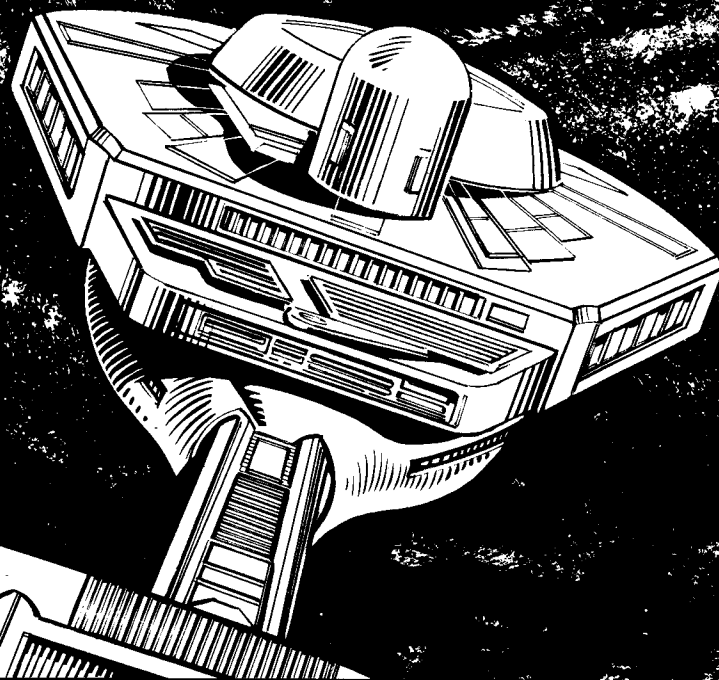


Intrusion



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INTRODUCTION

This adventure is designed to be played using Klingon player characters with STAR TREK: THE ROLE PLAYING GAME, the Klingon Empire supplementary set, and a set of deck plans for a Klingon D-7 Battlecruiser. The action of the adventure may take place before the Romulan/Klingon treaties were established, or the D-7 in question may be a "privateer" ship engaged in obtaining advantages and "prizes" for the Empire without official Imperial sanction. The adventure is designed to be run as a stand-alone scenario, or can easily be worked into an existing campaign.

BACKGROUND

While patrolling an area near the Romulan/Klingon border, the player's D7 battlecruiser enters orbit around a previously uncharted planet. Investigation shows a small Romulan landing party which had apparently been deposited for a survey mission. With an unparalleled stroke of luck, the Klingon crew manages to capture all five of the Romulans for later interrogation. Subsequent sensor scans show no other activity on the planet, nor any Romulan ships nearby. As the hour is late, the five Romulans are placed in separate cells in the cellblock (deck E-7, page 3A of FASA's D-7 deckplans). Guards are placed, and the ship settles down into third-shift routine, with most top officers on sleep period.

However, things are not quite as they seem. The five Romulans are, in reality, highly trained centurions. At an opportune moment, one of the Romulans manages to catch one of the guards unaware, and kills him quickly and silently. Relieving the dead guard of his electronic key and his disruptor, the Romulan quickly frees his five companions. Together they dispatch the other guard on duty (with the same efficiency) and quickly locate four more disruptors. Realizing that the security office is probably being watched, they move off in the other direction, soon coming to the Elevator Repair Facility. A plan begins to develop in the mind of the Romulan commander ...

THE CHARACTERS

Aside from the crew of the D7 cruiser, the only non-player characters are the five Romulans. These are as follows:

DELU, Romulan Centurian Commander

STR 67	END 71	INT 58	DEX 77
CHA 50	LUC 35	PSI 25	AP 11
Significant skills:			
Marksmanship (modern)	76		
TO	HIT	76	
Personal Combat (unarmed)	71		
TO	HIT	74	
Starship Sensors	45		
Computer Tech	66		
Starship Security	45		

SOMOS, Romulan Centurian

STR 78	END 90	INT 55	DEX 79
CHA 41	LUC 42	PSI 22	AP 11
Significant skills:			
Marksmanship (modern)	70		
TO	HIT	74	
Personal Combat (unarmed)	75		
TO	HIT	77	
Starship Eng. (general)	56		
Computer Operation	20		
Personal Weaponry Tech	91		
Starship Security	53		

RITOS, Romulan Centurian

STR 85	END 86	INT 45	DEX 68
CHA 55	LUC 37	PSI 26	AP 10
Significant skills:			
Marksmanship (modern)	64		
TO	HIT	66	
Personal Combat (unarmed)	70		
TO	HIT	69	
Starship Eng. (general)	45		
Computer Operation	63		
Starship Security	53		

DOLUS, Romulan Centurian

STR 67	END 63	INT 44	DEX 79
CHA 43	LUC 41	PSI 19	AP 11
Significant skills:			
Marksmanship (modern)	75		
TO	HIT	77	
Personal Combat (unarmed)	70		
TO	HIT	74	
Computer Operation	67		
Computer Tech	37		
Starship Security	47		

Known armament: None (Mark if disruptor pistol in locked drawer of bedroom.)

ARVLU, Romulan Centurian

STR 76	END 77	INT 58	DEX 69
CHA 43	LUC 43	PSI 17	AP 10
Significant skills:			
Marksmanship (modern)	70		
TO	HIT	69	
Personal Combat (unarmed)	79		
TO	HIT	74	
Starship Eng. (general)	19		
Starship Security	56		
Personal Weapon Tech	37		

PREGAME

After entering the Elevator Repair Facility, Delu decides on a plan of action. Ritos and Arvlu are to remain in Elevator Repair for five minutes, destroy all turboelevator capabilities, and then move toward the Shuttle Bay (E-2) as quickly and noisily as possible. Somos is to head for the Engineering deck (E-3) and disable the Engineering computers. Dolus is to try to destroy the Main Ship's Computers (D-4), while Delu will try to disable the Main Ship's Sensors (D-10). With last farewells (as none expect to live through this), they each head off in separate directions.

At this point, the gamemaster should roll 1D10 to determine the turn number in which the intruder alarm is set off. Then go to the paragraph with that turn number to find out where each Romulan is when the alarm goes off. (The gamemaster may also want to decide how the alarm was triggered, depending on the turn it is sounded.)

TURN 1: Ritos and Arvlu are waiting in Elevator Repair (E-7). It may be assumed that they will remain here until the alarm is sounded. Somos and Delu both move to the starboard stairs up to E-6. Dolus is moving to the port stairs up to E-6. (They are all still on E-7 this turn.)

TURN 2: Somos, Delu, and Dolus are all climbing the stairs to E-6. They are halfway up this turn.

TURN 3: Somos moves toward the starboard stairs up to E-5. Delu stalks past the starboard mess hall, while Dolus stalks past the port mess hall. All are on E-6 this turn.

TURN 4: Somos is now climbing the stairs toward E-5. He is now halfway up these stairs. Delu stalks past the first starboard dorms, while Dolus does the same on the port side. They are on E-6.

TURN 5: Somos moves to the starboard stairs to E-4. He is, of course, still on E-5. Delu moves past the cross corridor on the starboard side, while Dolus moves past the port corridor. They are on E-6.

TURN 6: Somos is now halfway up the starboard stairs to E-4. Delu must now stalk past the second starboard dorms on E-6, while Dolus must again do the same on the port side.

TURN 7: Somos now moves to the starboard stairs leading to E-3. He is on E-4 this turn. Delu and Dolus have now reached the boom corridors. As there is no cover at all, they now must run as fast as possible to the other end. (This will take 5 turns, so they will be an appropriate number of squares down these corridors when the alarm is sounded. They both move 11 squares each turn.)

TURN 8: Somos is now climbing the stairs to E-3. He is again halfway up this turn. Delu and Dolus are now 22 squares down the boom corridors.

TURN 9: Somos moves cautiously to the first corner on E-3. Delu and Dolus are now each 33 squares down the boom corridors.

TURN 10: Somos can get to the corner near the stairway up to E-2. Delu and Dolus are now 44 squares down their respective corridors.

By now the alarm will undoubtedly have been sounded. Roll 1D10. On anything less than a 5, a guard or crewman has walked in on Ritos and Arvlu in Elevator Repair. In this case, a fire fight may ensue, with the result that the Klingon who disturbed them is now dead, and they are quickly destroying the elevator control systems. If the roll was a 5 or 6, Somos was spotted on the stairs. The poor crewman kept his wits about him long enough to set off an alarm. If the roll was 7 or 8, Delu was spotted, whereas if the roll was 9 or 10 (0) Dolus was the cause of the alarm. If they were sneaking past a doorway or intersection, a crewman saw them and sounded the alarm. If, however, they were in the boom cor-

ridors, Internal Surveillance (D-9) saw them on their monitors.

THE PLAYERS NOW ENTER THE FRAY

Things will now proceed according to the wishes of the players. If the players are the command crew, they will start in their staterooms (D-7, page 4A). If the players wish to play security officers, they may start at any of the following points: Security Office (E-7, page 3B), Security Messroom (E-7, page 3B), Weapon Firing Range (E-7, page 4B), Crew's Quarters (E-6, page 2B), Crew's Quarters (E-5, page 1B), Junior Officers' Quarters (D-8, page 4A), or Junior Officers' Mess (D-5, page 4A). The gamemaster should place them well away from the central corridors, as these are not the ones who sounded the alarm.

Of course, the players will have no idea where the Romulans are headed. This is why Ritos and Arvlu are intending to head toward the Shuttle Bay as noisily as possible.

MOVEMENT TOWARD SABOTAGE

The primary motive of the Romulans is to get to their target area and cause as much damage as possible. At the time when the alarm is sounded, the players will only know the location of one party. Play should proceed as follows:

Ritos and Arvlu will immediately destroy the turboelevator controls so as to hinder the players as much as possible. They will then follow the same route that Somos traveled to get to E-3. From there, they will attempt to climb the one last flight of stairs to E-2, and try to destroy the Shuttle Elevator Platform. If at any time they see any Klingons, they will engage in a short fire fight, and then dash on up the next steps. If they should manage to destroy the Shuttle Elevator, they may move on to any other target the gamemaster wishes.

Somos will try to get to the area marked Engineering Computers on deck E-3 (page 6A). Once there, he will begin shutting them down and destroying them. This will take 1D10/2 plus 3 turns to accomplish. If he is successful, the player's ship will be dead in space, with no power available from the warp engines. Somos will then move to the Emergency Reactor (E-3, page 6A) and repeat the above procedure. Should he succeed in this, he will move off in a random direction to find some other piece of equipment to destroy.

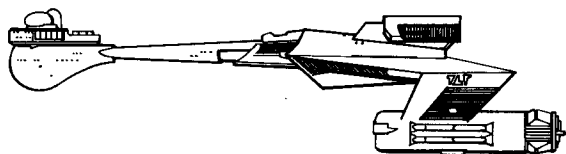
Delu will move the rest of the length down the boom, move through the Officer's Locker Room, and then work his way down the stairs to Deck D-10 (page 6A). He will then go into the Main Sensor machinery room and demolish

Dolus will go through the conference room (port side of deck D-6, page 4A) and into the Inspirational Media room, where he will take the stairs upward to decks D-5 (page 4A) and then to D-4 (page 3A). The Ship's Computer room, his target, is guarded, of course. Dolus will have to be clever and use the advantage

of surprise to overcome the guard. Once inside, Dolus will begin destroying sections of equipment, doing 1D10/2 points of damage per turn. For every 10 points damage, the Communications Officer will log an additional +1 modifier just as if 10 percent crew casualties had been taken. When 100 points of damage have been done, the Ship's Computers are useless, and Dolus will move on to other pieces of equipment elsewhere on the ship.

Obviously, if the Romulans are allowed to go about their business unmolested, they will soon cripple the ship. The players, however, should be trying to find them as quickly as they can. This may be accomplished in two ways. The players may move to any region they think the Romulans are in (via the stairs as the Elevators are useless). If they suggest that the Chief Security Officer scan for the Romulans using Internal Surveillance, the process can be simplified immensely. For each turn he tries, he must make a saving roll on his Starship Security or Surveillance skill level (whichever is higher) with a penalty of 20 points. Each time the roll is made, another of the Romulans has been discovered, and that information may be relayed to the rest of the players.

Each player may be assumed to be equipped with a communicator and a Mk II disruptor. Security Officers may carry a Mk I Disruptor rifle on a roll of 9 or 10 on 1D10. The deck plans may be laid out for the players to show their progress, as it is assumed that they know their ship very well.



STARSHIP REPAIR

The damage to the player's ship is not irreparable, but will take some time to fix. 1D10 turns after a damage control party reaches Elevator Repair (E-7, page 3B), one or two "command cars" may be placed in operation. These would then be placed at the disposal of the captain and/or first officer as needed. The rest of the elevator controls will take 1 day to repair.

The warp engine controls are another matter, however. A damage control party may bypass the main engines and give 1D10 plus 5 points power from one engine, but that will not be sufficient for warp speed. Of course, the impulse engines should be undamaged, so they will still provide a small amount of

power. If not otherwise occupied, the Chief Engineer may try to repair one more point of damage each turn (see STARSHIP COMBAT, THE ENGINEER in the basic rule book). One day will be required for full repairs to take place.

The ship's computers may, in some part, be bypassed into other subsystems, but this will also take time. For each turn the Chief Engineer can make his Computer Technology skill save, another 1D10/2 points of damage have either been repaired or switched. The saving roll modifiers logged on the Communications Officer's panel may be reduced in this manner.

The sensors may actually be bypassed, to allow weapons lock capabilities. Do do this, the Science Officer must work carefully for six turns, successfully making six saving rolls on his (her) Starship Sensors Skill. If this is done, sensor capacity has been switched over to the backup systems, at a -10 penalty to all sensor rolls. If the Science Officer misses one of the six saving rolls, he (she) must start over. The main sensors will take two days to fully repair.

Any other damage done to the ship may also be repaired, at the gamemaster's discretion. Obviously, the Chief Engineer can only be in one place at a time, so only one system may be worked on during a given turn. (This does not include the damage control parties, but they may only make the simple repairs listed above.) If the Engineer must move from one repair to another (as from Engineering to Main Ship's Computers) two or three turns of travel time will be necessary to get to that new location. If an elevator car is not working yet, or is otherwise occupied, it will take the Engineer 1D10 + 20 turns to get from one end of the ship to the other.

ENDGAME

It must be noted that the Romulans escaped with the intention of causing as much damage as possible. They will not allow themselves to be re-captured, and will fight to the death, committing suicide only to avoid capture at the last moment. (They will not suicide if the situation is not yet hopeless, as they will also wish to take out as many Klingons as possible.)

It should also be noted that Klingon High Command will not be overly pleased that a group of captives were allowed to escape detention. The gamemaster is urged not to be too severe on the players if the situation was controlled in a reasonable amount of time. (Fortunately several scapegoats have already met their end, and their corpses may be presented to High Command as proof.)

If the gamemaster wishes to be especially nasty, a Romulan Bird of Prey may be orbiting the planet with cloaking device activated. It may then attack just when the Klingon ship seems most helpless, placing the players into a Starship Combat situation with a semi-disabled ship. If this is done, the designers suggest that the Romulan ship also be somewhat disabled, possibly as a result of something found on the planet below. The gamemaster is urged to adjust or lengthen this adventure to fit the campaign requirements as needed.