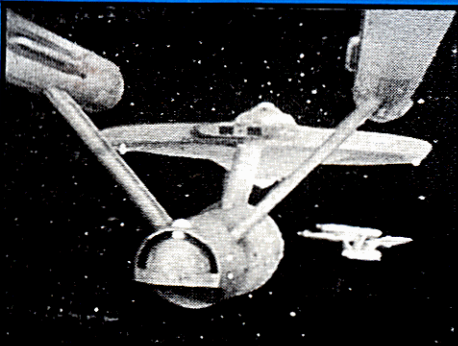


STAR TREK™

THE ROLE PLAYING GAME

ADVENTURE BOOK



Ghosts of Conscience

Again, Troublesome Tribbles



In The Presence of My Enemies



Space ... the final frontier.

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worlds, to seek out new life and new civilizations
to boldly go where no man has gone before...*



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Ghosts of Conscience

WARNING: The material in this adventure scenario description is intended for use by gamemasters. In the interest of fairness and maximum enjoyment, do not read this material unless you intend to act as gamemaster for this adventure!

THE ADVENTURING GROUP

This adventure should be undertaken by the crew of a Constitution-class starship (either the U.S.S. Enterprise or one of her sister ships). Since most of the action takes place on board another ship of this class, use of the deck plans for the Constitution class is required. These plans, in miniature form, are part of the boxed set of **STAR TREK: The Role-Playing Game**. They are also available, sized for counters and 15mm miniature figures, separately from FASA. Use of the larger, more detailed plan set is helpful for combat situations.

NOTE: The ship involved in this scenario can be any Constitution class vessel. Where the text refers to the Enterprise, substitute the ship you are using. Certain aspects of this adventure will have special meaning for the Enterprise crew, however. If your campaign has established the U.S.S. Hood as your base of operations, feel free to change the trapped ship's name as well.

BACKGROUND

The captain of the U.S.S. Enterprise receives a set of sealed orders at Starbase 11. He is instructed to take his ship and proceed "with all possible haste" to a set of coordinates. Upon arriving, the sealed orders are to be opened and followed to the letter. The coordinates given do not correspond to any known star system, and are deep in unknown space. Actually, the coordinates do not refer to a single point, but to a course that the Enterprise must match at a certain place and time, leading the captain to believe that they are being sent to intercept some sort of moving object.

The Enterprise must proceed at Warp 6 for 5 days to reach the coordinates provided at the correct time.

DEEP IN UNKNOWN SPACE

As the coordinates in question are approached, long-range sensors indicate the presence of a highly unusual gravitational anomaly. If the captain is a non-player character, he will open his sealed orders at this point, but leave it up to the captain what to do, if he/she is a player character. If the orders are opened, give the information in that section to the captain. If not, the helmsman must attempt a saving roll on the Starship Helm Operation skill. If the roll succeeds, the ship is barely brought into the

proper course, despite a rapidly shifting set of gravitational stresses and a strange rotating magnetic field. If the roll fails, the coordinates are missed by a fraction because of the unexpected gravity shifts, and the ship takes damage from the unknown forces. (If the sealed orders were opened immediately, the captain is warned about what she/he is facing, and the helmsman needs make no saving roll).

If the ship takes damage as above, locate damage in a manner similar to ship combat. Roll 1D10 on the following table:

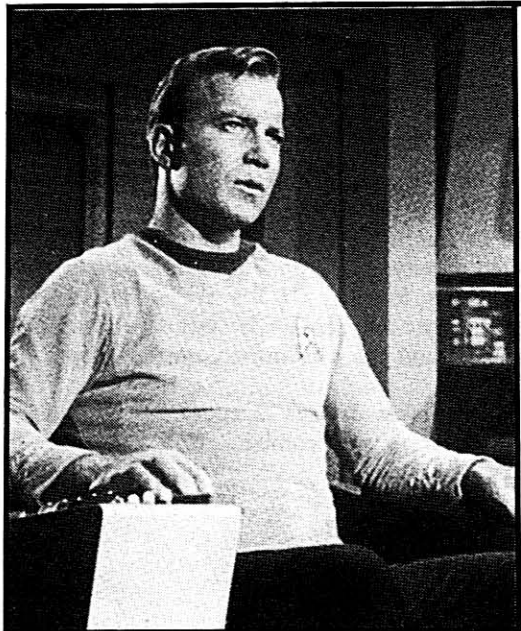
- 1 = Forward
- 2 = Starboard/forward
- 3 = Starboard/aft
- 4 = Aft
- 5 = Port aft
- 6 = Port/forward
- 7-10 = Roll Again

The ship takes damage, as if it had been hit for 1 point of damage on this side with shields **DOWN**. (Whether shields were really up or down is unimportant, as they do not protect against gravity stresses).

Make one damage roll as above for every 10 points (or fraction thereof) the Helm saving roll was missed by. Thus, if the helmsman has a Helm skill level of 45, and rolls a 72, make three damage rolls. Once the damage rolls are made, the helmsman is able to bring the ship around precisely where it should be, slipping into course and speed as provided by Star Fleet.

The crew will find that they are now trailing a true astronomical wonder. A pair of neutron stars — dense spheres of neutronium — orbit each other in a whirligig dance. As they rotate, they are moving rapidly throughout this previously unexplored section of the galaxy. Indeed, their projected course will not take them any closer to the Federation, nor anywhere near any other major spacefaring civilization.

The whirling neutron stars are responsible for the wild gravitational fluctuations. Now that the phenomenon is known, the helmsman can easily correct for the changes, especially at this distance. Harder to handle are the shifting lines of force of the stars' magnetic fields, which will jam all subspace radio transmissions and make sensor readings difficult. Despite this, long range sensors get a fuzzy reading indicating a ship may be trapped in the center of the spinning system itself. At this point, if the sealed orders have not yet been opened, they should be examined by the captain. The text of these orders is noted below.



STARDATE 7662.4
UNITED FEDERATION OF PLANETS
STAR FLEET INTELLIGENCE CORPS

TOP SECRET

TO THE CAPTAIN OF THE U.S.S. Enterprise:

On Stardate 7636.2, the starship U.S.S. Hood was ordered to your present coordinates on a top secret mission to investigate the astronomical phenomenon of two rotating neutron stars, first reported by a Federation scout in this area. Using instruments provided to them by Star Fleet Intelligence, plus their own ship's sensors, they were instructed to obtain information about the magneto-gravitic structure of the system, and how it affected the fabric of space in this area.

It is believed by a number of Federation scientists that such a series of magnetic/gravitic effects can create — under the proper conditions — a time/space interphase, such as that experienced by the starship U.S.S. Enterprise near Tholian space on Stardate 5693.4. DESIGNER'S NOTE: See the episode *The Tholian Web*. A greater understanding of this effect is considered to be of vital importance.

At some time during their observations, the Hood became caught in the gravitational field of the system and was drawn in. Before they were trapped, they managed to launch a message buoy. The buoy transmitted the news of their plight by subspace radio once it was out of the system's magnetic field. Security restrictions made it impossible for them to send back their gathered data in this manner, however.

The crew of the Enterprise is instructed to move the ship close enough to the rotating stars to locate the Hood. If possible, they are to beam aboard a party of volunteers to recover coded records from the Engineering, Medical, Life Sciences, Physics and Chemistry departments, plus

important summaries to be found in the possession of the ship's captain. Computer codewords for retrieval of this Top Secret data are provided with these orders.

According to the data provided with the Hood's message, the ship was likely to be drawn into an interphase area believed to exist at the center of formations like the one they were observing. The Hood was provided with drugs devised to combat the madness-inducing effects of close proximity to an interphase area, but the Hood reported that such drugs were proving to be less effective as duration close to the phenomenon increased. Thus, though survivors on board the Hood are unlikely to exist, such survivors are to be considered dangerous and are considered expendable.

Individual crew members of the U.S.S. Enterprise are also considered expendable, but the information MUST be retrieved and returned to the Intelligence Corps officer at Starbase 11. Thus, the survival of the Enterprise is of primary importance, as it is the only capital ship capable of such a mission presently in the quadrant and near enough to help.

Once the information is retrieved, the Hood is to be destroyed by the Enterprise, for security reasons.

Again, drugs for combating the detrimental effects of interphase have been provided in sealed containers in the Enterprise's cargo holds. These drugs should be administered to all personnel aboard, with heavier doses given to the volunteer party aboard the Hood. We warn again that the drugs begin to lose effectiveness after a time, so haste in accomplishing the mission is advised.

Retrieval of the necessary data is considered the top priority by this office. Details of the mission are to be provided to the crew only on a "need to know" basis, at the discretion of the captain. The retrieval party is to be all volunteers, but it is recommended that at least one medical officer, one astrophysics specialist (perhaps the science officer), and one engineering officer be present. In addition, security regulations require the presence of at least one security officer above the rank of Lieutenant J. G.

(signed) Admiral J. L. Kilgore
Star Fleet Intelligence Corps
Starbase 11

FILE INFORMATION

The captain and members of the landing party will certainly wish to consult the files regarding the Enterprise's earlier experiences with an interphase phenomenon. (The episode *The Tholian Web* presents this mission's results). The following notes can be called up from the computer files, for use in briefing the characters (particularly if they are NOT Enterprise crewmen already familiar with the situation). Players who are not familiar with the episode in question will especially need to see this information.

INTERPHASE: This phenomenon has been described as a "flaw" in the fabric of space-time. It is a pocket outside of known reality — perhaps a doorway to alternate universes. Such an area has only been closely observed once, in an area on the fringes of Tholian space, by the crew of the U.S.S. Enterprise. At that time, the interphase area was in deep space, apparently a natural phenomenon. It is believed by Star Fleet astrophysicists, however, that such an area could be created artificially by rapidly shifting gravitic and magnetic fields of great strength.

When in the close proximity of an interphase area, the synapses of the brain seem to be subtly affected. Sensory distortion results after a time, leading eventually to madness, with the victim most often becoming violent — even homicidal. Drugs have been developed that inhibit this effect, but these drugs lose their effectiveness after a time.

Within the actual interphase area itself, an object is caught between universes. Any use of large amounts of power (including the use of beamed weaponry and warp drives) disturbs the interphase area, and may cause objects to shift back and forth randomly between universes. Such objects may appear and disappear at random, or appear only as ghostly images.

APPROACHING THE HOOD

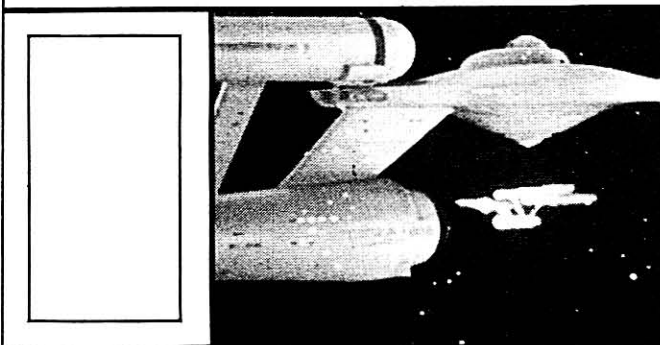
As expected, the ship trapped at the center of the interphase area is indeed the Hood. Sensor readings taken at the time of the Enterprise's arrival indicate that it shifted momentarily into the "other" universe beyond the interphase momentarily at that moment. (This was probably due to the effect of the Enterprise's warp engines). If not further disturbed by warp power or weapons fire, the computer projections indicate that the Hood will remain stable for 5 hours before shifting again. This gives the Enterprise party a "window" in which to operate.

To beam over a party, the Enterprise must approach closer on impulse power only. At the moment of closest approach, there will be one chance to transport. (Therefore, the party can be no larger than seven people — no more can be transported by one location at once safely by the more reliable standard transporter). The Enterprise then withdraws outside of transporter range for three hours. At the end of this time, it will make a second close pass, beaming aboard the party. Communicators will not penetrate the magnetic interference to contact the ship (though they should work for communication among

landing party members on the Hood), so the characters must be gathered at one predetermined location (the bridge is suggested) for beam up at the end of three hours.

If the rendezvous is missed by one or more, the Enterprise will have time for one more pass one hour later, beaming up any stragglers who have reached to drop into the other universe, never to return. By that time, the Enterprise should have retrieved the landing party and set course for home.

Each approach attempt is tricky, requiring split-second timing and great skill at the helm. Gravitational gradients shift quickly, and sensors are of limited help in compensating for these gravitational shifts, due to magnetic sensor interference. For each approach, require a saving roll as before on the helmsman's Starship Helm Operation skill. Failure means the helmsman has misjudged the approach slightly. Damage is taken from gravitational stress. Roll once for damage as before, as if struck by a weapon for one point of damage with shields down. If the damage result calls for bridge personnel to be shaken about, consider that the transporter room people were shaken as well. No attempt to transport can be made in this case, and it will take 30 minutes to reposition for another try.



THE RETRIEVAL PARTY

Sensor readings are fuzzy, but they indicate that the Hood is basically structurally sound and has an atmosphere. There is no power being produced by the warp engines, but it is possible that impulse power will still be running lights and routine services. Considering that the Hood has been here at least 8 days, it is unlikely that any survivors will be encountered. To be on the safe side, however, the captain (or whoever commands the party) will certainly wish to issue phasers — perhaps Phaser II.

The information to be retrieved will be in the ship's computer, but each part can only be accessed at one certain location, with a special set of codewords provided with the sealed orders. These locations are:

- Special Studies Lab - Deck 3 - Primary Hull
- Primary Hull Engineering Section - Deck 6 - Primary Hull
- Main Medical Lab - Deck 7 - Primary Hull
- Main Engineering Section - Deck 16 - Secondary Hull
- Botany Section - Deck 18 - Secondary Hull

Before the retrieval codewords will work, however, a special override program must be initiated from the bridge computer station. Thus, it is probably easiest if the retrieval team is beamed to that location. This, of course, is entirely up to the team's commander or the captain.

In addition, the team is to retrieve the summaries and personal notes made by the Hood's captain. Security procedures would call for this information to be stored separately from the computer, on a memory ship which would most likely be kept in the safe in the captain's cabin on deck 5 of the primary hull.

THE WRECK OF THE U.S.S. HOOD

When the retrieval party materializes, they will find the Hood a darkened, empty derelict. Only the emergency lighting systems are operating, making the rooms and corridors gloomy chambers. Most rooms are a shambles of broken instruments and corpses can be found in the corridors. Almost all have died violently. Crewmen and women will be found murdered — by each other.

It should become apparent to the party after visiting a few areas that there are quite a few less bodies than there should be! Don't up and tell them this — let them infer it from your descriptions. For instance, if they beam in on the bridge, point out off-handedly that only a few bodies are there. Corridors will have a body or two here and there, but most staterooms and small areas will be empty. If someone in the party gets suspicious and starts paying attention to the number of bodies, you may then confirm that the ship does seem to be somewhat emptier than it should.

When the players start to move about the ship, they will soon learn what happened to the crewmen who are missing. Each time a new major area is entered (like a lab, engineering section, bridge, etc.), or every 5 minutes of real time, roll 1D10, and consult the following table for results.

1-5 Nothing happens

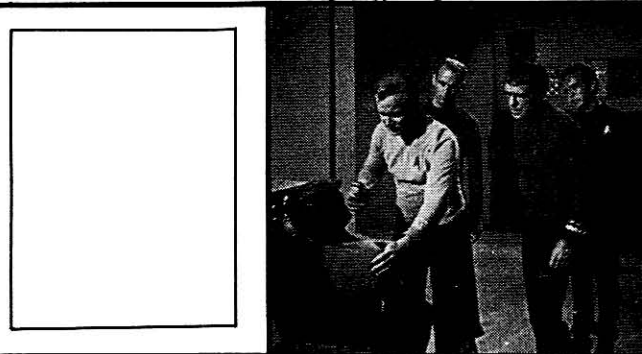
6-7 A member of the party (determine randomly) glimpses movement out of the corner of his/her eye. Investigation reveals nothing. After a few such incidents, characters will begin to make out momentary flickers of ghostly images of people.

8 A ghostly image appears in full view, lasting for several seconds before vanishing. Each image should be of a different person or group of people. The people are wearing Star Fleet uniforms and seem to be in distress or torment. Groups may be fighting among themselves. Use your imagination and give vivid descriptions. Some of the "ghosts" may see and react to the party (violently), but they can neither be touched nor heard - only seen.

9-10 Another ghostly image (or images) appears. (Roll 1D10-5 for the number of figures, with a minimum of one). They can see and react to the party.¹ They will flicker momentarily, then suddenly become solid! The party will be immediately attacked by the insane crewpersons! (See notes on combat situations below . . .)

The best approach is NOT to roll the first few such encounters, giving the characters a chance to build some caution (and get very, very nervous!) Let them notice a couple of movements (as in 6-7 above) first, then actually see a figure clearly (as in 8 above) before starting to roll randomly. If the gamemaster desires, he/she can simply make up ALL the encounters as they become dramatically desirable. There is nothing inherently unfair about this approach to these encounters IF AND ONLY IF the gamemaster realizes that her/his aim is NOT to kill off players, but to give them a challenging, exciting game! If you have any doubts about your motives, use the random table.

The special locations where information must be retrieved from computer terminals are noted below, along with little problems they may encounter in certain areas. Feel free to leave out some of these hazards, if you think they will prove too difficult for your party. If things are going too smoothly, devise additional hazards to restore game balance.



SPECIAL LOCATIONS — U.S.S. HOOD

TURBOELEVATORS: These aren't working anywhere on the ship. There's nothing wrong with the systems, but one insane crewman accidentally threw the main switch-off in the elevator repair room on deck 6. (The party won't know that, of course, though a cursory examination of the circuitry by someone with the general engineering skill will reveal that the elevators have been turned off, probably in the maintenance ship). The players could go there and turn them back on, and the gamemaster should allow this if they want to do so. It would probably be just as fast, however, to simply use the gangways and stairs. (See notes on moving about the ship presented just after this section).

BRIDGE: As stated earlier, there are only a few crewmen here. It looks like those whose bodies remain had a great battle. Consoles have been smashed with heavy objects and bodies are sprawled awkwardly. The computer console at the science officer's station is broken, thanks to a swung chair. If inspected by someone with 10 or above skill level in Computer Technology, it will be found to be repairable. One attempt at a saving roll on that skill may be made each 10 minutes of the game time. Success means the computer is repaired enough to give the codewords that free the other stations to release data when requested.

SPECIAL STUDIES LAB (D3 PRIMARY): This is the lab where most of the research was coordinated. There are two dead crewmen here who apparently killed each other. The computer terminal is intact, though. When the information is requested and codewords given, it will be transferred to a memory chip, which will then pop out of a slot. At the same time, the information will be scanned on a small viewscreen. (This will be true at each location where information is requested).

If the players wish to look at the information readout on the screen, it will zip by too fast for detailed reading. They will get the general drift of it, though, and discover the real purpose of the Star Fleet Intelligence Corps' interest in the interphase phenomenon. The intelligence corps intends to use the information in attempts to create an interphase condition under controlled conditions, with an eye toward making a weapon out of it.

An "interphase gun" would be a powerful weapon, indeed, capable of making an entire ship — perhaps a whole fleet — vanish out of space/time altogether! The reasons for tight security are immediately obvious.

CAPTAIN'S CABIN (D5 PRIMARY): The door into this area will not open normally and must be cut through with phasers. (This will take about 10 minutes, and will drain one phaser entirely — these doors are reinforced! Of course, there are plenty of phasers around on the bodies of security men and in the armory. It is possible the players will not think of this, and the gamemaster should not point it out if they forget!) Once inside, they will find that the door mechanism has been deliberately jammed from the inside. The body of the ship's commanding officer, Captain Hugo Revere, is slumped in a chair at the computer console, his hand resting on a memory chip near the readout slot.

If the tape is played, it proves to be Capt. Revere's final log entry. He is responsible for the ship still having impulse power for lights and routine systems. He explains how he jammed the door when the rioting got out of hand to protect the main power busses, having observed that the maddened crewmen did not have enough sense remaining to make an organized effort with phaser to cut through the door. He knew someone would be sent to retrieve the data, and saw to it that the ship's power would still be on when they arrived. He further explained that he has taken poison from the sick bay stores, to insure he will not go mad and undo the protective measures he has set up. Revere also reveals the combination to his safe in his cabin, which contains the all-important summaries and other notes on a data chip.

Capt. Revere's last words are especially revealing; "I have performed my duty, as you who listen to this must perform your own. This duty has cost the lives of over four hundred fine men and women — my comrades and friends. I pray that, if this terrible new device is ever constructed, it will be controlled by far wiser men than those who sent us on this god forsaken mission in the first place. Let their ghosts be your conscience. The best of luck to you, wherever you are. Carry out your orders. Revere out."

The information can be retrieved from the computer with no difficulty, dispensed as a data chip. If scanned, this data reveals a lot of technical information, but nothing particularly interesting.

MAIN MEDICAL LAB (D7 PRIMARY): This is a particularly gruesome area. Throughout sick bay, doctors and nurses have turned surgical instruments on each other or on themselves. The information in the computer is intact and can be retrieved as a data chip and scanned. In his report, the medical officer notes that he is doubtful current ships could carry adequate shielding against the effects of the interphase to make its use as a weapon practical. A personal note appended to the information soundly denounces the whole idea as "stupid and totally without merit", and "contrary to everything Star Fleet stands for".

MAIN ENGINEERING SECTION (D16 SECONDARY): This place is a total ruin, with warp power completely shut down and consoles smashed beyond repair. Miraculously, the computer console itself still works, albeit a bit sluggishly. A saving roll on the computer operation skill must be made successfully to get the information transferred to a chip. (If the first attempt fails, an attempt may be made every 10 minutes until success is gained).

If the information is scanned, it will reveal the chief engineer's observation that the power required for such a weapon is far beyond what any ship currently existing can produce, approaching that generated by a major industrial world.

BOTANY SECTION (D18 SECONDARY) This is more of a garden than a lab, but there is a small terminal where the information can be obtained. Nothing particularly useful will be learned by scanning the data as it is loaded onto a data chip.

MOVING ABOUT ON THE U.S.S. HOOD

Since the Hood is virtually identical to the ship your player characters serve aboard, there should be no secret about where things are and how to get there. With the turboelevators out, it will take time to get around, but that is all.

The simplest method of playing out the scenario is to lay the deck plans for the Constitution-class cruiser out in front of the players and let them show you where they want to go. The CHARACTERS know quite well where any major section of this ship is located, even if the PLAYERS are new and not familiar with the plans. Help them out when they ask directions to a particular place common to all ships of this type. For specific data about things unique to this ship, they may want to consult any computer terminal for information, but don't help them unless they do.

Have them show you the route they will take to go from place to place, but don't make them move it out in combat turns until you determine something unusual (like a combat encounter with crazed crewmen) is about to occur. Let them examine the maps as much as they want — this is a familiar type of ship, and not a labyrinth.

COMBAT ENCOUNTERS

When ghostly figures start showing up, the players should start to worry. Even so, the first time one becomes solid and attacks, they may be surprised. Crazy crewmen will not use phasers and such, or exhibit any coherent strategy or cooperation. Still, they will fight in a "berserk" fashion, ignoring normal rolls for unconsciousness until the unconsciousness threshold is passed.

For simplicity's sake, don't try to roll up statistics for each crewman or crewwoman that pops up. Instead, use the following statistics, which have been modified to allow for berserk rage and lack of intelligent strategy.

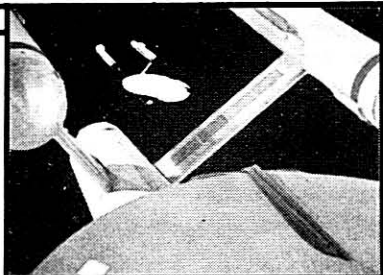
STR 70 END 50 INT 20 DEX 50 CHA 30 LUC 40 PSI 0
PERSONAL COMBAT (unarmed): 20

Some crewmen will pick up heavy objects, others will just go into hand-to-hand combat. Note that they are likely to attack each other as well as the party, although the more unfamiliar party will be the main target.

Though the Hood is primarily crewed by humans, throw in an occasional non-human crewperson, modifying the statistics above using the racial modifiers noted in the section of the rules on creating characters.

Each time phasers are used on board (against crewmen, or as a cutting torch) roll 1D10. On a roll of 1 or 2, the ship lurches and flickers in and out of existence momentarily, indicating that the use of phasers is disturbing the interphase. No other effect is created by the use of phasers, but the FEAR of disturbing the interphase will probably cause players to limit their use of phasers, evening the odds somewhat against crazy crewmen.

Also remember that crewmen can phase OUT of this universe as easily as IN! For each turn of combat, roll 1D10 for each insane crewman. On a roll of 1, that crewman flickers and fades away! (The truly vicious game-master could require players to make a LUC save each time they disturb the interphase with phaser fire. Failure would cause that crewman to flicker in and out of the "other" universe beyond the tear in space-time. A second LUC save attempt would have to be made immediately. If that one succeeded, the player remained in this universe. If it failed, the player was lost into the other universe. This is not recommended by the designers, though it is a realistic possibility, as we dislike killing off player characters through no fault of their own. Use your own judgement, based on how loud your players are likely to howl if an important character is lost.



ENDGAME

Once the information is gathered from terminals all over the ship, the characters should meet in the pre-designated area for beam up on schedule. While they are waiting for pickup, throw one last encounter at them.

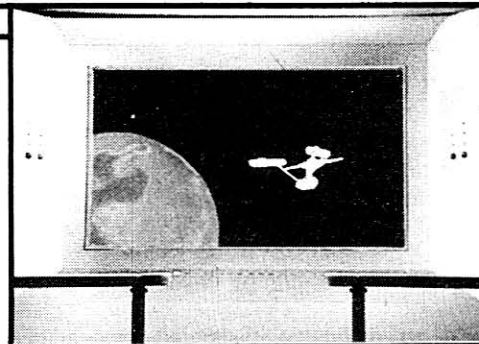
The ship flickers briefly, and suddenly a number of crewmen blink out of nowhere. (Choose the number of attackers for play balance. There should probably be about the same number as there are members of the retrieval party). These crewmen attack, very near to the time for pickup.

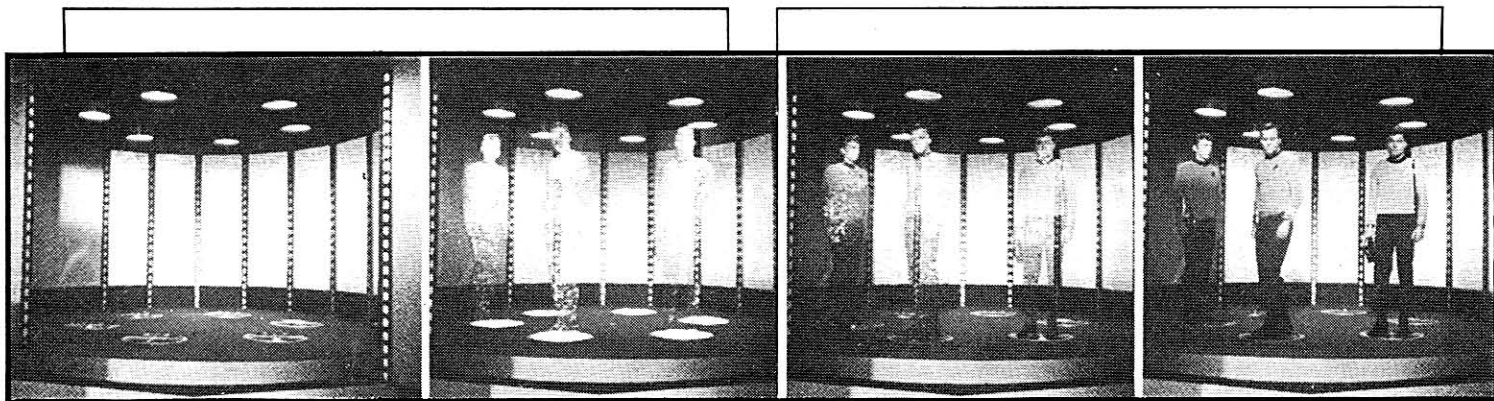
Let the battle continue for a few turns, then beam the characters aboard. Any insane crewmen at the retrieval site will also be beamed aboard. These people are still insane, but no longer subject to being drawn away into the other universe. They must now be restrained (giving you one last battle in the Enterprise transporter room!), but they can probably be cured.

The beaming back of the insane crewmen may lead characters to think about ways of rescuing others. It might be suggested by a non-player transporter technician that another pass be made (if there is time), with a multi-person emergency transporter used on wide-band acceptance to beam aboard any living beings it can grab. The procedure is dangerous, but the crewmen aboard the doomed ship have nothing to lose.

If the procedure is attempted, the Enterprise must take the same risks outlined in the section of the scenario dealing with the beam-down pass. At the critical moment, one 22-man transporter is activated. Roll 2D10+2 to determine the number of life patterns picked up by the transporter, then attempt a saving roll on the transporter operator's Transporter Operations skill level for each pattern. Each roll that fails means that crewman was lost in transit, but each success brings one crewman aboard. (I hope someone in the party thought to provide security personnel to restrain so many insane crewmen).

The use of so much transporter power so near the interphase area will affect the interphase, however. The Hood will flicker in and out of this reality several times, then vanish forever. Still, some may be saved. Star Fleet expected no survivors, but perhaps the Enterprise can beat the odds once more, bringing back the information, and a few crewmen — ghosts to haunt the conscience of the Star Fleet bureaucracy.





DESIGNER'S NOTES:

First, a quick note about interphase, environment suits, and *The Tholian Web*. In that episode, Kirk survives being shuttled back and forth in space-time only because he is wearing an environment suit. Presumably, in the "other" dimension Kirk is trapped in for a time, there is nothing but vacuum. McCoy has to give him Tri-Ox to revive him when he is finally beamed aboard.

So why are my ghostly crewmen still alive? The honest answer is "because it makes the game more interesting that way". Frankly, anything else detracted from the atmosphere (excuse the pun) of the scenario. It was a purely pragmatic decision on my part as a designer. If this minor point spoils your enjoyment of the game, I apologize. Feel free to rework in any logical way you wish.

I can think of several ways the crewmen could have survived. Perhaps the other side of this particular interphase area intersects a planet with atmosphere. It is also possible that the crewmen do not actually fade entirely into the other universe, but are held "in transit" (such as is possible with the transporter), not needing to breathe. (This would make it similar to the "corridor" in which Lazarus traps himself and his double in the episode *The Alternative Factor* . . . There! That provides me with a precedent from STAR TREK lore after all!) It is also quite possible that physical laws do not work the same on the other side of this "tear in space-time".

If it bugs the players, explain it in one of these ways, or make something up on your own. I really felt, in this case, that the story was more important than the scientific point. So sue me — STAR TREK did the same thing any number of times.

* * * * *

This scenario grew out of my desire to express my feeling that any bureaucracy, no matter how benevolent, can be led into colossal blunders if they allow people to be subordinated to the pursuit of singleminded goals. No doubt in the enlightened world of STAR TREK's future such tragedies will be few and far between, but they will occur. When they do, it will take the bravery, resourcefulness, and compassion of the individual commander and crewman to salvage whatever she or he can from the waste of bureaucratic foolishness.

Perhaps this theme is too weighty for an adventure game, but *Ghosts of Conscience* is also a good adventure without consideration of its moral. The television series STAR TREK was not content to merely entertain. Gene Roddenberry and company attempted to reflect how the concerns of today's men and women would affect the people of STAR TREK's tomorrow. Therefore, we occasionally incorporate these concerns into the game, to remain true to STAR TREK's ideals.

Players are likely to get pretty upset with Star Fleet over this whole thing, particularly since the evidence they are gathering (if they bother to watch when it displays) indicates that the interphase effect will not make a practical weapon in any case. (Honestly, anyone with a little sense could have told them that. This whole thing must have been planned by a very short-sighted bureaucrat. Such things DO happen, however, even in the finest organizations).

If Kirk is involved, he would most likely do his duty and turn in the information — but he would raise an incredible fuss, perhaps jeopardizing his career in the process. With his clout due to his phenomenal record, he would be likely, in the end, to win out, and probably could at least get the idiot bureaucrats who planned the mission demoted to apprentice deck-scrubbers.

Spock, who abhors any unnecessary endangering of life, would be even more profoundly affected, but he would approach things from a logical Vulcan standpoint. It would not be out of character for him to take matters into his own hands and find an eminently logical way to have the evidence accidentally destroyed before it could be turned over to the Fleet.

Let your players work out what they want to do on their own, but this designer won't be disappointed if they find a way to thwart Star Fleet's intentions without violating their sense of duty or getting caught violating orders. (They'd best be very careful if they want to avoid a court-martial. But if they decide to risk it, give them a reasonable chance to get away with it).

If your players take this adventure personally, and react with indignation and caring to the loss of the U.S.S. Hood, this designer will feel he has succeeded — at least a bit — in an attempt to be true to the ideals that make STAR TREK a legend.

Guy W. McLimore, Jr.

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.)

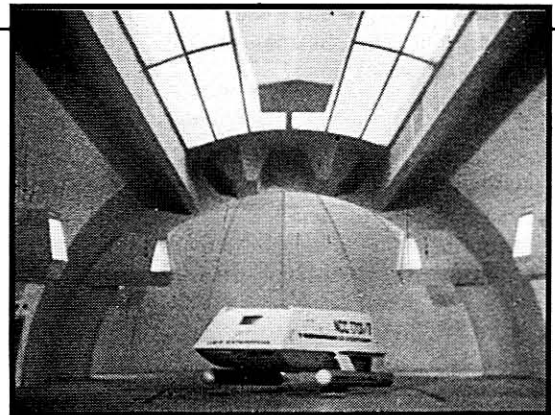
Aleph III is three days away at normal cruising speed of Warp 3, when the message is received. No other pressing business is at hand, and the gamemaster should avoid presenting the ship with any reasons for delay or reasons for undue haste.

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.

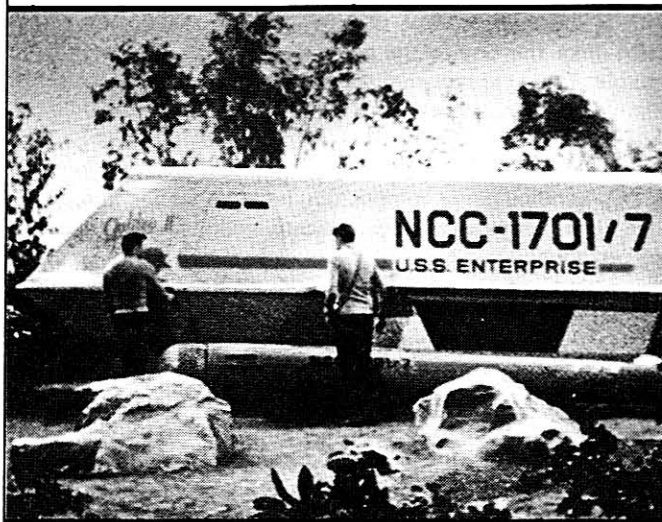
The upper airlock door (if it can be reached) is not quite as tough, requiring only 12 points of drain on the Heat setting to burn out the lock or one Disintegrate shot to remove the door entirely. Both the inner and outer doors must be damaged to get inside, however, and this will reduce the interior 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.

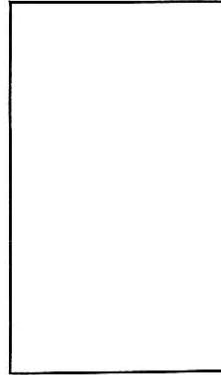
MORNING AT GRS17

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 777 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.

DESTRY, 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. Combat (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.

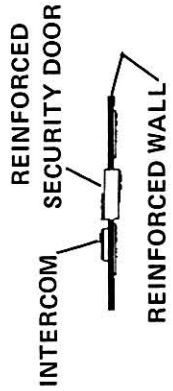
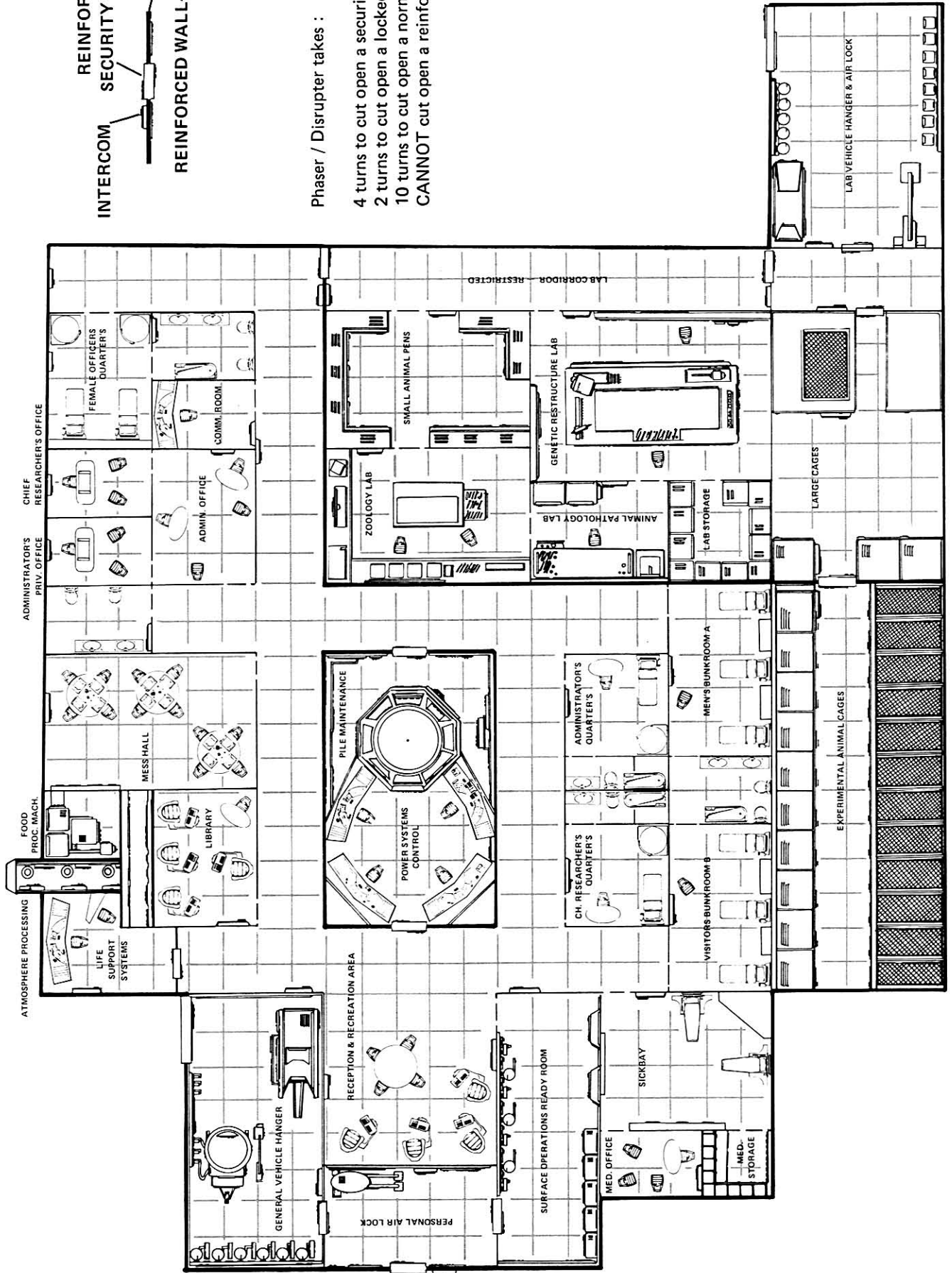
Power system's control: Power controls for all systems. Security doors cannot be overridden from here!

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 Hindenburg rollers

Experimental cages: 6 blue dervishes

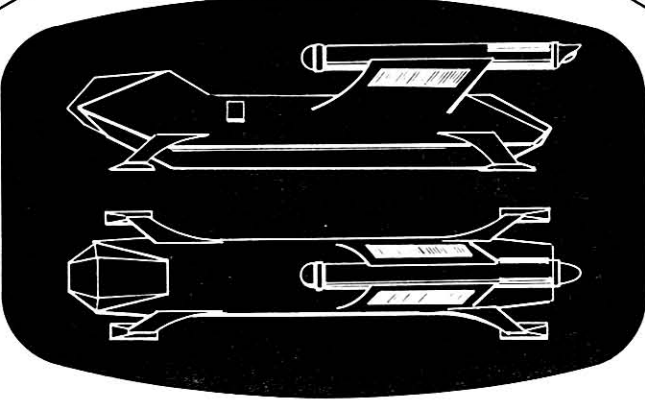
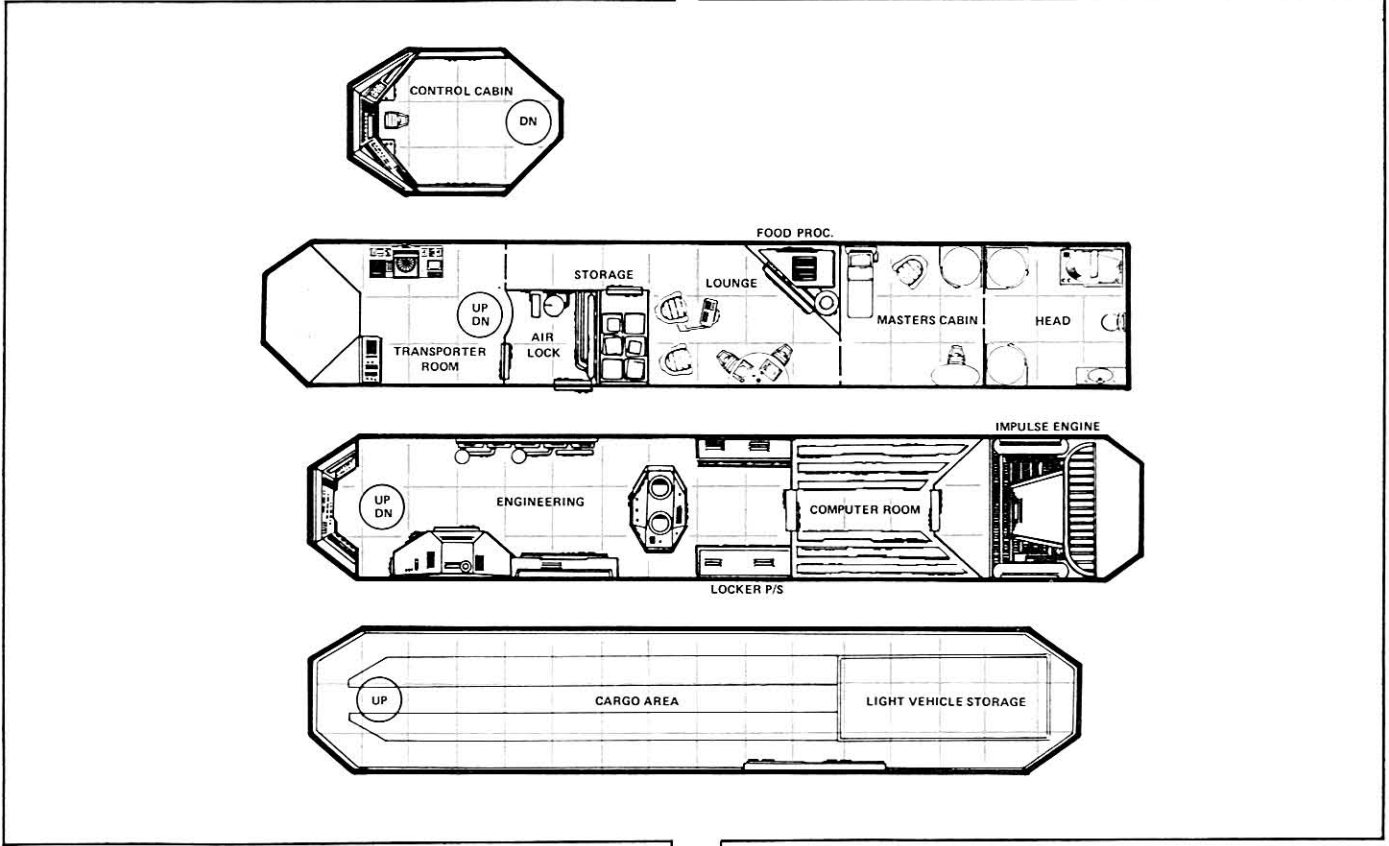
Lab vehicle hangar: 1 KEF-82 gravcar (with rear passenger seats removed to provide more cargo space), 2 AP-16 2-man grav sleds.

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 LYV
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**.

FALSE TRIBBLE

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.

HUGGER GRASS

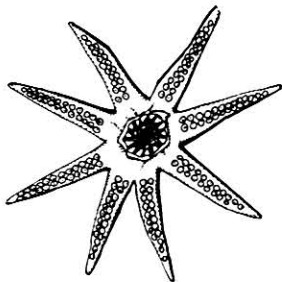
(This is a plant, not an animal, but why quibble). A fibrous grass-like ground cover that can grow up to waist-high in some places. When disturbed by the presence of a moving object, it will cling to that object, wrapping itself around it. The surface of this plant is covered with microscopic hooked 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



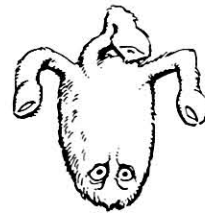
Pop Lizard



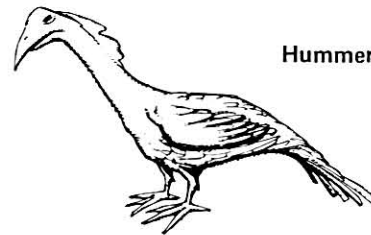
Hindenburg Roller

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



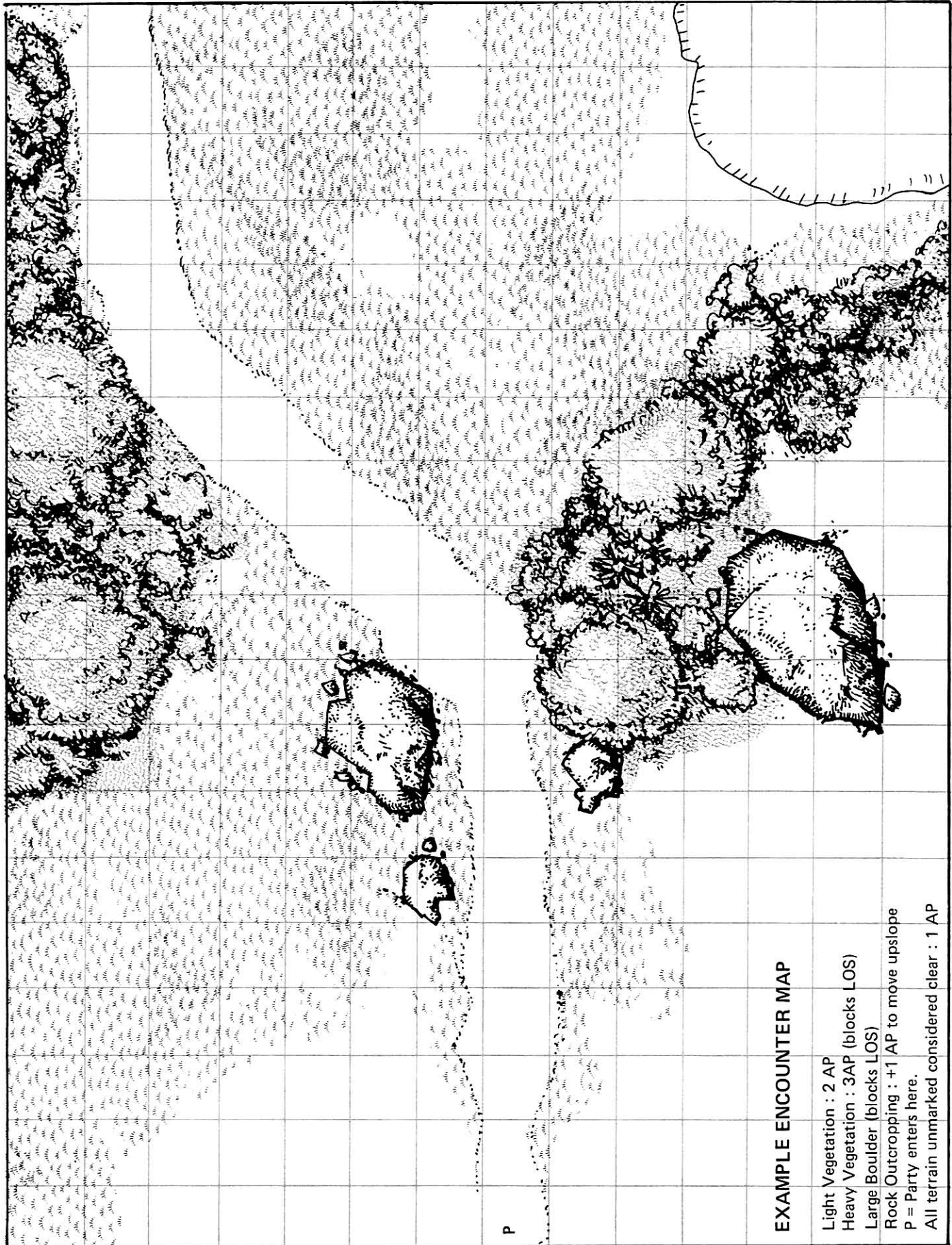
Tribble



False Tribble

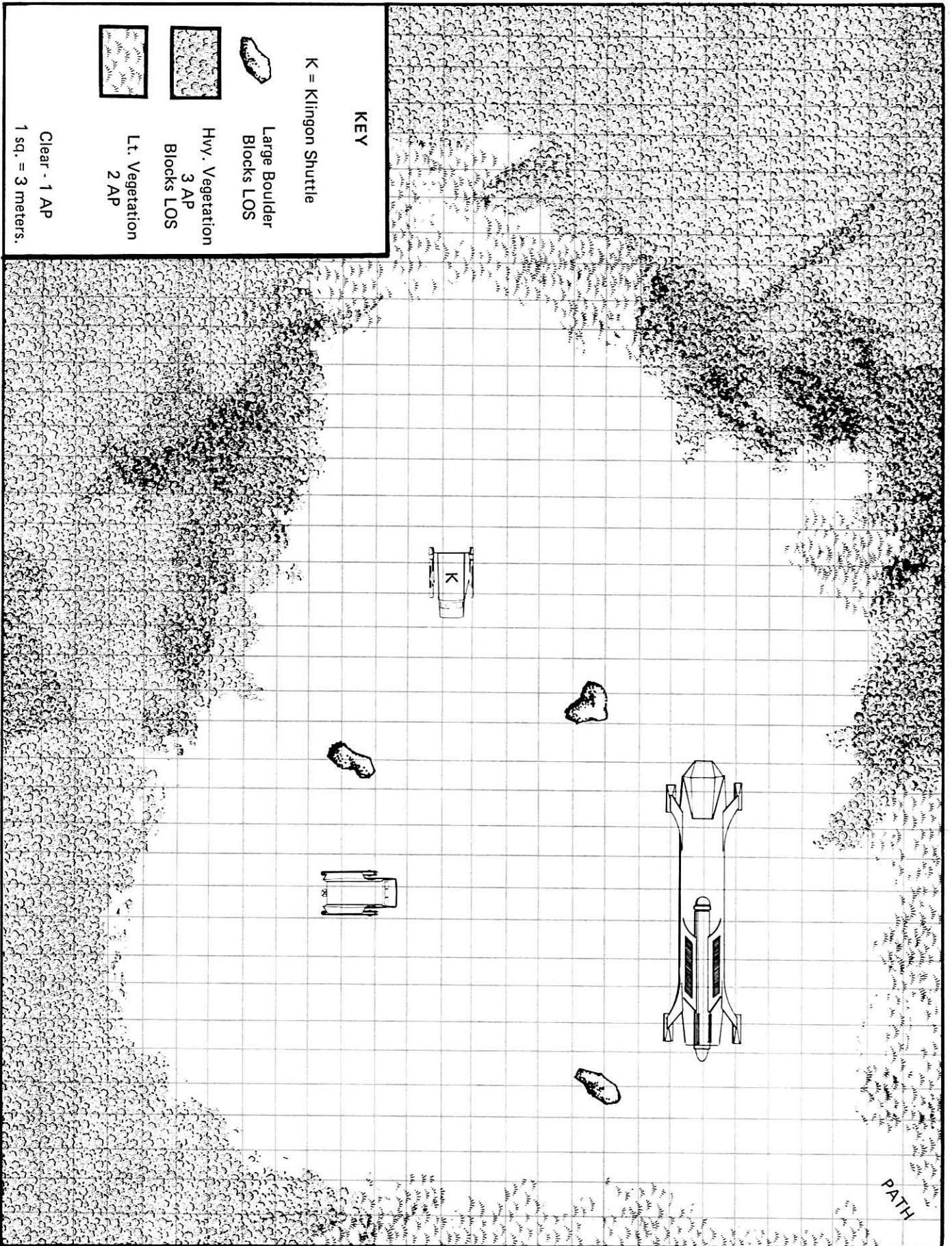


Hugger Grass



EXAMPLE ENCOUNTER MAP

- Light Vegetation : 2 AP
- Heavy Vegetation : 3AP (blocks LOS)
- Large Boulder (blocks LOS)
- Rock Outcropping : +1 AP to move upslope
- P = Party enters here.
- All terrain unmarked considered clear : 1 AP



SENSORS/SCANNERS

DMGD	DMGD	OPER	LOCK
1	2		

SUPERSTRUCTURE
STRESS/DAMAGE

0	1	2	3	4	5	6
---	---	---	---	---	---	---

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

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
---	---	---	---	---	---	---	---	---	---

ENGINEERING

MISSION CLASS COURIER

IMPULSE ENGINE

0	1	2
---	---	---

WARP ENGINE NO. 1 STARBOARD

0	1	2	3	4	5	6
---	---	---	---	---	---	---

WARP ENGINE NO. 2 PORT

0	1	2	3	4	5	6
---	---	---	---	---	---	---

TOTAL POWER AVAILABLE

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

POWER TO MOVEMENT

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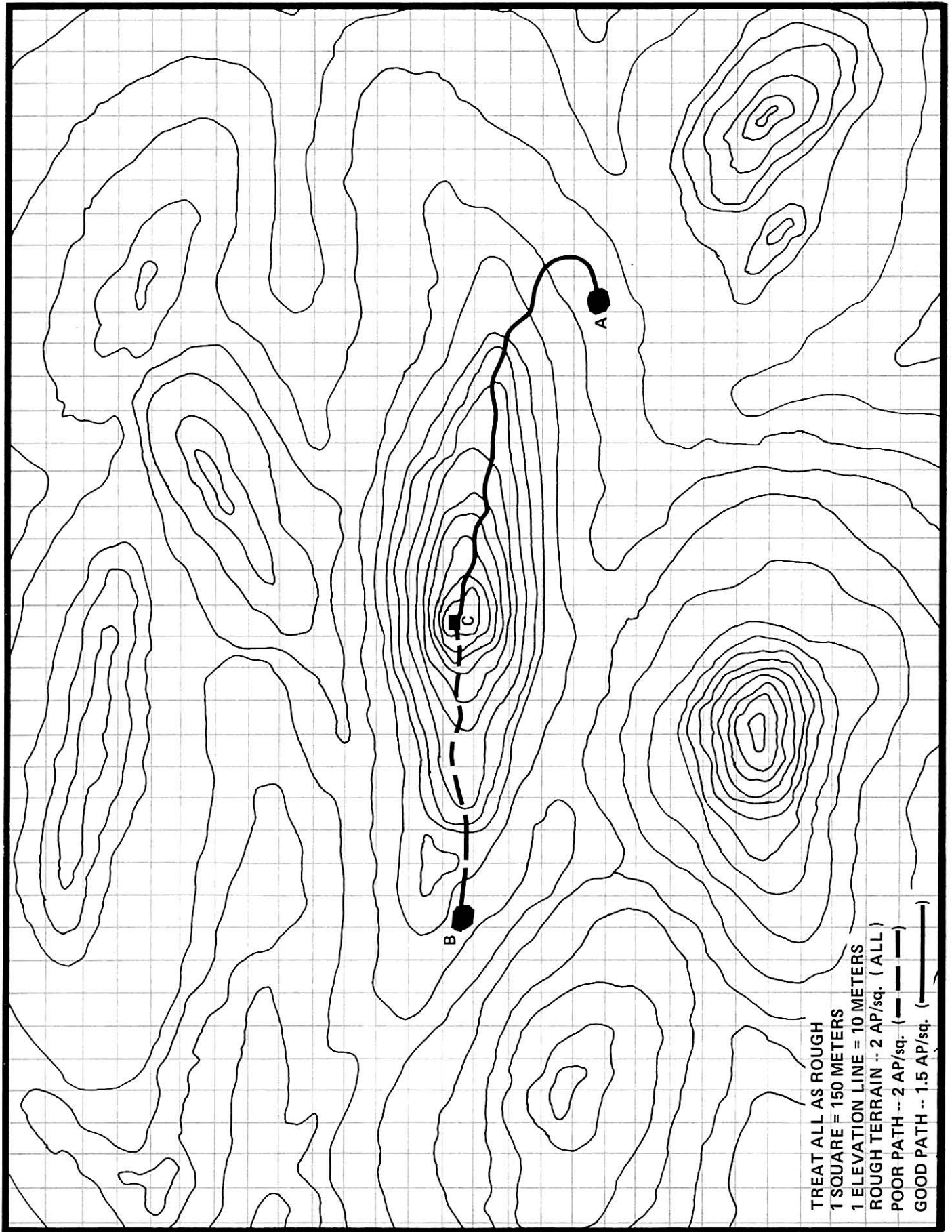
NOTE: 1½ POWER POINTS = 1 MOVEMENT POINT

POWER TO SHIELDS

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

POWER TO PHASER

0	1	2	3
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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.

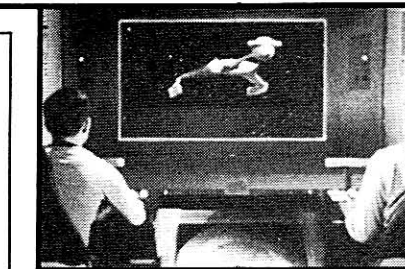
In a last-ditch effort to sway the Lorealyn decision, the Federation diplomats have sent for Federation ambassador Carlos Luis Rivera. Rivera is a senior diplomat who is among the most respected in the Federation. His reputation for honesty and fairness are widely known. After consultation with the Federation 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 special-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!

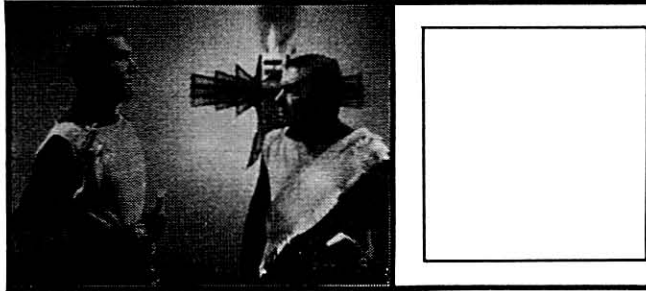
DECK 4 TRANSPORTER ROOMS: An escape can be made from here, if the lone armed guard always present can be dealt with. Using the transporter will light an indicator on the bridge, but too late to stop one beamout. (There won't be time to do it twice before power to that transporter gets shut down on the 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 111, 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.

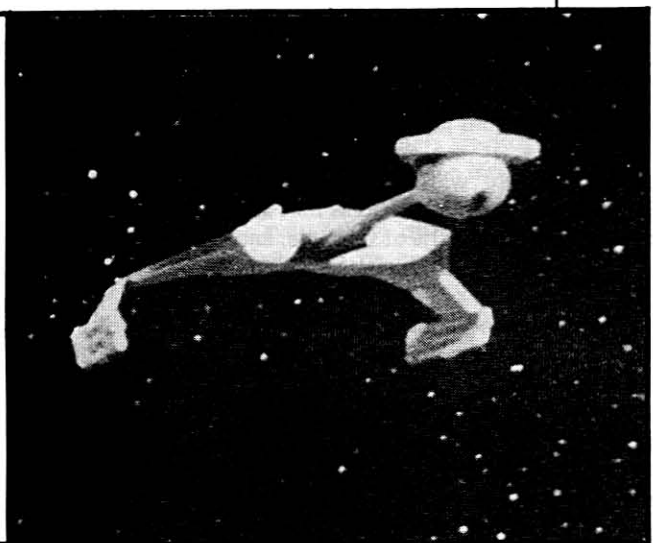
AUXILIARY BRIDGE (D6 MAIN HULL): This area is guarded by two security men, but it has no override controls and is useless to the players. It does have a standard computer terminal, however.

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!)

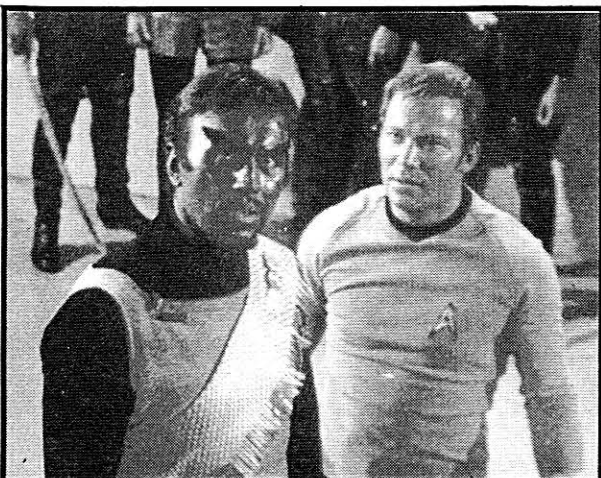
If the players duck out without the ambassador, the Klingons will deny everything. They will eliminate the ambassador, of course, immediately to get rid of the incriminating evidence. Unless the players have proof of their allegations, they will not be able to get the Lorealyn government to ally with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

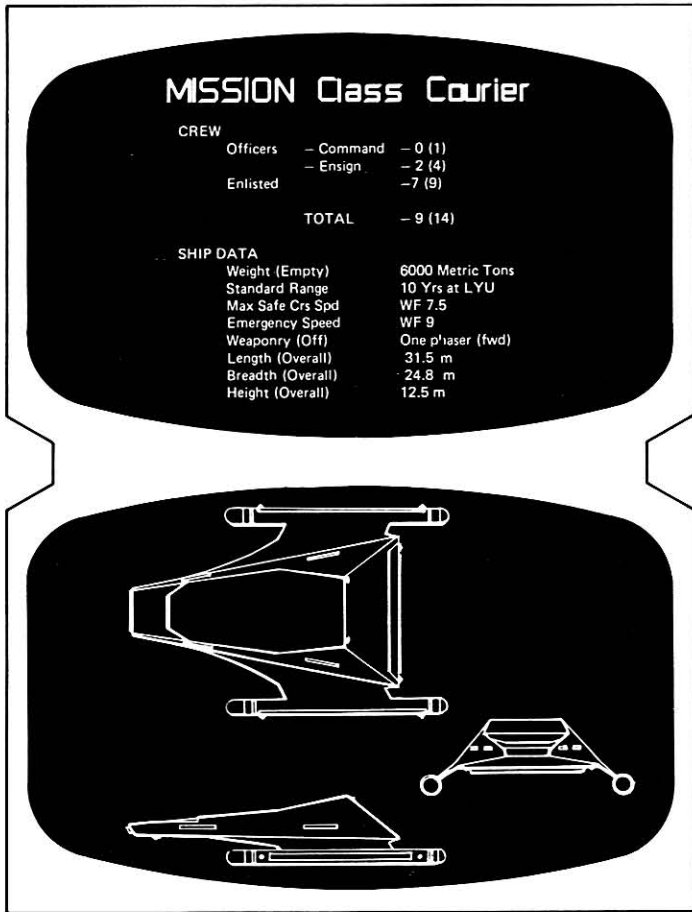
TYPICAL KLINGON JUNIOR OFFICER/TECHNICIAN
STR 55 END 55 INT 50 DEX 55 CHA 40 LUC 20
PSI 10

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



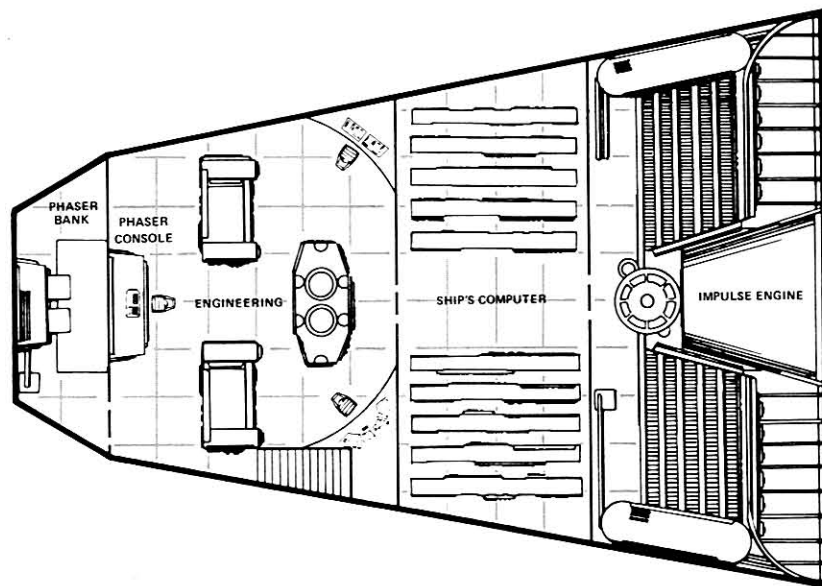
SHIP BACKGROUND

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.

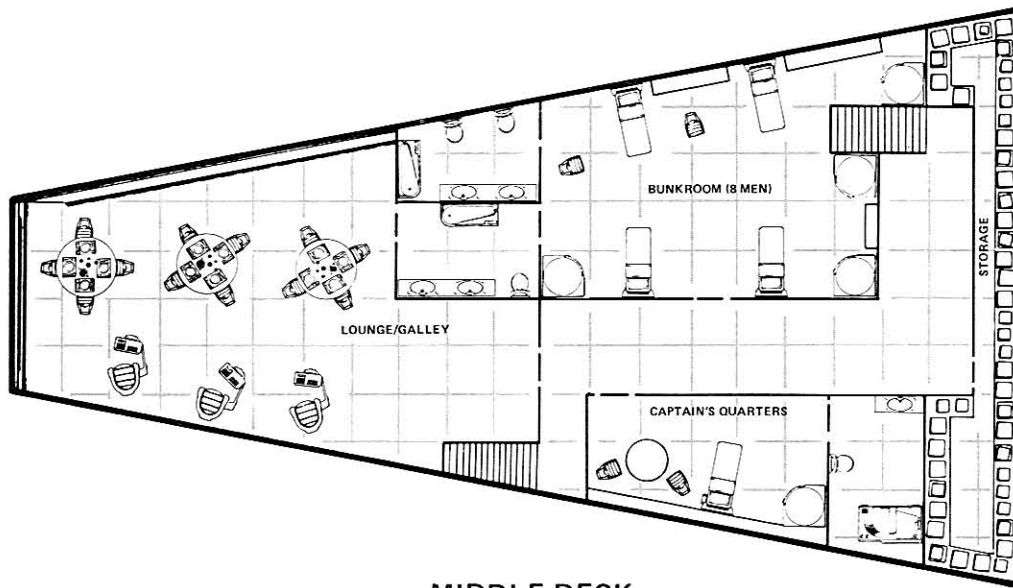
SHIP NAMES

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.

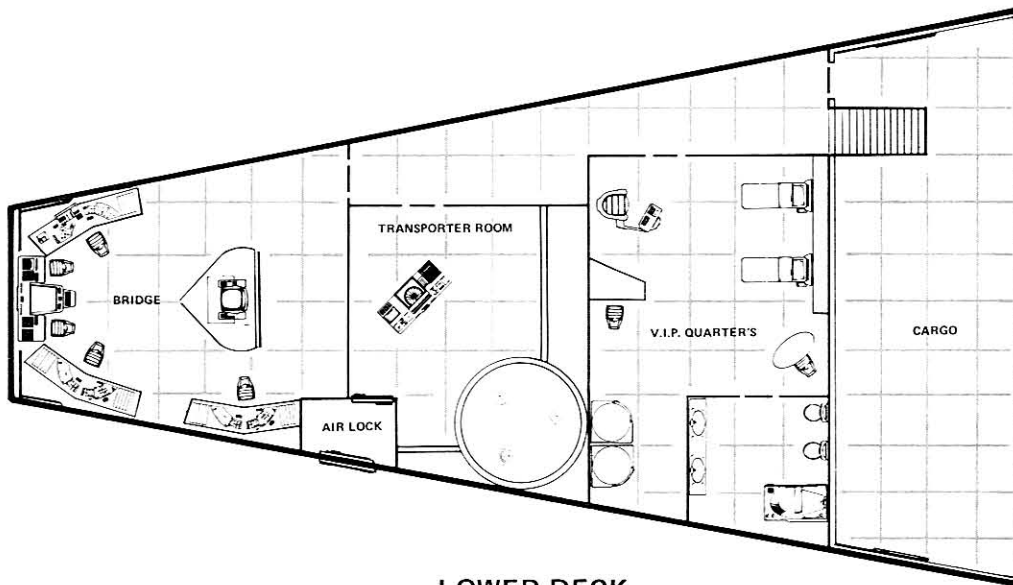
Mission	NCC-13500	Coura	NCC-13501
Peton	NCC-13502	Galileo	NCC-16600
Huygens	NCC-16601	Kuiper	NCC-16602
Jgonas	NCC-61000	Jones	NCC-61001
Walkad	NCC-61002		



TOP DECK



MIDDLE DECK

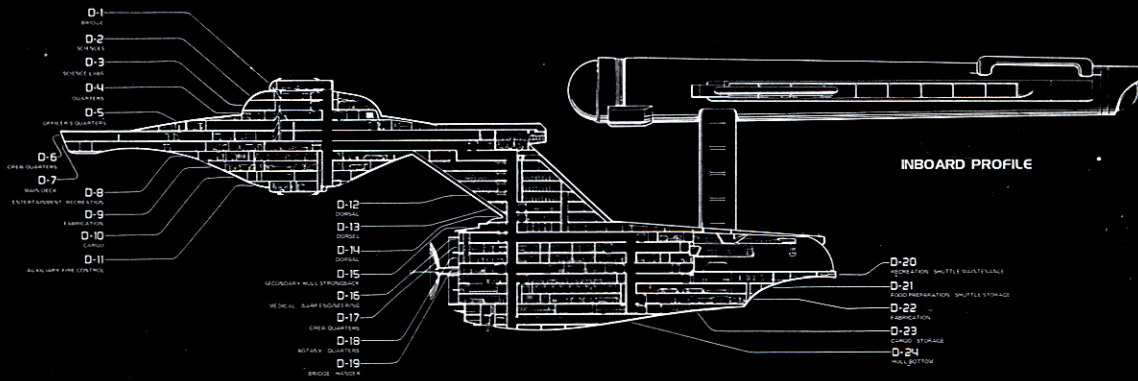


LOWER DECK

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.

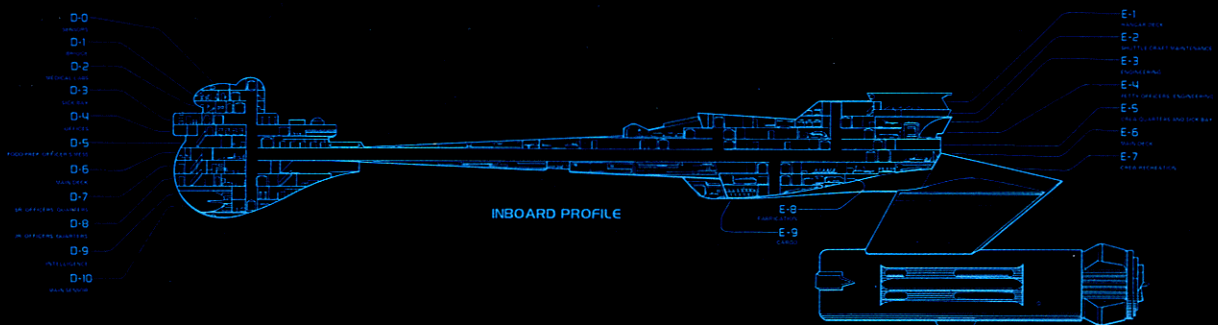
SHIP RECOGNITION HANDBOOK :

CONSTITUTION CLASS HEAVY CRUISER



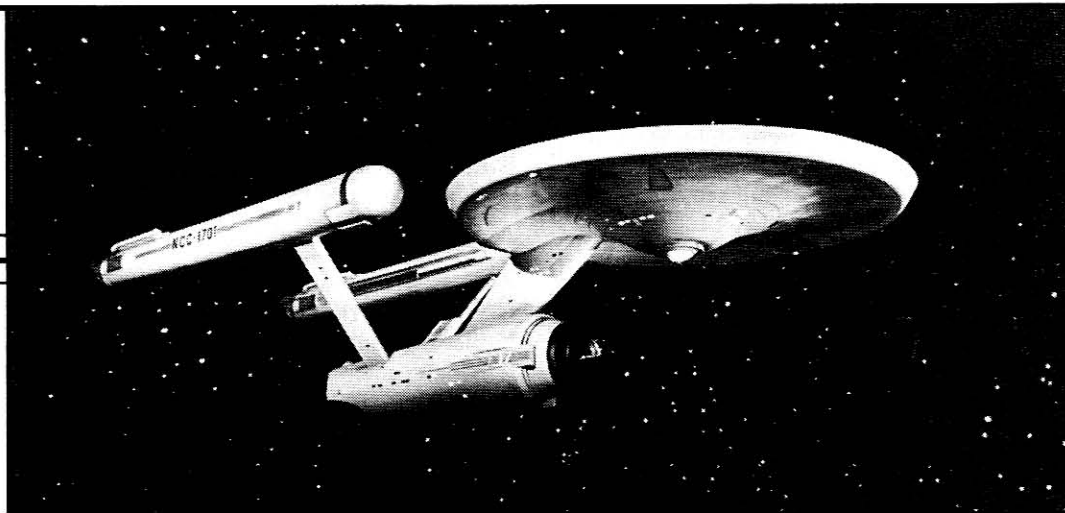
SHIP RECOGNITION HANDBOOK :

KLINGON EMPIRE D-7 CLASS BATTLECRUISER



UNITED FEDERATION OF PLANETS
STAR FLEET ACADEMY

SHIP RECOGNITION HANDBOOK
FRIENDLY POWERS
UFP STAR FLEET
CONSTITUTION CLASS HEAVY CRUISER



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For use with ship recognition deck plans—Constitution class heavy cruiser

DIMENSIONS

Overall length	289 m
Overall width	127 m
Overall height	73 m
Deck ceiling height	2.5 m

Weight (empty) 190000 metric tons

MOBILITY DATA

Max safe cruising speed	WF 6
Emergency speed	WF 8

ARMAMENTS

Phasers	3 banks of 2
Mounted upper main hull (P/S) and lower main hull (fwd center)	
Photon torpedoes	2 tubes
Mounted upper main hull (top bubble fwd)	

OTHER FEATURES

Transporters	
6-person standard use	4
22-person emergency	5
Cargo	2
Shuttlecraft	6
(More than minimum number may be carried, at Captain's discretion.)	
Tractor Beams	
Lower secondary hull (fwd)	1
Main propulsion	
Warp nacelles	2 (P/S)
Impulse drive	1 (aft decks 6 & 7)

EMERGENCY SEPARATION

Under extreme circumstances, it is possible to separate the saucer-shaped main hull from the dorsal connector/engineering hull combination and operate both sections independently at sublight speeds. Such separation has never taken place during the active service of the Constitution class heavy cruisers, but it could be done in case of dire emergency.

To implement separation, the ship must first slow to sublight speed. If performed as part of an abandoned ship situation, the crippled portion of the ship is evacuated into the other section. The sections are then separated by activation of explosive bolts at the joint.

The saucer-shaped main hull is then controlled by the regular bridge while the secondary hull (with dorsal, and warp pods) can be controlled from the auxiliary bridge forward on deck 19.



After separation, the saucer can maneuver at up to .96 lightspeed on the main impulse engines located at the aft end of the saucer. This hull does not contain warp engine pods, and so does not have sufficient power to operate combat shielding. (Anti-collision shields are run off battery power.) Phaser weaponry is likewise powerless, but photon torpedo tubes can be armed once each without exhausting power reserves.

The separated secondary hull has full available warp pod power for shielding, but no weapons are mounted on the secondary hull. It is not capable of warp speed, since the structural integrity of the ship has been compromised somewhat by separation. The ship can proceed, using warp power, at up to .98 lightspeed, however.

The secondary hull is capable of full self-destruct, since it has the warp nacelles. The primary hull can initiate self-destruct powerful enough to atomize itself, but no damage from this type of explosion is likely to be taken by nearby shipping.

Once separated, the two sections cannot be re-joined, short of the use of major shipyard facilities or specially-equipped workcrews from such a facility.

CREW COMPLEMENT

COMMAND	43
ENSIGN GRADE	387
TOTAL	430

HULL NUMBERS AND NAMES

(Only 13 of these vessels have been built so far. More may be commissioned. 4 have been destroyed at the time of this writing. These are marked below as *. Construction of replacements for these vessels is underway, and they will most likely be commissioned with the same names as the originals.)

CONSTELLATION	NCC 1017 *
CONSTITUTION (Class)	NCC 1700
DEFIANT	NCC 1764 *
ENTERPRISE	NCC 1701
EXCALIBUR	NCC 1664 *
EXETER	NCC 1672
FARRAGUT	NCC 1647
HOOD	NCC 1703
INTREPID	NCC 1631 *
LEXINGTON	NCC 1709
POTEMKIN	NCC 1702
REPUBLIC	NCC 1373
YORKTOWN	NCC 1717

SHUTTLECRAFT

The shuttlecraft carried on board many Star Fleet vessels are very important in many landing party situations. Shuttles are used to transport landing parties when the transporter is unusable or impractical for some reason. Shuttles can serve as small courier vessels as well.

Every Starbase and most small Star Fleet outposts have shuttlecraft of standard design berthed at that base. Many larger craft in the fleet carry shuttles in "shuttle bays".

(Constitution class starships, for instance, carry an assigned minimum of six shuttles, though some may be in non-operational condition at times. Individual captains may choose to carry more shuttles if they desire, and many do. The U.S.S. Enterprise, for instance, usually has seven or more...)

There are also "floating" shuttlecraft operated by Star Fleet. These shuttles are used by any facility that has them, being taken over by the ship or facility at the destination end. The use of "floaters" is convenient when you need an extra shuttle, but inconvenient when a "floater" must be serviced, or when too many "floaters" accumulate at one facility. Generally speaking, "floating" shuttles are found in worse state of disrepair than assigned shuttles, requiring a % dice roll every time one is used for a major flight (interplanetary or harsh conditions landing). If the roll is 05 or less, the shuttle has a minor breakdown in flight and must be repaired. Repairs will take a number of hours equal to a 1D10 roll, and require a successful save on Shuttlecraft Systems Technology at the end of that time. (If the roll fails, it can be repeated every hour until it succeeds, or until it has failed five times – in which case the shuttle can not be repaired in flight and a distress signal must be sent and help awaited.)

The basic Star Fleet shuttlecraft is a well-engineered standard design. Parts and service are available at nearly every Federation outpost of any appreciable size, and on any star vessel carrying them. A few have even been sold for civilian use.

The standard shuttlecraft carries up to 7 people comfortably, but can be operated easily by one person with a minimum Shuttlecraft Pilot skill of 10. In a pinch, it can actually carry up to 12 persons on a short hop from orbit to planet's surface, but it's life support systems will not support such a load for very long. For this reason, and because there are no chairs for more than the standard compliment of 7, it would never be used to carry more except in extreme emergency.

Shuttlecraft are not intended for faster-than-light travel, possessing only an advanced ion-propulsion drive similar in some respects to standard impulse drives. Maximum speed is .89 of lightspeed. Shuttles are not armed in Star Fleet, though it is possible that a civilian-owned surplus shuttle might have been rigged with a single small phaser.

Takeoff and landing is done vertically, on three sturdy landing pads. Shuttles are built to last, and some in service have been around over 20 years! During that time, there have been only a few cosmetic and electronic design changes and additions. Shuttles do not have deflector shields, other than for protection against small meteors and other space debris. Any single hit with ship's weaponry

will destroy one (though a LUC save on the pilot should be made if one is fired on, with success meaning a near miss on such a small target). For this reason, shuttles have no real effect on the ship combat game. (Despite rumors to the contrary, shuttles are not used in warfare – at least not by the Federation!)

In recent years, one special type of shuttlecraft is being tested for possible addition to Star Fleet standard equipment. The *aquashuttle*, developed for “landings” on water-covered worlds, bears little resemblance to the standard shuttle, though it has a number of similarities internally. (Many of the same parts can be used, in fact, so an aquashuttle can be serviced anywhere a standard shuttle can).

The aquashuttle carries a maximum normal load of six passengers, with an emergency load limit of 10 for short hops. It is capable of interstellar flight at a maximum speed of .82 lightspeed. It can also submerge in water (or any similar fluid) to a depth of 1200 meters and travel at 70 kilometers an hour. It has specially padded and belted seats to alleviate problems with rough seas.

Unlike the standard shuttle, the aquashuttle is equipped with a single forward-mounted phaser cannon, designed for use on dangerous undersea life. This weapon would be useless as a space combat weapon, except against a totally unarmed ship. Against planetside targets, treat it as much damage at each setting as a phaser rifle.

The aquashuttle has a dorsal observation bubble with two seats and panels controlling a number of underwater detection and research instruments. These instruments work much like underwater tricorders, and can be treated as such, combining science and medical functions, but with double the effective range. Someone must be seated in the bubble for these instruments to be operated.

Aquashuttles are not yet standard equipment on Star Fleet vessels. They are being tested on a number of Constitution class vessels (including the U.S.S. Enterprise), and other large vessels. Other specialized shuttle designs are in the design stages, with some already being tested.

All shuttlecraft carry registration numbers corresponding to their home ship, followed by a slash and the shuttle number. (Aquashuttles follow this with an “A”.) Starbase and other permanent ground-based shuttles sport a four-digit base number instead of the ship registration number. “Floating” shuttles bear four alphabetic characters, a slash, and a single digit to designate them.

(EXAMPLES: U.S.S. Enterprise shuttle NCC-1701/7; Starbase Three shuttle NCC-6994/9; “Floating” shuttle NCC-KGGX/2).

Naming of shuttles is left strictly up to base or starship personnel. Many ships and bases have a unifying theme for their shuttles. The U.S.S. Enterprise, for instance, names all their shuttles after famous explorers and scientific discoverers. Thus they have standard shuttles with names like “Galileo” and “Columbus”, and an aquashuttle named “Cousteau”. On some ships, the christening of a new shuttle is a great excuse for a party. (Morale officers, take note!)

GENERAL NOTES

1) Crews consist of officer grades only. These are the elite of Star Fleet. All crewmembers rank Ensign or above.

2) Crews on most ships generally run 1/4 to 1/3 female.

3) Crews generally are drawn primarily from one race. Usually less than 2% are from other Federation races. This is to establish a cohesive social environment and to minimize the number of separate environments, medical supply stocks, and food stocks that must be carried.

4) Ship’s duties to include:

- A. Investigation/exploration of unknown worlds/civilizations.
- B. Providing aid to established colonies.
- C. Acting as a diplomatic envoy of the Federation.
- D. Enforcing trade laws.
- E. Acting defensively if need be in it’s assigned sector.
- F. Operating independently of higher authority when needed.

DECK DESCRIPTIONS

MAIN HULL

DECK 0: Sensors

Sensor equipment is located here under a dome. Access is through the ceiling of deck 1. This equipment supplements readings received from the main dish.

DECK 1: Bridge

Center deck

This central ‘command area’ is built lower than the surrounding deck. The ship’s captain’s command chair is swivel mounted so that he/she may swing to observe any station on deck. The chair arm-rests contain controls for the ship’s log, computer access, and ship intercom.

Immediately in front of the captain’s chair are the helm (port and navigation station (starboard)). Their combined panels have controls for ship’s weaponry, deflectors, and navigation.

Surrounding this central area is a raised platform containing 8 work stations. Starting at the turbo-lift doors and moving counter-clockwise these stations are:

COMMUNICATIONS: Contains controls for all forms of communications, external and internal. Access to computer banks makes cross-reference possible for various forms of communications, in addition to access to all known codes used by any and all life forms. Internal communications can be to any individual station or room in the ship, several at a time, or ship-wide communications.

SCIENCES/COMPUTER: Controls all sensor information received. Virtually any type of data is capable of being received via sensors. Data received is analyzed, evaluated, and stored in the ship’s computer. This computer stores an enormous amount of information (see Computer section of **STAR TREK: The Role-Playing Game** rules) on

almost any topic. Information obtained from the computer can be fed to any viewing screen or intercom station on board. The small hooded viewscreen to the left of the station (as you look at it) is capable of presenting any visual data stored, including photos, graphs, tables, etc. A standard private reception earplug provides audio data from various sources (many courtesy the communications station). All data (visual and audio) is stored on molecular stasis record chips.

NAVIGATION SUBSYSTEMS STATION: Provides visual readout on all navigational equipment and systems on board. This station is normally manned (by the assistant chief navigator) only when the ship is on alert status.

WEAPONS SUBSYSTEMS STATION: Monitors all weapons (offensive) systems and subsystems. Normally manned only during an alert by the weapons officer.

WEAPONS SYSTEMS STATION: Monitors all systems relating to defense, including deflector screen. Normally unmanned.

MAIN VIEWSCREEN: Not a manned station. This is a large video screen facing the helm/nav/command complex but easily seen by most bridge personnel. Through use of exterior and interior monitors, drone monitors, and transmissions from other vessels and bases, visuals are projected here electronically for the bridge personnel's use. Normally the view is in the direction of travel. A 360 degree view is possible, however. Magnification is possible up to about 1000 x normal.

ENGINEERING SUBSYSTEMS: Provides readouts on all subsystems. Normally unmanned.

ENVIRONMENTAL SYSTEMS: Monitors all environmental systems of the ship. Any changes in gravity, atmosphere, etc. are controlled and changed from here. Normally unmanned.

ENGINEERING: All engineering systems are monitored here. All power generation and channeling is controlled at this station. Manned by the Chief Engineer when his duties do not require his presence elsewhere.

DECK 2: Sciences

Forward deck, port to starboard

CHEMISTRY LAB
ENERGY LAB

Center deck, port to starboard

BIOLOGY LAB: Used to study new life forms encountered.

GEOLOGY LAB: Used to study geological and structure of natural bodies encountered. This lab is used in conjunction with the adjacent energy lab to analyze new possibilities of fuel.

Aft of center, port to starboard

SCIENCE OFFICER'S OFFICE
ION LAB

Aft deck

PHYSICS, UPPER LEVEL: The lab on deck 3 extends upward into this area.

DECK 3: Science labs

Forward deck

PHOTON TORPEDO BANK: 2 photon torpedo tubes and firing apparatus. Working clockwise.

BOTANICAL LABS: Besides studying new forms encountered, studies are conducted for more efficient plant life to be used in hydroponics for oxygen generation.

STORAGE: For lab equipment.

COMMUNICATIONS: Backup for bridge; acts as a switchboard for routine internal communications.

PHYSICS: Lower level of lab.

COSMOLOGY LAB

SPECIAL STUDIES: Used for any purpose deemed necessary by the Science Officer. May be used by a task force composed of personnel from many different labs and/or off-board scientists. In this instance the lab would be used as a general lab/conference/briefing facility for a group studying a special problem, such as an unknown creature or disease threatening a planet. Also used as a classroom for ship personnel.

DECK 4: Quarters

Center deck

CONFERENCE ROOM: For the use of junior officers and passengers on this deck, and for bridge personnel use.

In a ring around, as shown.

STATEROOMS: For the use of junior officers and important passengers requiring double occupancy.

Surrounding these are water storage tanks, pumps, and associated machinery.

DECK 5: Officer's quarters

(These will be dealt with in rings, starting at the center with number 1)

Ring number 1

LOUNGE AREA: Intended for senior officers, but by long-standing tradition open to any crewmember or visitor. Food service slots for snacks, drinks, etc. are present, as well as viewscreens for entertainment channels or video games.

Ring numbers 2, 3, and 4

STATEROOMS: Single occupancy rooms are for Senior Officer (Captain, Science Officer, First Officer, Chief Medical Officer, Chief Engineer, etc.) and VIPs. Double occupancy are for Junior Officers and passengers. Exact placement of specific officers' quarters varies from ship to ship.

Outer rings

MACHINERY, BATTERIES, PHASER BANK ROOMS (port and starboard upper), AIR CONDITIONING, ETC.

DECK 6: Crew quarters

Aft deck

IMPULSE ENGINES: Extends down into deck 7
ENGINEERING/IMPULSE: Equipment, controls for impulse engines. Extends down into deck 7.

ELEVATOR MAINTENANCE SHOP: This area contains equipment for repair and maintenance of turbo-elevators. Computerized controls exist here for monitoring all elevator functions. Cars can be recalled here or sent to any location on a priority basis, overriding local elevator control.

Remainder of deck

STATEROOMS: Double occupancy staterooms for crew. These occupy the majority of 7 rings on this deck.

MESS ROOMS: Occupy center core of deck. Food is delivered via a small turbo-lift from food service facilities. This smaller lift runs parallel to normal-sized turbo lifts through the ship. Since crew operates in 3 shifts around the clock, mess rooms are used in shifts. Crew is able to more or less eat when they please during their shift, however. Those desiring to do so may get food from the various outlets scattered around the vessel (adjacent to turbo lift doors and in some lounges). They may then eat in their rooms or, when necessary, at their duty station.

LOUNGES: Scattered throughout the ship. These small lounges allow for crew interaction on a small scale. These small lounges contain video and musical equipment, reading material on monitors (some locations have printers to produce hard copy), and other small-scale leisure equipment (such as games). Many activities are set up, with tri-dimensional chess playoffs, bridge tournaments, and other competitive activities quite popular. Inter-divisional competitions are quite popular. Many crew members use the lounges for informal gathering places to play musical instruments and have sing-alongs.

BRIEFING ROOM: A small room used for crew instruction, meetings, small hearings, etc. In use almost around the clock, as instruction in all areas is strongly encouraged. Classes are held as refreshers, to impart new information, and for anyone just plain interested in broadening his/her horizons. Not all her classes held are of a "practical" nature. Informal courses in tri-dimensional chess, literature, music, etc are also held. Crewmembers with specialized knowledge can get special duty arrangements if they are willing to teach what they know. These rooms can also be reserved for private use by small groups.

DECK 7: Main deck

Forward deck

SENSOR/DEFLECTOR EQUIPMENT

Aft deck

IMPULSE ENGINES: From deck 6.

Center Core

SHIP'S COMPUTER: Memory banks for the ship's computer. Extends down into deck 8. These are the most extensive memory banks on board a vessel in Star Fleet. They contain the entire knowledge of the Federation.

EMERGENCY BRIDGE: Used if the main bridge (deck 1) is out of commission due to damage or malfunction.

(The remainder of this deck is dealt with in 'rings', with ring 1 being the innermost. Descriptions will start with the room farthest forward, then proceed clockwise.)

Ring 1

HEAD

MEDICAL LAB: Used for research and tests in the medical department.

OPERATING ROOM/EXAMINING ROOM: Used examine badly injured personnel, and for surgery.

INTENSIVE CARE UNIT: Used to monitor critically injured or ill. Each bed unit has built-in monitors. (See **STAR TREK: The Role-Playing Game** medical section)

HEAD

MEDICAL SUPPLIES STORAGE

CHIEF SURGEON'S LAB: Used primarily by the Chief Surgeon and his assistants for research and studies.

CHIEF SURGEON'S OFFICE

INTENSIVE CARE UNIT

Ring 2

CONVALESCENT WARD: For the recovery of critical patients.

HEAD

CONVALESCENT WARD

THERAPEUTIC BATHS

HEAD

STATEROOM: For Medical personnel

DENTAL UNIT (3 Rooms)

OBSTETRICS

SHIP'S CAPTAIN'S OFFICE: Reception area outside in the smaller room. This is the office used when Captain is not on the bridge or in his quarters. Used for formal individual or small meetings. He will normally use the outer office of his quarters for informal talks. Has a private bathroom.

CHART ROOM: A holdover from the non-electronic/computer age. Although all navigational data is stored in the computer, the old naval tradition of a chart room still is strong. This room contains hard copies of navigational charts. This room has facsimile equipment to reproduce charts and maps, and a viewscreen.

CHIEF NAVIGATOR'S OFFICE

STORAGE

BIO-CHEMICAL LAB

DOCTOR'S OFFICE (2)

MEDICAL RESEARCH LAB: Acts as a general purpose medical lab for all types of studies connected to this department.

MEDICAL RECEPTIONIST

MEDICAL SECTION WAITING ROOM

NURSE'S QUARTERS/OFFICE

HEAD

CONVALESCENT WARD

HEAD

CONVALESCENT WARD

Ring 3

VISICOMS: These "visual telephones" can be used to contact any area of the ship, or even to record personal messages to be beamed home. Messages are stored by the computer and sent out at regular intervals under the control of the ship's computer and the Chief Communications Officer.

STATEROOM

HEAD

STATEROOM

TRANSPORTER ROOM NUMBER 2: 6-man transporter

TRANSPORTER ROOM NUMBER 4: 6-man transporter

CHAPEL: Used for religious services, weddings, memorial services, etc.

STATEROOMS: (3) These, directly across from the Captain's office, could be used for VIP's.

BRIG: Consists of 10 cells, all with force-field protective doors (non-solid).

MESSROOM/WAITING ROOM: Used for security personnel on duty.

SECURITY OFFICE: Used by whomever is in charge of security detail on the current watch.

BRIEFING ROOM: This is a briefing room used primarily by bridge personnel and medical department. Used also as a staging area for personnel about to use the transporters for last-minute instructions. Used also as a de-briefing area for landing parties.

TRANSPORTER ROOM NUMBER 3: Transporter normally used on most vessels for landing parties.

TRANSPORTER ROOM NUMBER 1: 6-man transporter.

MESSROOM: Used primarily by medical personnel.

LIBRARY: Although most stations have monitors to access the ship's computer, most single staterooms do not. Therefore, personnel may be found here at almost any time, studying. Also, privacy not easily obtained in the lounges is available here. Printers to obtain hard copy are also located here.

EXECUTIVE OFFICER'S OFFICE: Used by the second in command.

Ring 4

CARGO HOLDS: Used for bulk storage of liquids and other bulk storage. Occupies the entire ring except for:

SMALL ARMS ARSENAL: Located directly aft/port of the **BRIEFING ROOM/SECURITY OFFICE**. This room is normally locked and guarded, either by personnel or monitor.

Ring 5/6

Consists of double-occupancy staterooms and lounges.

DECK 8: Entertainment/Recreation

Center core

SHIP'S COMPUTER BANKS: From deck 7.

Forward deck

22-MAN TRANSPORTER: Used for emergencies only, such as abandoning ship.

Aft of this, moving clockwise

LOUNGE

RECREATION CENTER: Through the use of holographic projections and other complicated scenery, it is possible here to 'cure homesickness' to some extent. The machinery is capable of producing, with the help of the ship's computer, realistic simulations of the sky, wind, vegetation, animals, etc. of the user's home planet, or any other setting desired. Normally, a setting is kept simulating a park-like environment associated with the main crew complement's home world(s). This equipment could be dangerous in the wrong hands (or if it malfunctions), as it is quite capable of creating deadly environments, such as an Earth blizzard, hurricane-like winds, even a flood. This area is constantly monitored by the ship's computer to avoid such problems.

22-MAN TRANSPORTER

SHIP'S LAUNDRY: Takes clothing and breaks them down into original components, extracts foreign matter, then recreates the item in the needed shape and size. The ship's computer stores sizes, so clothing is always immediately available.

FOOD PREPARATION FACILITIES: Automated food preparation for the ship. Food is sent via small turbo-lifts to the entire ship. Almost any type of food or drink can be recreated here, with a menu of thousands of items from all over the Federation.

22-MAN TRANSPORTER

GYMNASIUM: A large room, complete with equipment, showers, and lockers. Besides allowing crew members to work out on their own, mandatory classes are held to keep personnel in shape. This area has local gravity controls for simulation of high-gravity worlds or zero-G combat exercises.

ENTERTAINMENT FACILITY: For large group activity, such as receptions, movies, etc. Holographic facilities are used here also, really making the viewer a part of the story. Holographic projected 'mail call' is done here also.

Outer ring

AIR CONDITIONING EQUIPMENT

FRESH WATER STORAGE

DECK 9: Fabrication

Center core

MATERIALS RECLAMATION FACILITY: All material thrown away is channeled through here to be broken down into components. From here components go to bulk storage or fabrication units for manufacturing.

Ring Number 1

Stbd/Fwd

ORGANIC FABRICATION

Stbd/Aft

NON-ORGANIC METALLIC FABRICATION

Port/Aft

SANITARY WASTES RECOVERY SYSTEMS: All wastes are brought here for recycling. Nothing is wasted aboard ship.

Port/Fwd

NON-ORGANIC NON-METALLIC FABRICATION

Outer ring
RAW MATERIALS STORAGE

DECK 10: Cargo
Aft deck
CARGO TRANSPORTER (See **STAR TREK: The Role-Playing Game** rules on transporters.)

Remainder of deck
CARGO HOLDS
RAW MATERIAL STORAGE

DECK 11: Auxiliary Fire Control
Center deck
AUXILIARY FIRE CONTROL: From this location, phaser weaponry can be fired manually, in case equipment allowing remote firing from the bridge is damaged.

Forward deck
FORWARD PHASER BANK

Remainder of deck
RAW MATERIAL STORAGE

DECK 11A: Lower sensor platform
SENSOR EQUIPMENT

DECK 9—DORSAL
AUXILIARY MACHINERY ROOM

OBSERVATION LOUNGE: These occupy most of the small dorsal decks. Having 'windows' to outside, these are popular informal gathering areas.

DECK 11—DORSAL

DECK 13—LOUNGE
OBSERVATION LOUNGE

DECK 12—DORSAL
CAPTAIN'S VERANDA: An observation lounge used by the command officers, especially for guests and dignitaries.

DECK 13—LOUNGE

DECK 14—DORSAL
LOUNGE (Central)
STORAGE (Outer)

SECONDARY HULL (ENGINEERING HULL)

DECK 15: SECONDARY HULL STRONGBACK
Center of hull (Fwd to Aft)
SENSOR EQUIPMENT ACCESS: Access to main sensor dish equipment is through here.
VISICOMS
DORSAL AND SECONDARY HULL AIR CONDITIONING EQUIPMENT

Outer structure is support pylons, water tanks, and dorsal connectors.

DECK 16: Medical/Warp Engineering

Forward deck, port to starboard
HEAD
DENTAL OFFICES
DOCTOR'S OFFICE
MEDICAL RESEARCH LAB
STORAGE LOCKER

Continuing Aft, Stbd of corridor
STORAGE

Port of Corridor
OPERATING/EXAMINING ROOM
INTENSIVE CARE UNIT

Aft of Medical Unit
MAINTENANCE SHOPS (8): Used by engineering for all types of repairs. Some oft-used parts are stored here, although fabrication units can produce most items as needed.

Aft of Dental Offices, stbd side of corridor
RECEPTION/NURSES STATION
CONVALESCENT WARDS (2)
TURBO-ELEVATOR REPAIR SHOPS: Lift units are brought here for repair and storage.

Port side of corridor
MEDICAL STORAGE
MEDICAL OFFICE: Usually the Assistant Chef Surgeon.
PRIVACY ROOMS: Used for private meditation.

Aft of turbo repair
ENGINEERING COMPUTERS: Although a part of the main ship computer, separate facilities are maintained for easy access by engineering department.

Aft of shops/computer
WARP ENGINEERING: Controls and panels for both warp engines. Aft of this is access to Jeffries tube to engines. Support pylons for warp drives connect here.

Aft deck
UPPER HANGAR DECK/HANGAR DOORS: This extends down 3 more decks.

DECK 17: Crew quarters

Forward deck, port to starboard

MESSROOM

BOTANICAL: Opening from deck 18 for tall vegetation.

Center deck

STATEROOMS: 12 double occupancy quarters for personnel assigned to medical/engineering in this hull.

Outer deck, port and stbd, fwd to aft

MESSROOM

ENVIRONMENTAL SUIT LOCKERS: These are scattered throughout the ship on most decks.

STORAGE

Aft deck

OBSERVATION GALLERY: Observation area for shuttle facilities. This area oft times is crowded with off-duty personnel when shuttles are in use, as minor diversions are welcome at times.

CONTROL TOWER: (One each side) Operation of shuttle bay doors, shuttle elevator/turntable, atmosphere control, and cargo handling in the bay are handled from here.

DECK 18: Botany/quarters

(Fwd of deck is main sensor array)

Forward deck, port to starboard

HYDROPONICS LAB: Fresh fruit and vegetables, along with various other plants are grown here. There is no possible way enough food can be grown on board for the entire crew; the truth is, most crew members are not used to this type of food anyway. However, some food is grown for special occasions, as are flowers for use in weddings, etc. This section is manned by personnel from the botanical section. There is space devoted on a request basis for hobbyists.

BOTANY SECTION: (Lower level) Used to maintain plant life for study or transport.

Center deck, Port

MESSROOM

LIBRARY

ENVIRONMENTAL SUIT LOCKER

Aft deck

SHUTTLECRAFT HANGAR (open)

DECK 19: Bridge, Hangar

Forward deck

BRIDGE/SHIP'S COMPUTER: Duplicate of primary hull bridge/computer. Used when secondary hull operates independently of main hull.

Aft of BRIDGE, port to starboard

BRIEFING ROOM: Used primarily for personnel using shuttlecraft.

STATEROOMS

Center deck

STATEROOMS (To shuttle deck)

Outer hull, port side

BRIG

SECURITY SECTION

SMALL ARMS ARSENAL

STORAGE

ENVIRONMENTAL SUIT LOCKER

Outer hull, stbd side

STORAGE

STORAGE

ENVIRONMENTAL SUIT LOCKER

Aft deck

HANGAR DECK. Located center is elevator/turntable to lower deck. This ship class carries 6 shuttlecraft, normally stored below this deck. Usually at least one shuttlecraft is ready for takeoff at all times.

DECK 20: Recreation/shuttle maintenance

Forward deck

SUN DECK: Relaxation area for off-duty personnel, used to 'get a tan'. This deck is not, of course, actually exposed to radiation from outside the ship. Sunny tan-producing conditions are simulated with safe ultraviolet lighting disguised with holograms.

POOL: Full-size swimming pool (18.3 m) available for use by aquatic alien races such as the Aquans of Argo.

Aft of pool, port

RECREATION AREA: As in main hull.

Aft of pool, stbd

SHOWER ROOMS

LOCKER ROOMS

GYMNASIUM

Center deck, port to starboard

STORAGE

ENVIRONMENTAL SUIT LOCKER

STORAGE BATTERIES

STORAGE BATTERIES

ENVIRONMENTAL SUIT LOCKER

STORAGE

Aft deck, fore to aft

SHUTTLECRAFT MAINTENANCE AREA: Repair area with shops and parts storage.

STORAGE

CARGO HOLDS

HANGAR DOORS OPERATING MACHINERY

DECK 21: Food preparation, shuttle storage

Forward deck

POOL MACHINERY

POOL (Second level)

STORAGE: Both sides of pool

Center deck, fwd to aft, port to starboard
SHIP'S LAUNDRY
MATERIALS RECLAMATION FACILITY
FOOD PREPARATION: Supplements primary hull facilities in addition to serving secondary and dorsal hulls.

Aft deck
SHUTTLECRAFT STORAGE AREA: Home to shuttles when not being serviced or on "standby".

DECK 22: Fabrication

Forward deck, port to starboard
SANITARY WASTES RECOVERY
22-MAN TRANSPORTER (Emergency use only)
ENVIRONMENTAL SUIT LOCKER
MANUAL FOOD PREPARATION: Used by those personnel wishing to prepare food without the aid of the food preparation machinery. Available to those hobbyists who like to cook.
MESSROOM: For food prepared manually.
22-MAN TRANSPORTER
ENVIRONMENTAL SUIT LOCKER

Center deck, port to starboard
RAW MATERIALS STORAGE: along port side.
ORGANIC FABRICATION
NON-ORGANIC NON-METALLIC FABRICATION
REFRIGERATED AND FROZEN MATERIALS STORAGE: Along all of stbd side.

Aft deck
STORAGE: As per rest of deck
NON-ORGANIC METALLIC FABRICATION

DECK 23: Cargo, storage

Forward deck, port to starboard
STORAGE
TRACTOR BEAM MACHINERY
STORAGE

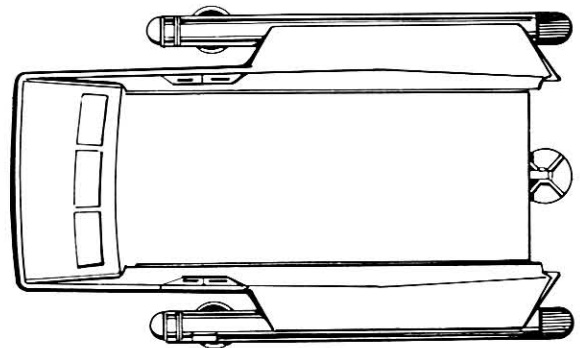
Rest of deck, except for aft, is STORAGE

Aft deck
CARGO TRANSPORTER

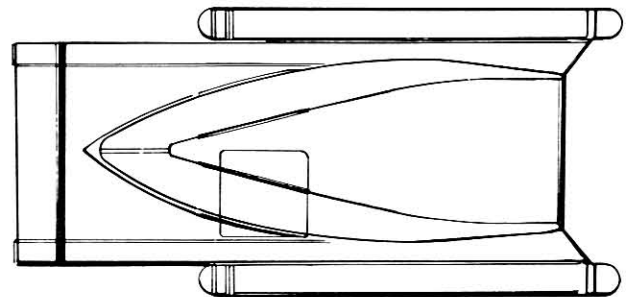
DECK 24: Hull bottom

Forward deck
TRACTOR BEAM PROJECTOR

Rest of deck is storage, cargo holds.



SHUTTLECRAFT PLAN VIEW



AQUASHUTTLE PLAN VIEW

The separated main hull, since it has the warp engines, has enough power to operate normal shielding and weapons. It is not, however, capable of warp drive on its own, as its structural integrity has been somewhat compromised by the separation of the boom. The separate main hull is capable of up to .97 lightspeed.

The main hull, once separated, is still capable of full self-destruct. The boom section may also destroy itself completely, but since the anti-matter explosion of warp nacelles is the dangerous part of a self-destruct situation (dangerous to other shipping, that is), no damage is likely to be taken by shipyard facilities or specially-equipped workcrews from such a facility.

The usual procedure for separation involves setting the main hull (with shields and weapons) to fighting a holding action while most important officers escape in the severed boom. It is naturally not widely known among Klingon crews, but the main hull section can have its self-destruct mechanism activated by remote signal from the boom. Desperate Klingon captains are suspected of having used this capability more than once to inflict damage on pursuing ships and giving the boom section time to escape.

CREW COMPLEMENT

NAVAL PERSONNEL

COMMAND	32
ENSIGN	
(equiv. Klingon grade)	60
ENLISTED	260
TOTAL	352

COMBAT TROOPS

OFFICERS	5
NCOs	15
ENLISTED	200
TOTAL	220

(NOTE: Klingon battlecruisers of this type have been known to carry larger numbers of troops by shopping most in cryothermia (cold-sleep). Cold-sleep capsules can be stored in the major cargo holds, with a temporary reawakening facility set up in one hold upon reaching the destination world or just before. Up to five times as many troops can be carried by a ship otherwise free of cargo in this manner. Since 5% of all troops shipped this way die during reawakening, officers and non-coms are usually transported awake, with only enlisted combat personnel placed in cold-sleep). (Gamemasters who have need for determining whether or not someone survives Klingon cold-sleep techniques should roll % dice for each individual checked. A result of 05 or less indicates death upon awakening).

KLINGON SHUTTLECRAFT

The Klingon shuttlecraft is roughly the same size as the Federation standard shuttle. It can be operated by one person but can carry a total of seven plus small equipment. The shuttle is capable of reaching a speed of .83 lightspeed. It carries a disruptor cannon in a front top turret. (Twice the range and damage of a disruptor rifle). This cannon is useless in ship-to-ship combat. It is used mainly for defense of the shuttle while on the ground.

VARIANTS IN D-7 PARAMETERS

NOTE: Variant ID number/letter combinations are Star Fleet designations, as the variant IDs used by the Klingons themselves are as yet unknown. Also, this list may not be exhaustive. It covers all D7 variants encountered up to the time this manual was prepared. Data that is approximate is noted as such, as most information has been gathered from encounters. This is continuously being augmented by Star Fleet Intelligence units.

(Game-related data will be given in parentheses as needed. This will allow those who desire it the option of drawing up needed control sheets to incorporate the variants in their games).

D7A Class ship, as far as we know. This was the first D7 encountered by Star Fleet. There are 4 disruptors in 2 banks of 2. They are located on the engine pods, 2 port and 2 starboard. (This is the D7 given on the full and gamemaster-controlled panels). This is by far the most common type of D7 in use. Number in use is unknown, however. Crew: 352 Naval, 220 combat.

D7B This is an up-gunned model of the D7A, the only known difference being the addition of 3 more disruptors under the forward pod. (These are the same in game terms as the D7A. They have a forward firing arc.) This model was encountered after the signing of the Organian treaty. It has been seen only outside the Organian Treaty Zone.

D7C This is a troop transport version. 1100 combat troops can be carried in this version. (See previous notes). Normal D7A weaponry is still carried.

D7P This variant is phaser-type weaponry. Rumor has it that only one vessel was thus equipped. The vessel supposedly exploded when the weaponry was used. This has not been confirmed.

D7R This is the variant in Romulan use. (Many notes on this variant are given in the deck descriptions). The ship carries 4 disruptors as per the D7A. It also carries a cloaking device and a plasma weapon (as per the Romulan Bird of Prey). The plasma weapon is located underneath the forward pod. The Romulans are known to have at least 8 of these vessels in use.

D7S Only one of these is known to exist. There may be more in use, however. Appears to be a normal D7A with one addition — a stasis projector. This is a beam weapon that effectively blocks the use of warp or impulse power on the target ship. The target is incapable of movement, transporter, or weapons use. (Range is 10 hexes; "to hit" is 1-10 at a range of 1, 1-9 at 2 hexes, 1-8 at 3 hexes, and so on. If the beam hits, the stasis field takes effect immediately).

The weapon has several drawbacks which have prevented its widespread use. First, it drains a lot of power from the firing vessel. (Movement limited to 1 hex per turn. No other weapon or shield use). Second, the beam cannot be used on more than one target at a time. Any attempt to do so breaks the hold on the original target. Third, the beam must be kept in use continuously to maintain the stasis field effect. (Only the first "to hit" must be

rolled. Consecutive maintenance on the target is automatic). Once the beam is turned off, power returns to the target immediately. Fourth, the beam can be maintained only for a limited time - 10 minutes. (60 game turns)

(It can be seen that two D7s, one with the stasis projector, and the other almost any type, can be quite deadly, if the stasis field can be turned on successfully on a lone ship. The other Klingon can then 'pound' the target into submission).

D7W This vessel uses a new type of warp drive capable of producing more power in the same amount of engine space. (Each warp engine can produce 25 points of power for use). Maneuverability is not increased (5 power points to produce 1 maneuver point). Improved shields, however, seem to make up for this. (Shields can go up to 15 points of power). Offensive weaponry is not affected, however.

DECK DESCRIPTIONS — FORWARD POD DECKS

DECK 0: Secondary sensors

SENSOR DOME: The hull covering this deck is transparent to sensors and acts as a protective bubble for secondary sensor devices so they can be serviced easily.

DECK 1: Bridge

BRIDGE: The major control center of the ship is here. The main viewscreen is forward, with the command chair on a swivel mount in the center. To port of the screen is the main sciences console, with the communications console to starboard. Swivel-mounted gunners' console/couches are to the extreme port and starboard of the command chair. These control all weapons functions. Aft of the command chair and to starboard is the navigation console. Helm controls are to port, with the two units connected by a low bank of control machinery.

DECK 2: Life sciences

Port side

BIOCHEMISTRY LAB: This lab is used to study life forms encountered. Although this is not a research-exploration oriented vessel (as the Constitution class vessels of the Federation), some basic research facilities are maintained.

Starboard side

MEDICAL RESEARCH LAB: This lab is sometimes used for development of truth drugs, poisons, torture techniques, and other more subtle additions to the Klingon biochemical arsenal, as well as for more mundane medical research. The lab is equipped with a monitor bed and complete diagnostic/surgical unit.

DECK 3: Life sciences

Forward deck, port to starboard

CHIEF SURGEON'S OFFICE

MEDICAL PATHOLOGY LAB

SUPPLY STORAGE

OPERATING ROOM: Contains two monitor beds and diagnostic/surgical units.

MEDICAL RECEPTION ROOM: Usually manned by an orderly, who handles minor cases.

INTENSIVE CARE UNIT: Contains five monitor beds and two desks with monitor repeater screens.

HEAD

Extreme port and starboard

LOUNGE/WAITING ROOM

Center deck, port to starboard

PHYSICAL THERAPY ROOM

ASST. MEDICAL OFFICER'S OFFICE

MEDICAL OFFICE (JUNIOR OFFICERS)

RECOVERY WARD: Beds here are not equipped with medical monitors.

HEAD

Aft deck

AUXILIARY COMPUTER BANKS — LIFE

SCIENCES

DECK 4: Command offices

Forward deck, port to starboard

TRANSPORTER ROOM 4P: This station (and its twin to starboard) is used for most standard missions, landing parties, etc.

BRIEFING ROOM 4A: Computer readout screen recessed below table emblem, controlled from any table edge station.

BRIEFING ROOM 4B

CAPTAIN'S OFFICE

HEAD

EXECUTIVE OFFICER'S OFFICE

BRIEFING ROOM 4C

BRIEFING ROOM 4D

TRANSPORTER ROOM 4S

Center deck

MAIN SHIP'S COMPUTER BANKS

Aft deck

SENIOR OFFICERS' MESS: Food delivery units are at center aft, and is served by stewards. The long Captain's Table also has its own food delivery system.

DECK 5: Food preparation

Forward deck, port to starboard

JUNIOR OFFICERS' MESS: Food delivery systems are built into the tables, though the selection is less elaborate than in the senior officers' mess. There are no steward/attendants.

MANUAL FOOD PREPARATION: Kitchen facilities available to officers for preparation of special dishes.

Center deck

REFRIGERATED STORAGE

AUTOMATED FOOD PREPARATION: Standard menu items are prepared here for delivery to food delivery locations elsewhere.

Aft deck

EMERGENCY STANDARD GAS STORAGE: Atmospheric gas storage, under high pressure, for emergency replenishment of life support equipment.

DECK 6

Forward deck, port to starboard

INSPIRATIONAL MEDIA ROOM: Used for indoctrination and propaganda, with periodic attendance required for most junior officers. Most crewpersons are exposed to various types of propaganda almost constantly. (VARIANT: Romulan-operated D-7 Battlecruiser – **EXPANDED COMBAT ARENA:** This area features more extensive combat sports facilities, with all members of the crew required to participate. Those who excel at sports and combat exercises are highly regarded, and may earn special privileges with good performance. Training is rigorous and highly disciplined.)

OFFICERS' GYM: Includes a wide assortment of physical training equipment including weight machines, parallel bars, and a small arena similar to a (round) Terran "boxing ring". The arena is used for unarmed combat practice, and staging occasional trials by combat, sometimes called for under Klingon law.

Center deck

AUXILIARY CONTROL ROOM: A "second bridge" with security-locked override controls. Command chair, helm and navigator's station are at center, as on the main bridge. Stations around the periphery (clockwise from elevator) are Weapons Control, Sciences, Viewscreen, Communications, and Engineering Auxiliary. (When the main bridge is in operation, engineering controls are centered in the engineering section). This control room can be used if the regular bridge is damaged or captured by enemy boarding parties.

Aft deck, port to starboard

CONFERENCE ROOM (VARIANT: Romulan-operated D-7 Battlecruiser – LOCKER ROOM)

LOCKER ROOM: Includes lockers, showers and head.

Boom section on this level contains the turbo-elevator connection to the main hull and bulk water storage port starboard.

DECK 7: Senior officers' quarters

Aft deck

EMERGENCY TRANSPORTERS: Multi-station transporter used only for abandon ship operation. (Such units draw an enormous amount of power, and are unsuitable for regular use). Small rooms port and starboard contain stores of emergency survival equipment.

Outer deck, clockwise from aft

COMMANDING OFFICER'S QUARTERS: Living room, bedroom and head

CHIEF ENGINEER'S QUARTERS

HEAD: Shared by Chief Engineer and Chief of Security

SECURITY CHIEF'S QUARTERS

EXECUTIVE OFFICER'S QUARTERS

Inner deck, clockwise from elevator

STORAGE AREAS

HEAD

CHIEF MEDICAL OFFICER'S QUARTERS

Center deck

ECM EQUIPMENT ROOM: Central location for electronic counter measures circuitry and monitoring, including sensor foolers and, on Romulan variants of the D-7, cloaking device hardware.

DECK 8: Junior officers' quarters

All junior officers (including chief helmsman, chief navigator, communications chief, weapons officer, and science officer, among others) live in double bunkrooms with shared bathroom facilities. Exact arrangement of quarters varies from ship to ship.

DECK 9: Intelligence facilities

Forward deck, port to starboard

INTERROGATION ROOM: For interrogation of important prisoners. Includes a monitor bed and medical equipment (including surgical facilities). Also featured are the famous Klingon agonizer booths, which serve the same function as the hand-held agonizer, but with finer control and more power. (VARIANT: Romulan-operated D-7 Battlecruiser) **SHRINE:** This room is usually outfitted as a shrine to the Romulan god-warriors. Each ship has its own special patron warrior deity, which will serve as a central figure for the shrine. Other statues and representations of god-warriors and other great herces will also be present. Traditionally, only a Romulan who has spilled blood in battle (a Romulan rite-of-passage) may enter without desecrating the shrine and inviting divine retaliation. Such retaliation is supposed to come in the form of bad luck or defeat in battle.

CLEARANCE FOR MAIN SENSOR TUBE

INTERNAL SURVEILLANCE ROOM: From this room, nearly any location on the ship can be monitored, if the proper security clearance is obtained. There are always security officers here, checking crew areas and sensitive locations on random searches. If characters are trying to hide or evade a search on board this vessel, allow the Klingon crew a saving roll on the Crew Efficiency Rating (or the Starship Security rating of the Security Officer, if one has been designated). A successful roll will cause intruders to be spotted if they enter a sensitive or important area.

Aft deck

BATTERY POWER: For emergency use.

DECK 10: Main sensors

Port and starboard

RAW MATERIALS STORAGE: For use in food preparation and/or material fabrication.

Forward deck

MAIN SENSOR DISH: Recessed in a shielded tube for maximum protection.

Center deck, port to starboard
SENSOR MONITOR ROOM
SCIENCES OFFICE

DECK DESCRIPTIONS – MAIN HULL

DECK 1: Shuttlecraft landing area

Aft deck
SHUTTLE BAY DOORS
SECONDARY TRACTOR BEAMS: Used for bringing aboard small vessels and other objects of interest.

Center deck
SHUTTLE LANDING AREA: Including landing beacons and drone launchers. Drones are used as targets for ship combat practice, and as probes. They are capable of sublight speeds only and are not suitable as weapons under normal circumstances, although they can be fitted with warheads for special uses.

Forward deck
ELEVATORS: Port and starboard, for lowering shuttles, drones and personnel to the shuttle staging area.

MAIN HULL TRACTOR BEAMS: Mounted on the forward hull of this deck.

DECK 2: Shuttle staging area

Aft deck
DRONE STORAGE: Storage area for drones of all types. This area is served by one of the landing area elevators.

SHUTTLE PARKING: Shuttlecraft are stored here between missions. Also, this serves as a staging area where shuttle passengers embark and disembark. The elevator then takes the already loaded shuttle to the bay above for launch. This is different from embarkation procedures used by Star Fleet ships such as the Constitution class vessels.

Center deck, port to starboard
SERVICE SHOPS: For maintenance and repair of drones, environmental suits, and other major pieces of hardware.

SHUTTLE REPAIR AREA: Maintenance area for shuttlecraft.

Forward deck
SERVICE SHOPS: As above.
EMERGENCY GENERATOR: Emergency power system, based on advanced fusion reactors. Reactor radiator fins are across the front of the hull in this area. This is the upper level, with the reactors continuing into the deck below, and accessed from that level.

DECK 3

Aft deck
MAIN IMPULSE ENGINES: For driving the ship at sublight speeds. This deck is open, with the engines continuing into the deck below but accessible at both levels.

Center deck
EMERGENCY GENERATOR: Continued from the deck above, including monitor systems and controls.
ENGINEERING COMPUTER BANKS: Computers controlling most engineering functions including warp and impulse engines, power systems, and life support.

Forward center deck, port to starboard
NON-COMMISSIONED OFFICERS QUARTERS: These four-person bunkrooms with attached shared bath facilities are mainly occupied by non-coms having duties in engineering.

CHIEF ENGINEER'S OFFICE
ENGINEERING SHOPS: Combined workrooms/laboratories for parts fabrication, testing, repair, etc.

Extreme port and starboard
WATER TANKS

Forward deck
ENGINEERING SHOPS: As above.
LIFE SUPPORT MACHINERY

DECK 4

Aft deck
IMPULSE ENGINES: Continued from deck above, including monitors and systems controls.

Center deck, port to starboard
POWER CONVERSION CHAMBERS: These systems convert warp nacelle power (from matter-antimatter reactions) to power usable for ship systems such as weapons, shields, etc. This is a sensitive area of the ship and is usually well guarded.

WASTE WATER RECOVERY: All waste water on the ship (including drain water, and water precipitated by the air conditioning system) is eventually recycled through these systems and back into the water holding tanks. The system is so efficient on modern ships that water actually accumulates (due to its being brought on board in food) and must on rare occasions be vented when all tanks are full!

Extreme port and starboard:
WATER TANKS

Forward deck
BUNKROOMS: For enlisted personnel, most of whom are assigned to maintenance, engineering, and ship services.

Extreme forward deck
PHYSICS LABORATORY

DECK 5 (BOOM): Laboratories

Forward to aft
WATER STORAGE TANKS
PUMP ROOM
ZOOLOGY LAB
CHEMISTRY LAB (port)
BOTANY LAB (starboard)
ION PHYSICS STUDIES LAB (engine development impulse) (port)

SPECIAL STUDIES LAB (starboard)

Forward deck, port to starboard

SICK BAY RECOVERY WARDS: Medical facilities on this deck are oriented toward the combat troops, whereas Deck 3 Forward Pod facilities are intended for naval personnel.

EXAMINING ROOM: Equipped with monitor beds and diagnostic equipment.

MEDICAL STORAGE AREA

OPERATING ROOM

INTENSIVE CARE UNIT: The desk in this room has repeater monitor screens for all monitor beds in the unit.

Extreme port and starboard

AIR CONDITIONING/FILTERING UNITS

Center and aft decks

BUNKROOMS: For combat troops carried by all large Klingon vessels. These troops are used as occupation forces on conquered worlds, boarding parties, and as armed members of landing parties.

DECK 6

Aft deck, port to starboard

TROOPERS' MESS: Food service machinery on the aft and starboard walls delivers basic meals, without the variety or extras offered by the units used by naval personnel.

EXAMINING ROOM: Equipped with monitor beds and diagnostic equipment.

MEDICAL STORAGE AREA

OPERATING ROOM

INTENSIVE CARE UNIT: The desk in his room has repeater monitor screens for all monitor beds in the unit.

Extreme port and starboard

AIR CONDITIONING/FILTERING UNITS

Center and aft decks

BUNKROOMS: For combat troops carried by all large Klingon vessels. These troops are used as occupation forces on conquered worlds, boarding parties, and as armed members of landing parties.

DECK 6

Aft deck, port to starboard

TROOPERS' MESS: Food service machinery on the aft and starboard walls delivers basic meals, without the variety or extras offered by the units used by naval personnel. Meals are served in shifts at set times.

AUXILIARY BRIDGE: This control room is designed for use if the boom and forward pod are separated from the the main hull in an emergency. The two sections can be operated separately, though only at sublight speeds. Separation would only be performed in an emergency such as the crippling of the main hull in battle. Once separated, the two units cannot be rejoined without major repair facilities.

NAVAL ENLISTED MEN'S MESS: Food service for naval enlisted men and non-coms, of a slightly better quality and less regimented nature than that provided for ground troops. Klingon military philosophy does not favor "pampering" the combat soldier. (VARIANT: Romulan-operated D-7 Battlecruiser — Romulan combat troops are elite fighters who are treated as heroes. Their mess facilities are usually the best on the ship. Romulans as a rule generally do not go in for "frills", being a spartan warrior race, but they do not mistreat the average combat soldier. Morale is very high among Romulan ground troops.)

Center deck, port and starboard

SECONDARY COMPUTER BANKS: Major computer complex for the main hull.

Middeck center

EMERGENCY BATTERIES

Forward deck

BUNKROOMS: These quarters are mostly for the junior enlisted men.

Extreme port and starboard

FUEL PROCESSING AND STORAGE: For impulse drives and auxiliary generators.

Extreme forward deck

AUXILIARY BOOM IMPULSE DRIVES: For use when boom is separated from main hull in emergencies.

DECK 7 (BOOM): Cargo

Forward to aft

WATER STORAGE TANKS

PUMP ROOM CARGO STORAGE AREAS (4)

DECK 7 (PORT)

Aft deck, port to starboard

CREW GYMNASIUM: Includes attached locker room. This area is somewhat misnamed, as it is mostly available to non-coms and not to enlisted personnel, except at scheduled times.

TRANSPORTER ROOM: This is the transporter facility used most often by enlisted personnel on routine duty. This transporter is also used when tight security must be maintained, as when transferring prisoners.

FROZEN FOOD LOCKER

Center deck, port to starboard

SHIP'S LAUNDRY: Klingon basic uniforms are not endlessly recycled, like Star Fleet uniforms on larger ships. Instead, they must be laundered. The ship's laundry uses special dry electrostatic processes to remove soil and stains.

MEDIA ROOM: Similar in purpose to the media room on Deck 7 in the forward pod, but used mainly by enlisted men and combat troops, who are required to see "inspirational" media presentations on a regular basis.

Forward deck, port to starboard

FIRING RANGE: All Klingon enlisted personnel are required to maintain a minimum competency with firearms. This range, and all firearms instruction, is overseen by the security department.

OFFICERS' LOUNGE (forward): Mostly used by officers in the security department, though it is theoretically open to any officer. Security personnel are the most mistrusted people aboard Klingon vessels, and maintain a discreet social distance from other officers. This is reasonable, as one of their major jobs is watching and informing on the crew and the other officers. Not even the Captain of a ship can totally trust his security officers. The Chief of Security is third in command, and every ship has at least one (usually several) operatives of the Klingon Secret Police aboard in undercover guise to watch the captain himself on behalf of the Klingon Imperial Fleet Command.

SMALL ARMS ARSENAL (aft): This guarded room contains disruptor pistols and rifles, as well as other weapons sometimes issued by the security department. Weapons may be recharged or repaired here, under the watchful eye of the ship's chief armorer.

Extreme port

MACHINERY: Includes warp drive channelling circuitry, life support systems, shield systems, etc.

DECK 7 (STARBOARD)

Aft deck, port to starboard

FROZEN FOOD LOCKER

AUTOMATED FOOD PREPARATION: This facility prepares the basic meals for the troopers' mess.

Center deck, port to starboard

ELEVATOR REPAIR FACILITY: For repair of turbo-elevators. This area contains master controls for all turbo-elevators, including the capability of locking out a station, so no cars can stop there. Controls here can also override local control and call a specific car from anywhere, or send a car from one station to another with a "priority override" program, preventing any other car from taking precedence.

GUARD LOUNGES: For use by security guards who are "on call", but have no specifically assigned duties.

Forward deck, port to starboard — security section

INTERNAL SECURITY OFFICE: The home of the dreaded Internal Security Department. An enlisted man called here would be scared to death — and with good reason. Even officers of other departments get nervous when sent here for one reason or another!

INTERROGATION ROOMS: These rooms are little more than cubicles — not as well equipped as the interrogation facility in the pod on Deck 9. These rooms are mainly used for internal security interrogations.

SECURITY MESSROOM: This messroom is small, but equipped with food service the equal of the non-com's mess room on Deck 6. Again, this is a reflection of the social distance between security personnel and other ship's crew. It is also convenient to have a small mess area for guards "on call".

CELLBLOCK: All cells have audio-visual monitoring devices, but not all may be actively watched. (You never know...) On most D-7 vessels, the cell doors are transparent force fields which cannot be penetrated by material objects, or disrupted by known hand weapons fire. Early models, however, may have old-fashioned steel doors with electronic locks.

(VARIANT: Romulan-operated D-7 Battlecruiser — On Romulan ships, the security area is much smaller, as there are almost never prisoners to guard. Romulans are also less paranoid about internal security. The security facilities shown would be cut back to a simple office or two and a couple of brig cells. The security mess room would remain on most such ships. The rest of the room would be converted to quarters for security guards and soldiers.)

Extreme starboard

MACHINERY: As noted on portside plan, this deck.

DECK 8

Aft deck, port to starboard

GENERAL FABRICATION: Automated fabrication equipment for manufacture in quantity of small items of hardware. Computer-controlled machinery such as this feeds from raw materials storage areas. Many things can be recycled almost endlessly in this manner, thus cutting down on the number of specialized items that must be stocked and carried by the quartermaster's department in ship stores.

SMALL ARMS ARSENAL 8S: Same as the portside arsenal.

ORGANIC FABRICATIONS: Automated fabrication of organic compounds and organic materials, such as some plastics and resins.

Forward deck, port to starboard

SHIP STORES: This is the central distribution point for the quartermaster's department, responsible for fabrication, control, distribution and repair of ship's equipment. Everything from blankets to communicators is handled by this office. Fabrication of weapons and weapon parts is also done by this department, but under the strict controls of the security department. (Weapons and parts are not stored here, but rather kept in the armories.) Uniforms are made by this department and stored here, and recycled when too worn or damaged for further washings. Like all supply personnel in armed services anywhere, Klingon quartermasters are great traders and "scroungers", making outrageous deals to get needed equipment and supplies. In this respect, they have perhaps more freedom to act than any Klingon ship personnel. Not even security wants to upset the quartermaster too much, unless it is absolutely necessary.

METALLIC FABRICATION: Automated equipment for fabricating metallic items.

SANITARY WASTE RECOVERY: All waste materials are processed through automated machinery, which breaks it down into component elements for storage in raw materials storage compartments.

MATERIALS RECLAMATION: Worn uniforms, broken parts and materials, etc. are brought here, where they are broken down into component materials for later recycling as new items, much in the same manner that waste materials are handled next door.

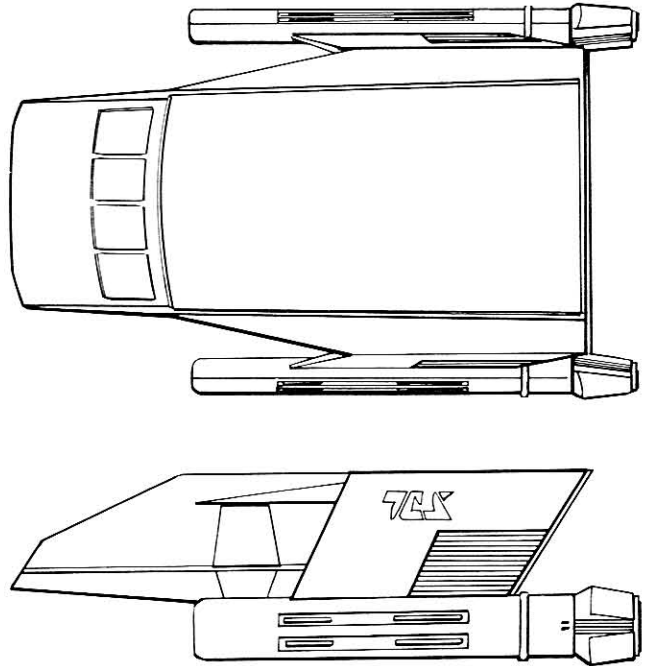
Extreme port and starboard

STORAGE AREAS: For raw materials and equipment used by the various systems on this deck. Retrieval of materials from this area is by automated conveyor systems, though entry by ship personnel is possible through normally-sealed access hatches.

DECK 9: Cargo

All of Deck 9 is devoted to cargo handling and storage. Two large cargo transporters are present (one each to extreme forward port and starboard) for beaming non-living items only. Tuning on cargo transporters is less precise than personnel transporters. Any living organism sent in this manner runs a risk of being reassembled in less than viable condition. (Gamemasters: If living organisms are sent in this manner, roll 1D10 for each. On a roll of 1, the animal or being in question has experienced reassembly error of one type or another. If so, roll 1D10 again. On a roll of 1, the error has caused brain damage, and the organism is hopelessly and permanently insane. This will not likely be a subtle insanity, but rather total idiocy or outright raving, incoherent lunacy. On a roll of 2-5, the being or animal is badly deformed in some way, the extent and effects of such deformity left to the gamemaster. On a roll of 6-10, the organism is too badly damaged to live, and dies within 1D10 hours, unless put out of its misery sooner).

The rest of the deck is made up of several cargo holds. Special cargo requiring unusual handling or special security is stored in the small holds to extreme center port or starboard. More partitions can be added in any way that cargo handlers desire.



SHUTTLECRAFT PLAN AND PROFILE VIEWS

