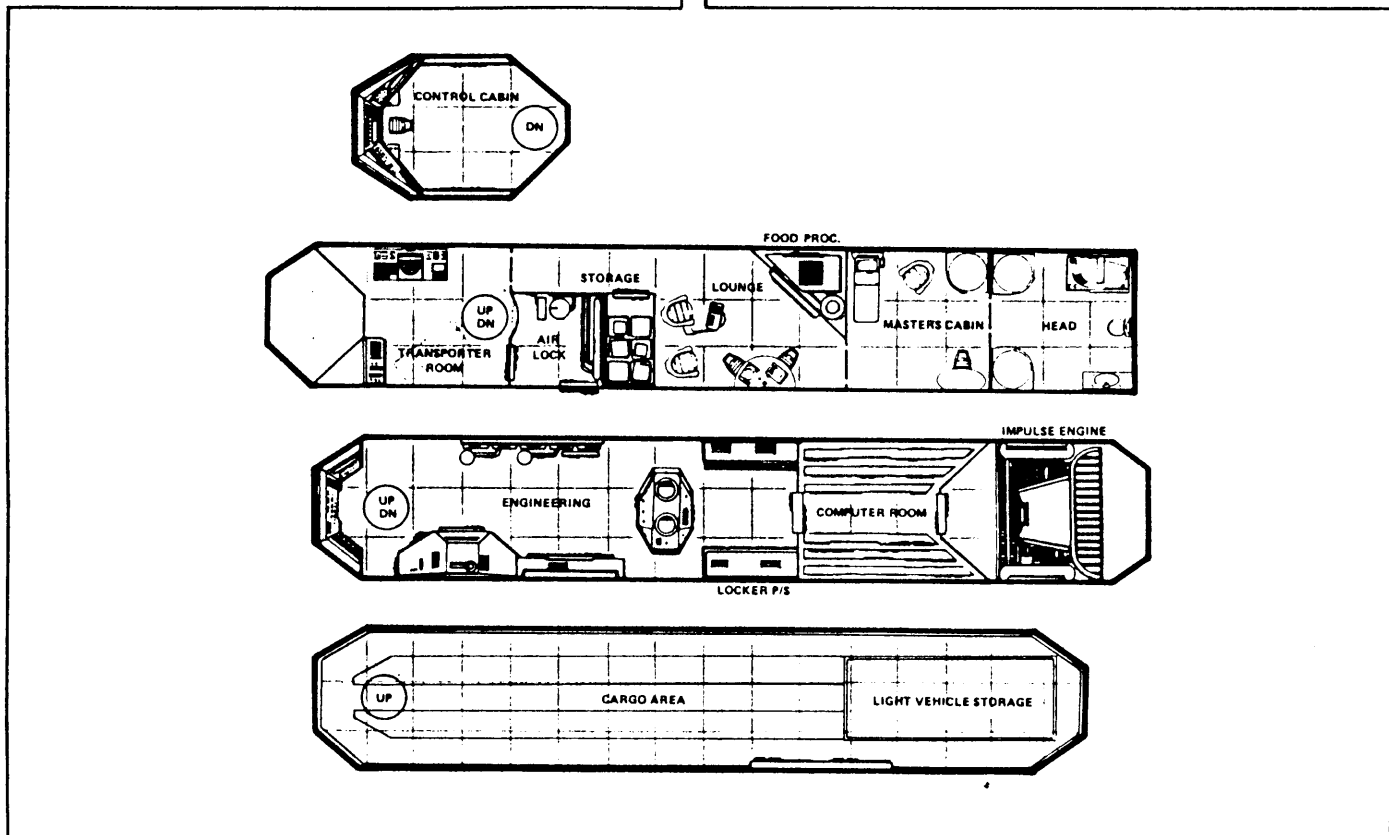
Lab vehicle hangar: 1 KEF-82 gravcar (with rear passenger seats removed to provide more cargo space), 2 AP-16 2-man grav sleds.

Female officer's quarters: 1 phaser II (fully charged) in Navarti's bureau drawer (locked - Navarti has the key).

CHAMELEON

Master & Owner: Cyrano Jones
Purpose: Planetary Scouting and light cargo

Weight: without cargo module	2000 metric tons
with cargo module	2750 metric tons
Standard Range:	2 years at LVV
Max Safe Crs Speed:	WF3 (with module)
	WF5 (no module)
Emergency Speed:	WF6 (with module)
	WF8.5 (no module)
Weaponry:	none
Length:	32 meters
Breadth:	10 meters
Height:	10 meters
Crew:	1

ANIMALS OF ALEPH III

GAMEMASTERS: The wierd nature of Aleph III's animal life lends itself to trying out the extensive alien animal creation rules in **STAR TREK: The Role-Playing Game**. The following creatures are only the beginning. Feel free to add any fiendish creations of your own, bearing in mind that the animals of Aleph III should be *dangerous*. Don't create such incredible creatures that the party is quickly killed off. The red dervish should be about the most vicious killer you have. Some lesser predators and annoying (but not particularly life-threatening) creation like the hummer could easily be added for extra play value. Remember that a few examples of each type of animal would probably be in the station's collection. Also, some of the animals you create should have a feature that makes them of interest (like the dervish's natural stimulant hormone). Have fun creating new creatures to befuddle the party!

RED DERVISH

Carnivore/mammal/medium

AP 18 DAMAGE 1D10+2 ARMOR 1 pt.
STR 43 END 48 DEX 85 MNT 3

Tripedal mammal with reddish fur and three mouths, each on a 1 ft. long stalk, mounted on an inverted-cone-shaped body. The red dervish moves by spinning rapidly, and attacks anything that moves. (An immobile character will not be attacked if the dervish has not already seen it move this encounter...) It spins up to its prey at high speed and rotates in place, ripping with its sharp-toothed mouths. Dervishes are absolutely fearless, never running from prey. (Exceptions: see Blade Barnacle, Hummer.)

BLUE DERVISH

Herbivore/mammal/small

AP 20 DAMAGE 1D10-3 ARMOR 1 pt.
STR 23 END 28 DEX 91 MNT 3

Genetically reengineered version of the red dervish, produced by the laboratory because the dervish produces a hormone which is a fantastic natural stimulant. (Effects of dervish hormone on humanoids are like a heavy stimulant, but with after-effects and saving throws like a medium stimulant...) The blue dervish produces more hormone (and is faster and more agile because of it), but is much less dangerous. Unlike the larger version, the blue dervish is afraid of everything, and will not let anything or anyone approach closely if it can get away. The blue dervish has been introduced into the planet's ecology on an experimental basis, so some can be found in the wild state.

BLADE BARNACLE

Herbivore/mollusk/medium

AP 2 DAMAGE 2D10 passive (rough contact)
ARMOR 10 pts. STR 44 END 54 DEX 22
MNT 2

This creature, when immobile, looks like a large, rough-surfaced rock. It moves slowly on twenty small legs on its underside and feeds on plant life which it crushes under its heavy body. If approached, it settles on its rough shell to the ground and extends hard, incredibly sharp ridges that cover its upper surface in a radial pattern. Any-

thing touching this surface roughly takes 2D10 damage from sharp edges. Otherwise, the blade barnacle is fairly harmless. The barnacle looks a lot like a rough boulder when immobile, and has developed its protective features to shield against such vicious predators as the red dervish.

HUMMER

Herbivore/avian/small

AP 10 DAMAGE 1D10-3 ARMOR none
STR 14 END 15 DEX 38 MNT 3

The hummer is a flightless ground bird like a small road runner. It has no special attack forms (other than a rather ineffectual pecking attack) and no armor. It defends itself rather well nonetheless. The bird gets its name because it has a set of vibratory organs (like simple vocal cords) under a wattle of flesh behind its head. The hummer uses this organ to make a warbling, humming sound that is extremely irritating to most forms of life that hear. Most life forms will not willingly stay around a hummer because their sound affects them like fingernails drawn across a blackboard! (Lab specimens are stunned at a distance and silenced in soundproofed cages). Any creature within hearing of a hummer (about 30 meters) must save vs. INT each turn or run away, unable to stand the sound. (Animals run automatically, unless very highly motivated!) Hummers are being studied for the unusual effect their sound has on the nervous system.

POP LIZARD

Carnivore/reptile/very small

AP 12 DAMAGE 1D10+1 ARMOR 1 pt.
STR 25 END 15 DEX 82 MNT 3

The pop lizard looks more like a thin starfish or octopus. It has 5-10 arms extending radially from its body. The body sports a round mouth with lots of little sharp teeth. The pop lizard buries itself just below the surface and waits for prey. When it feels the vibrations of movement above, it pops up, wraps its arms around the prey (or fastens on with grippers along the edges of the arms), and starts chewing. It would have a hard time chewing through a boot, but it will manage it in 11-20 turns (1D10+10) if not killed, stunned or otherwise removed. It can't be just pulled off by hand, as it will then grab the hand and start chewing!

TRIBBLE

See listing in the animals section of **STAR TREK: The Role-Playing Game**.

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Herbivore/mammal/very small

AP 6 Damage 1D10+3 (touch) ARMOR none
STR 5 DEX 5 END 5 MNT 1

The false tribble looks and acts just like a normal tribble (though it does not make the distinctive purring sound). If attacked, bitten by an animal, or even just touched, the false tribble's silky fur stiffens into razor-sharp stiff fibers, which do 1D10+3 damage. The scientists are studying the false tribble to learn about the structure of its razor-like fur.

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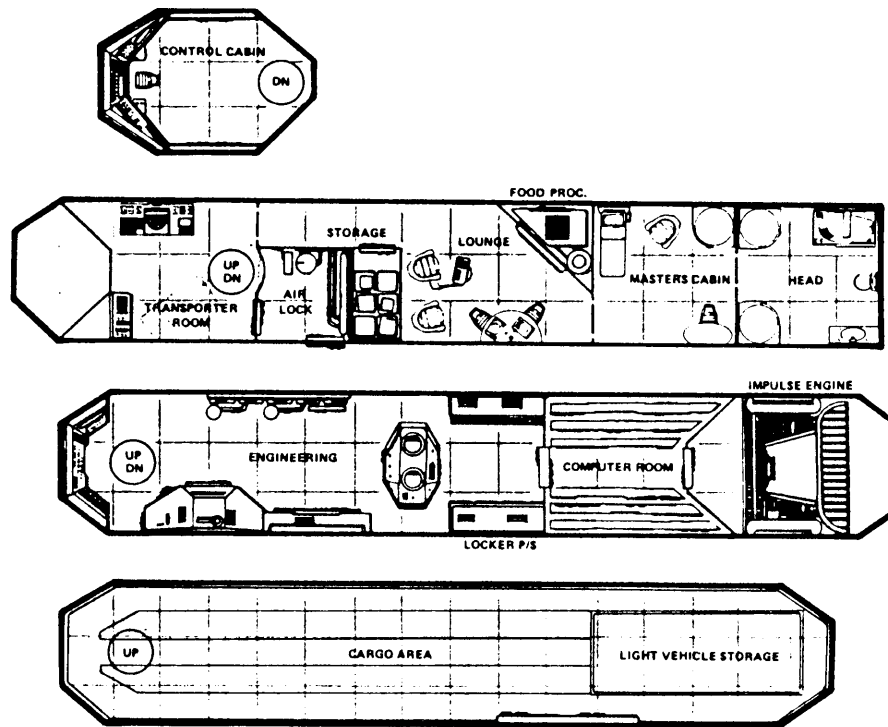
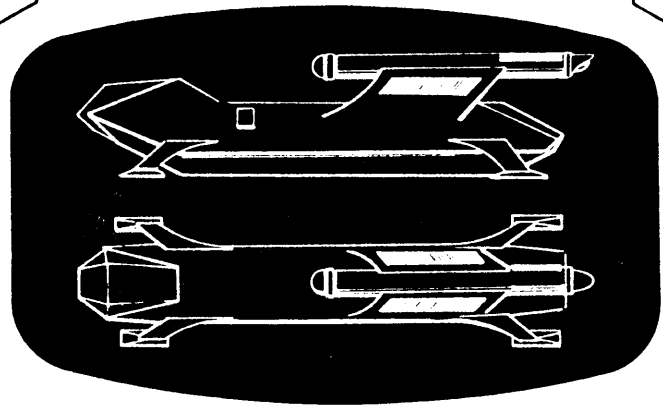
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HUGGER GRASS

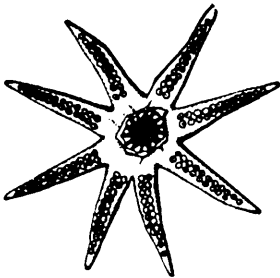
(This is a plant, not an animal, but why quibble). A fibrous grass-like ground cover that can grow up to waist-high in some places. When disturbed by the presence of a moving object, it will cling to that object, wrapping itself around it. The surface of this plant is covered with microscopic hooked fibers (like a natural form of Velcro) that catches in hair or clothing and makes the tough fibers hard to strip off. A figure must make a STR saving roll immediately (if the grass is waist-high). If the roll fails, the figure is held fast, unable to pull free. Hugger grass is sensitive to heat, and applications of heat (like a wide-angle phaser beam on a mild heat setting — too mild to hurt a person) will cause the grass to release itself and withdraw. It will then remain dormant ("stunned") for 1D10 turns until it recovers.



Red Dervish



Blade Barnacle



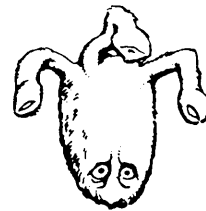
Pop Lizard



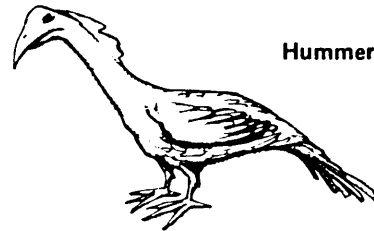
Hindenburg Roller

HINDENBURG ROLLER

The Hindenburg roller has developed a unique form of locomotion into an even more unique form of self-protection. The roller is a small bag of gas, self-inflated as it processes water into oxygen and hydrogen. (Hydrogen is used for inflation and the oxygen is breathed in and then expelled). The roller doesn't hold enough hydrogen to become lighter than air, but it does get somewhat buoyant. It releases the gas (and its breathed-out oxygen) through small ports all over its body, coordinating the gas jets to send it rolling rapidly along the ground. The gas explains also why the roller is avoided by most carnivores. If a roller is punctured or damaged, its abraded scaly outer skin strikes a spark and the roller explodes, doing 2D10 damage to the attacker. (Anything else within 2 meters takes 1D10 as well.) Any beam weapon attack, including phaser stun, will have the same effect. The station's scientist capture rollers with special live traps.



Blue Dervish



Hummer



Tribble



False Tribble



Hugger Grass

