

TERMINATION: 1456



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An adventure for use with *Star Trek: The Role Playing Game*

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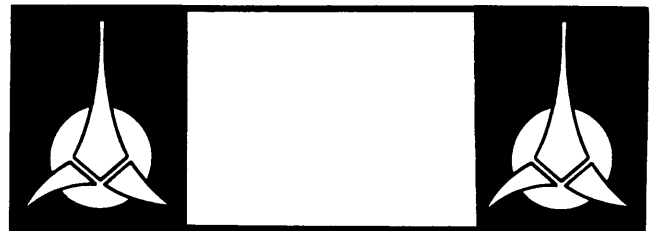
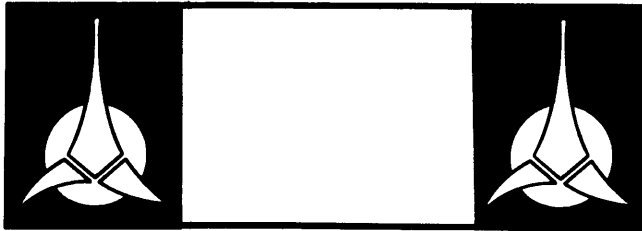
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Special thanks go to Donna Kemper and Trey, Kristi, Melissa, and Erica for their patience and understanding. And a special welcome to a new Earther, Kelly Alexandra Kemper. Grandma Kemper is happy.

DEDICATION

To the million-and-one would-be writers out there who figure that they'll never see print. Hang in there!

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Introduction

The following adventure for Klingon player characters concerns the events leading up to the completion of Imperial Internal Security Termination Contract 1456 – the 1456th assassination ordered by the Internal Security branch of the Imperial Navy this fiscal year. The adventure involves the passengers and crew of a W-2 Class warpshuttle. It takes place entirely within the bounds of Klingon space, a week's travel at Warp 6 from the United Federation of Planets and the Organian Treaty Zone.

The adventure may stand alone. To facilitate play, a group of pre-generated player characters are included in this booklet; players are encouraged to change or adapt these to their special needs as they see fit.

The adventure can be used to introduce a campaign for Klingon player characters, using either the pre-generated characters provided or new player-generated characters. The adventure also may be incorporated into a continuing campaign. In this case, the player characters can be the crew of the warpshuttle assigned to this mission, or the warpshuttle passengers, if they are not crewing such a vessel normally. As with all adventures, gamemasters should feel free to rework details within the adventure to allow it to mesh with their campaign.

To fully enjoy this adventure, players should have access to **The Klingons** supplement and be somewhat familiar with the background of the Klingon Empire.

PLOT SYNOPSIS

The adventure opens with the player characters aboard a W-2 Class Warpshuttle *Vaccin*, where the Captain leads off by responding to an unusual request to visit the *Vaccin's* VIP passenger, as detailed in **An Unusual Visit**. He is given sealed orders and told to open them in the security and privacy of his cabin. When he does, he learns of his part in Termination Order 1456, as discussed in **The Orders**. He also learns of the background reason for the termination order in **The Dispatches**.

The player characters have time to search their computer files for a wide variety of data provided in **Background Information**. This will allow them to make a plan. This plan must begin with how they intend to arrive at Muldor IV, as discussed in **Arrival In The Muldor System**.

In order to get to Krador to carry out the order, they must land on Muldor IV. They may choose to land in secret, as discussed in **Clandestine Landings**, or they may land openly, as discussed in **Overt Landings**.

Because this is a free-form adventure, there is no set outcome or conclusion. Krador does not necessarily have to be assassinated. Because Klingons always have a variety of behavior options available to their personal success, it is not out of the realm of possibility that the player characters may decide to join Krador. They may even choose to kill Krador and take over his organization. They may attempt the assassination but fail, requiring them to escape Muldor IV and inform the Empire of Krador's activities.

Unlike linear adventures, in which the players strive to reach a well-defined goal, in free-form adventures the players' choices and the gamemaster's reactions to those choices create the plot. The conclusion and the path toward that conclusion is not set forth ahead of time, and the myriad possibilities prohibit describing every situation or encounter ahead of time in these pages. The adventure plot, as described in this book, is only a map to guide the gamemaster as he makes his way through the situation.

CONTENTS OF THIS BOOK

This book contains a section describing the various encounters that the player characters are likely to have. Separate sections are provided for the map and description of the garrison on Muldor IV, including the Headquarters Building where Krador has his quarters and office. Additional sections detail the vessels and the vehicles used in this adventure, as well as the background information that can be provided to players. A section giving the statistics for several player characters and the important non-player characters and an extensive section of gamemaster's notes completes the book.



The Adventure

Play begins on the Imperial Klingon Ship *Vacsin* (Klingon battle language for 'utmost speed'), a W-2 Class warpshuttle (or any other Klingon vessel the gamemaster decides on). The *Vacsin* has just left Battle Station 326ABF and is now enroute to Muldor IV, a planet on the Imperial frontier. Aboard is the Deputy Commander of the 4th Fleet Security Area and his 2 staff members and 2 personal body guards, now settling down in the VIP passenger section of the ship.

The crew is a bit on edge, as they have never transported so exalted a passenger as Lieutenant Commander Kailes Sutai Rejac. Normally they have been assigned to transport Captains and Commanders to their new posts, but here is the second in command of the entire security area. Regardless of his rank, Kailes' power is known to outweigh many an Admiral. He obviously is well-regarded at the Imperial Court and has many influential friends and line-brothers in high places. This is definitely going to be a trip of some importance to everyone involved, for to gain the notice of such a dignitary could ensure an officer's career success or relegate him to nonessential obscurity.

SEALED ORDERS



AN UNUSUAL VISIT

During the first day out, the passengers keep well to themselves in their quarters. That evening, however, the *Vacsin's* Captain is called to the VIP section. Roll lower than the LUC attribute per player character to see if any notice this unusual development; if any do notice, inform the player privately of this fact. Why would such a passenger wish to see a lowly Lieutenant commanding a tiny warpshuttle?

The *Vacsin's* Captain is given a brief audience with Kailes, who is his usual stoic and humorless self. Finally the Captain is given a packet of sealed orders with the words "INTERNAL SECURITY DISPATCHES: DO NOT OPEN ON PENALTY OF DEATH" written in bright red across the top. Kailes orders the Captain to go to his quarters. There he is to ensure that his surveillance screen has been blanked and carefully read the reports and documents in the packet.

THE ORDERS

If the Captain fails to insure that he is safe from surveillance, a crew member who was aware of the visit (see **An Unusual Visit** above) may be able to discover the full contents of the sealed orders the Captain has been given. A successful Skill Roll, made secretly by the gamemaster against the character's rating in *Security Procedures*, will allow him to see the message and dispatches; provide them to the player in private. Otherwise, the details of his sealed orders are to be provided privately to the Captain only.

The text of the cover letter is as follows:

FROM: Imperial High Command
Fourth Frontier District, Area KZL-2867
Admiral Konuu zantai Mogodush
Commander, Fourth Frontier Security Area
SUBJECT: Termination Order 1456

Due to the sensitive nature of this mission, vessel commander is advised to read the following dispatches and then destroy them.

IKS Vacsin, WS1029, is hereby ordered to deliver the following Internal Security personnel to the planet Muldor IV, Imperial Garrison Planet ISF-278G:

Lcdr Kailes sutai Rejac, Deputy Commander, 4th FSA
Lt Kinur tai Levass, Field Assistant, 4th FSA
Ens Kenoth vestai Rejac, Administrative Assistant, 4th FSA

Upon arrival at Muldor IV, vessel commander will place himself and his crew at the disposal of Deputy Commander, 4th FSA, who will have overall command responsibility for executing Termination Order 1456. Further orders and information will come from him.

Vessel commander is advised to protect the interests of the Empire in carrying out Termination Order 1456, proceeding with discretion and decisiveness. It is suggested that some form of briefing be given to vessel officers on this operation, but the extent of the information passed on is at vessel commander's discretion.

Failure to carry out any and all of the above directives could lead to immediate arrest and Termination Order 1457.
MESSAGE ENDS

THE DISPATCHES

The remaining dispatches contain the following information:

Muldor IV has been the headquarters of Frontier Garrison 261B, Area KZL-2790, for the past 20 years. Located near the UFP border, the Organian Treaty Zone, and unknown space outside the Empire, this world is ideally suited for a garrison, for it gives the ability to watch over other local frontier systems and keep them in line, if necessary. It also is the location of a small resupply station for the various Imperial Navy warships that patrol this area. These are under the command of Thought Admiral Krador zantai Rrilac, Military Governor of Muldor IV.

It has come to the attention of Imperial Internal Security that Krador is preparing to split from the mainstream of Klingon ideals and attempt to create a mini-empire of his own. Such treasonous thoughts, while admirable to the imagination, can only be the ravings of a Thought Admiral gone mad. Regardless of the reasons for these actions, Internal Security has dispatched Termination Order 1456, the elimination of Thought Admiral Krador.

Krador has been Military Governor of this frontier backwater for 15 years; some reports suggest there was some scandal at the Imperial Court which caused his forced exile there. Intelligence reports show clearly that, from the very beginning, Krador has been filling the ranks of his forces with line-brothers, trusted friends, and loyal supporters. The reports indicate that even with his line in disfavor, Krador has been able to cash in some old debts to get the transfers he wanted. Those transfers, as well as his reputation as a squadron commander during the various Romulan Wars, have given him a following of officers and men who are more loyal to him than to the Emperor himself.

Recently, Krador is behaving in ways that are not beneficial to the Empire. Internal Security has received reports that some warships from Krador's command have raided into Federation space dangerously near the Organian Treaty Zone. Apparently, the damage was limited to the sacking of one frontier colony and the murder or capture of all colonists, and so there is a possibility that, when UFP forces become aware of the attack, they might attribute it to local pirate activity. In any case, if the Organians become aware of Krador's activities, as will surely happen if he is allowed to continue, the entire future of the Klingon Empire could be in jeopardy. This cannot be permitted.

THE MISSION

Krador must be executed, and a report of this success must be made to Internal Security. This obviously is an extremely dangerous mission for everyone involved. Krador's execution is only half the battle; at least one person must evade retaliation from Krador's renegade forces and return to report the mission's success.

Internal Security does not believe Krador knows that the Empire is aware of his activities, perhaps helpful in bluffing him into a meeting. Because of the distance from Muldor IV to the nearest major naval base, ships rarely visit, and Security psychologists believe it is likely that Krador will be interested enough in discovering the reason for such a visit that he will agree to one. Thus, it is felt, access to Muldor IV will not be difficult.

It may be that help can come from the natives on Muldor IV. From Krador's reports, the Muldorians do not fit the mold of a servitor race very well. Since his appointment as Military Governor, 3 fair-sized uprisings have occurred, causing some Klingon casualties before the natives were crushed. Of course, it has to be remembered that this information, like almost everything else about Muldor IV over the last 15 years, has come from Krador's reports. At this time, everything should be considered suspect.

During the 3 weeks or so that the *Vaccin* is in transit to Muldor IV, the players should form a plan of action. This action could be anything they can devise, but the Gamemaster should indicate in which the chances of survival are fairly high (a warpshuttle assault on an orbiting cruiser squadron is not advised). Some of the more promising ideas could be a clandestine landing attempt on Muldor IV, an open visit for an 'inspection tour' as requested by Fourth Fleet Command, or even an emergency layover due to engine or life support failure. It must be assumed that Krador is no fool, however, and, given the typical Klingon penchant for paranoia, the player characters must be careful not to arouse too much suspicion.

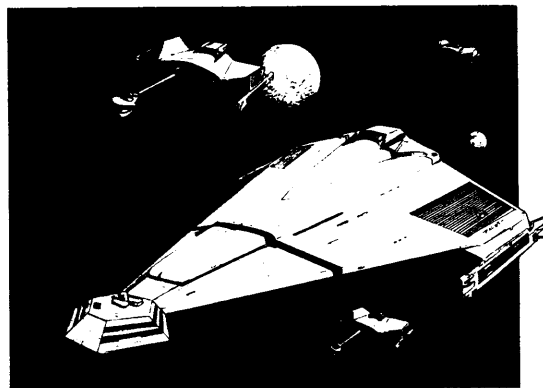
This is a free-form adventure and will require original thinking on the parts of the players and the gamemaster as well. The more detailed the plan that the players devise, the easier it will be for them to react to changing situations. Of the above suggestions, one of the easier and more plausible gambits would be for the player characters to enter the Muldorian System brazenly, posing as an innocent courier. This surely will meet with success, unless the gamemaster takes sadistic pleasure in complicating things.

ARRIVAL IN THE MULDOR SYSTEM

Before the *Vaccin* enters the Muldorian System, the players should have an idea of the course of action they intend to follow. It can be considered that Krador's forces are quite strong in this particular system at this time, and so caution should be the order of the day. Their reaction will depend on the initial action of the player characters.

Arrival in the system may have occurred clandestinely or openly. In either case, it can be assumed that the player characters have been able to reach Muldor IV. The real problem lies not in surviving entry into the Muldorian system, but rather in getting to Krador, assassinating him, and surviving exit from the system.

Regardless of the means of getting into the system, the player characters will see the array of Krador's forces orbiting Muldor IV. A sensor scan will reveal most of the data given below to the players; the gamemaster may require the sensors operator to make a Skill Roll against the character's rating in *Starship Sensors* before all of this information is provided.



When compared to the classified lists of the vessels in Krador's command, the list of forces present will show that almost all his vessels are present in the system, quite an unusual situation. In addition, great activity seems to be occurring around the warships, in the form of increased planetary shuttle activity and transporter operation energy fluctuations. Experienced player characters will realize this is a precursor to extended operations and that the ships are being supplied and manned for wartime operations. A successful Skill Roll against the characters' ratings in *Starship Combat Strategy/Tactics* will yield this information.

If the *Vacsin* gets close enough, some player characters might even notice an even more forboding item. On many of the warships seen through the viewports, the Imperial Trefoil has been painted over recently; this insignia on the hull of all Klingon warships symbolizes that ship's loyalty to the Empire.

The player characters may come into the system feigning legitimacy, coming into orbit in full view of Krador's forces. This is not as improbable an act as it might seem, because it is not readily apparent that Krador's plans are ready enough to make the final break with the Empire. Thus, Krador has no idea how much the personnel aboard the *Vacsin* know about the situation on Muldor IV, and he might not wish to take the chance of destroying them without gathering more information.

If they do this, they will make subspace radio contact with the *Achenaar*, the command ship orbiting Muldor IV. During these conversations, they will become aware that Krador isn't aboard at this time. They will find that he is planetside, at the marine camp outside the walls of Hlientdor, Muldor IV's main city, and that he has been notified of the *Vacsin's* arrival. The communication officer aboard the *Achenaar* will reveal no other information.

If, on the other hand, the player characters make a clandestine entry, they will eventually have to get in contact with other Klingons anyway. Thus, they will find out this information in that manner. One of the best places to contact the Klingons after a clandestine landing would be at a mining site instead of in the main compound. These civilian areas are less security-conscious, and a story concerning a 'lost patrol' would likely work. Krador's location can then be discovered through casual conversation.

In either situation, it should be obvious to the players that it will take more planning even to get near Krador at the present time. The players may decide to scan the vessels in Krador's squadrons or the planet surface. They may attempt to land, or they may do neither. Whatever they do dictates what information they are given.

LANDING ON MULDOR IV

CLANDESTINE LANDINGS

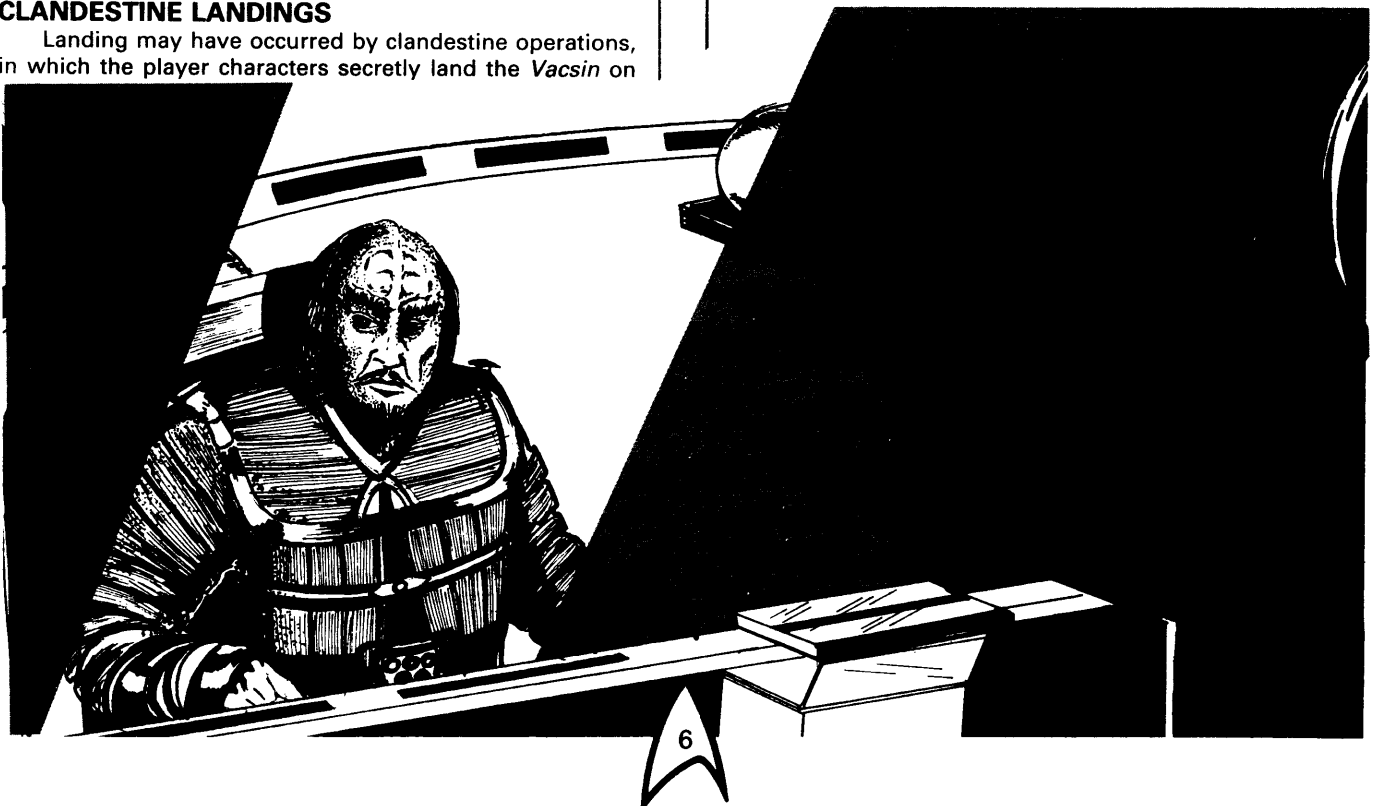
Landing may have occurred by clandestine operations, in which the player characters secretly land the *Vacsin* on

the planet or beam a landing party down while the warpshuttle hides in the outer system. If a clandestine landing occurs, the mining sites are obvious locations for the player characters to gain information. Investigating the city of Hlientdor also could allow them to get an accurate grasp on the activities of the native population; these investigations would likely bring the player characters into contact with Halrussa and the rebels, perhaps in an unwanted or uncomfortable way. For secret entrance into the compound, a mining patrol may be waylaid, captured, or killed, and the player characters may substitute themselves for its members.

OVERT LANDINGS

Of course, if the player characters are allowed to land on Muldor IV openly, they should make every attempt to lull Krador's suspicions until such time as the mission can be carried out with some chance of escape. To help this, gamemasters could suggest that Kailes' skill in *Disguise* be put to use to hide the fact that the player characters are part of Internal Security. They could rather be part of the Klingon Diplomatic Corps in transit or the Installation-Logistics Department on an inspection tour. The cover story is up to the players. Disguise covers everything from facial/retina ID print masks to computer screening of the character computer records. Krador's computers are as efficient as anyone's, and they have a complete listing of all Klingon military personnel in them. He is sure to check on the player characters' backgrounds; Internal Security realized this and has already provided the necessary data entry in the regular computer updates that reach frontier systems about once a year.

If the player characters let on that they noticed anything unusual about the activity in orbit, things will go badly for them. This could amount to simply tipping their hand so that Krador knows he must eliminate them after he has any information he wants. It also could mean that marines from the command ship would board the *Vacsin* immediately, precipitating combat through the corridors and compartments of the *Vacsin*. The possibility of ship-to-ship combat between the *Vacsin* and Krador's massed forces has been omitted, as it leads to extremely short adventures.



Background Information

WORLD LOG

System Name: MULDOR

Number Of Class M Present: 1

World Name: MULDOR IV

Position In System: IV

Number Of Satellites: 1

Planetary Gravity: 1.4G

Planetary Size

Diameter: 19,500 km

Equatorial Circumference: 60,000 km

Total Surface Area: 612,000,000 sq. km

Percent Land Mass: 63%

Total Land Mass: 374,500,000 sq. km

Planetary Conditions

Length Of Day: 20 hours

Atmospheric Density: Normal

General Climate: Tropical

Mineral Content

Normal Metals: 48%

Radioactives: 13%

Gemstones: 10%

Industrial Crystals: 9%

Special Minerals: 6%

LIFE AND CIVILIZATION LOG

System Or World Name: MULDOR IV

Code: 222221 - 24

Dominant Race: MULDORIANS

Life Form: Mammalian Klingonoids

Average Attributes:

STR — 81 END — 76

INT — 34 DEX — 63

CHA — 23 LUC — 10

PSI — 04

Average Combat Statistics:

AP — 10

To-Hit: *Modern* — 30

HTH — 65

Pistol — 50

Bare-Hand Damage — 1D10 + 7

General Description:

The Muldorians are 7- to 8-foot-tall, strong, mammalian Klingonoids with a large amount of shaggy, black hair around their head, arms, and chest area. In their tropical environment, they usually go about in brightly-colored short pants or skirts, baring their dark-skinned upper torsos to the elements.

MULDORIAN STAR SYSTEM

Muldor IV was first captured by a Klingon Expeditionary Force over 24 years ago. The Muldorians, who were somewhat familiar with the chemical process necessary to make explosives, opposed the landing of the Klingon Marines briefly, until they were shown the effectiveness of orbital bombardment.

The planet is hot and balmy in most areas, with freezing temperatures only occurring with any frequency in the polar regions. Most Klingons feel right at home in the humid and muggy atmosphere of Muldor IV's tropical climate. In fact, the climate was one of the reasons the planet was chosen as the headquarters for Frontier Garrison 261B. The surface gravity is higher than usually comfortable, but almost all troops serving on the planet have been stationed there for more than 10 years, and so they likely have adapted themselves to the rigors that the high gravity entails.

It was only after the garrison had been constructed that the extensive mineral and metal content of the planet was discovered, and plans were made to exploit this wealth. These plans are proceeding slowly, and the mines are able to ship about 1 ore transport a month of refined materials. Mineral exploitation is still in its initial stages, and it will take years of development before Muldor IV becomes influential in the Empire's mining industry.

Plans for expanding these mining facilities and the construction of a naval base in the Muldorian System are being discussed; it is likely that the planet will remain in control of a military government if the naval base is constructed. The strategic placement of this system and the vast amount of shipbuilding metals and materials would make Muldor IV a likely candidate for upgrading in the continuous expansion of the Empire. Only the numerous reports sent in by Military Governor Krador concerning the unsettled and resentful attitude of the Muldorians themselves keep these plans from being implemented.

Muldor IV is approximately 1 week's travel time at Warp 6 from the UFP border and an equal distance from the edge of the Organian Treaty Zone. The Muldorian System is 3 weeks' travel time at Warp 6 from the next nearest Klingon outpost, a deep space defense and intelligence gathering waystation in the frontier area. It is more than 7 weeks' travel time at Warp 6 from the nearest major Klingon Naval Base.

Noteworthy Facts:

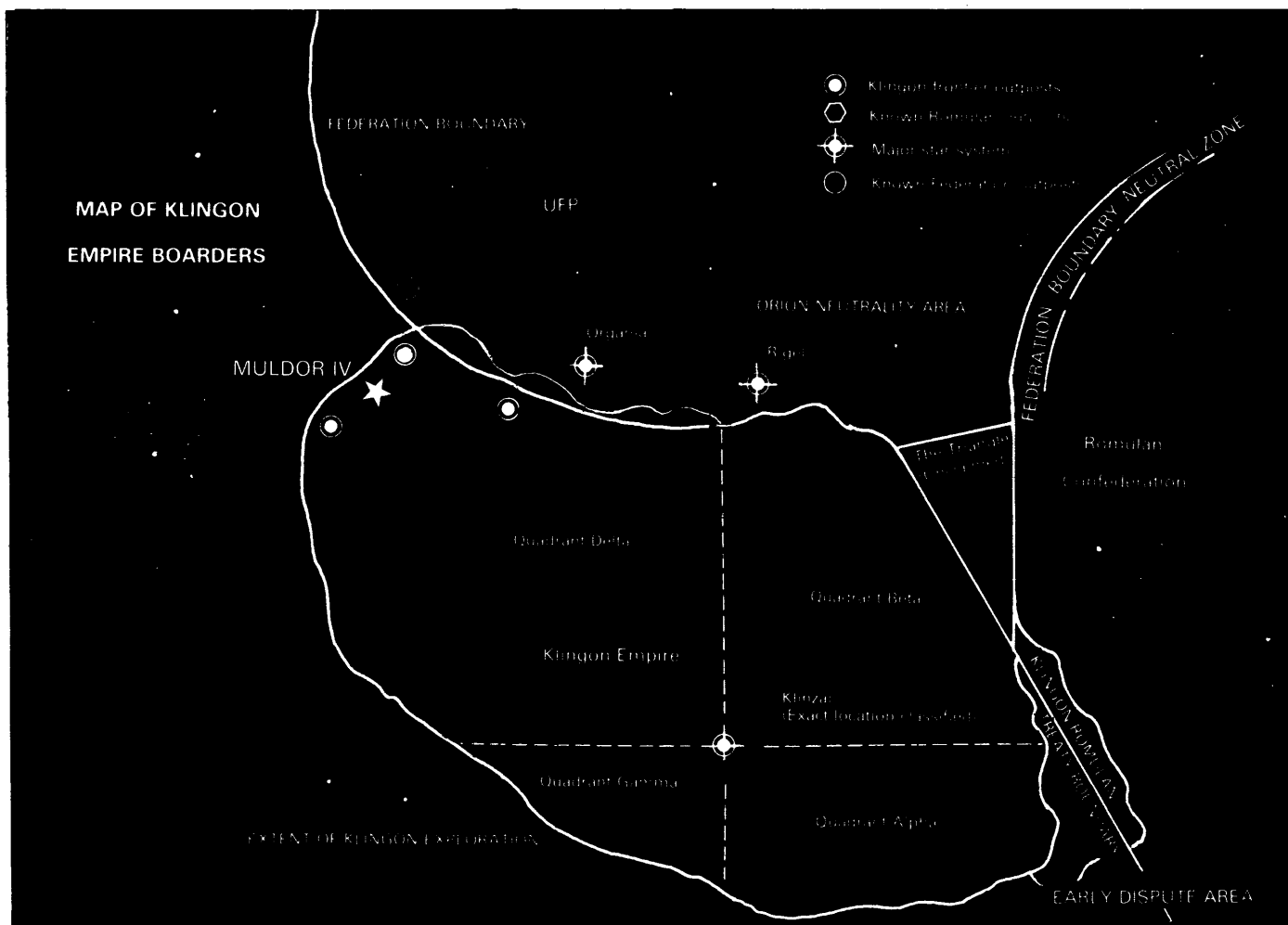
Military occupation was opposed briefly by the natives. This was quickly crushed by orbital bombardment.

The military government is still in force after 24 years and 3 minor uprisings by portions of the populace. No set date has been set for this government to be replaced by civilian administration. At present, there are over 4000 Klingons on the planet, including troops, mining engineers, administrators, and others.

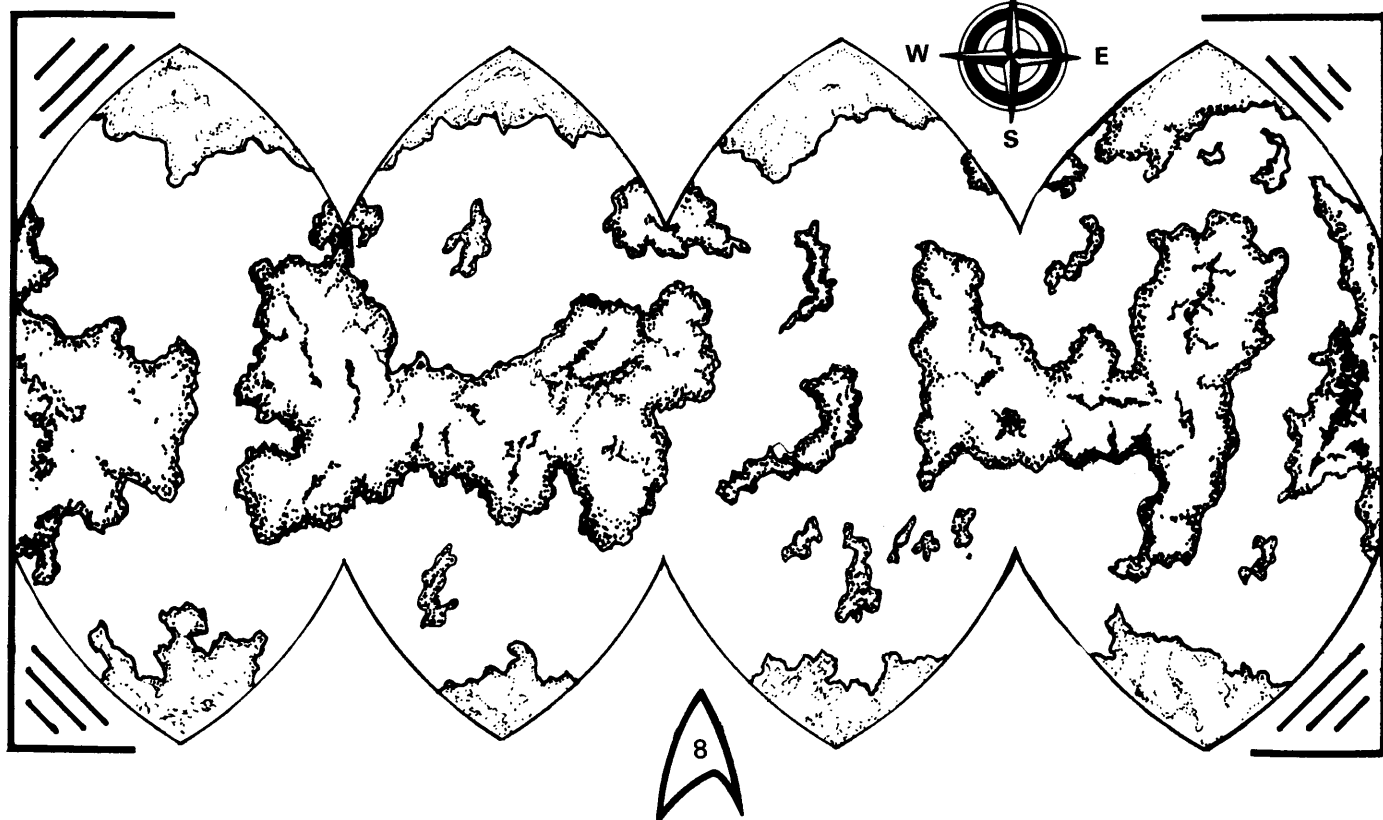
The natives' servitor status has been confirmed by the Imperial Council. They serve as mine and industrial workers and general laborers for the garrison. An exact population count of the entire planet has never been taken, but it is estimated that the natives number somewhat in excess of 12,000,000.

The planet's chief exports are basic metals, silicates, and rare industrial chemicals. Mineral wealth of the planet is yet to be exploited to its fullest potential.

Though there are many small towns and villages, both in the mountains and near the seashore, there are only 3 cities with amassed, congested population. The Muldorian capital city of Hlientdor has a distinctly Klingon appearance, largely because half of the city was reconstructed after the orbital bombardment 24 years ago. The other two cities on the planet, Hankur and Harantz, basically unchanged since the initial occupation, consist of 2- or 3-story buildings surrounded by food gardens. The estimated population of Hlientdor is 1,000,000, of Hankur is 540,000, and of Harantz is 760,000.



MAP OF MULDOR IV



AVAILABLE FORCES AT MULDOOR IV

STARSHIP FLEET STRENGTH

The following ships are under the command of Thought Admiral Krador zantai Rrilac:

Ships On Permanent Duty

Flagship: KCS-301

IKS Achenaar, (Noble Tactician), *D-23* Class Command Ship; Captain Kaiben vestai Rrilac, Commander.

7703rd Escort Squadron: K-6945, K-6074, K-6113, K-6458, K-6872, K-6880

K-6645, *K-6* Class Gunboat; Lieutenant Commander Kala sutai Mnetic, Squadron Leader. The *K-6* gunboat squadron is assigned to the protection and surveillance of *IKS Achenaar*.

44th Cruiser Squadron: D-7322, D-7295, D-7280

D-7322, *Kung* (Nasty), *D-7A* Class Light Cruiser; Captain Kert sutai Restok, Squadron Leader.

D-7295, *Khorazhar* (Iron Hand), *D-7A* Class Light Cruiser; Captain Konet sutai Cultuic.

D-7280, *Gomex-zha* (Deadly Game), *D-7A* Class Light Cruiser; Captain Krill sutai Limur.

688th Patrol Group: K-5175, K-5416, K-5236, K-5230, K-5091

K-5175, *K-5* Class Patrol Craft; Commander Kurtic sutai Rrilac. The *K-5* group is assigned to patrol the Muldorian system and its surrounding environs when necessary.

126th Escort Squadron: K-2303, K2347, K2379

K-2303, *Afur* (Terrorist), *K-23* Class Escort; Captain Kour sutai Furstig, Squadron Leader

K-2347, *Novuric* (Warbringer), *K-23* Class Escort; Captain Kabor sutai Wulfek.

K-2379, *K-23* Class Escort; Captain Kale sutai Kurper; presently detached to Naval Base Delta Aleph IX for an extensive refit and refurbishment.

Miscellaneous Ships Attached Temporarily

Courier: WS-1456

WS-1456, *Chuntoka* (Evader), *W-2* Class Warpsuttle; Lieutenant Korvan tai Rrilac; this vessel is unmodified.

16th Service Group: S-412

S-412, *S-4* Class Fleet Service Ship; Commander Knold sutai Revulac; responsible for upkeep of other vessels in frontier area.

81st Transport Group: T-814, T-821, T-848

T-814, *T-8F* Class Troop Transport; Commander Kalomar sutai Regoric, Transport Group Leader; modified for frontier service.

T-821, *T-8F* Class Troop Transport; Commander Kinoc sutai Querur; modified for frontier service.

T-848, *T-8F* Class Troop Transport; Commander Kofol sutai Nizhisht; modified for frontier service.

GROUND TROOP STRENGTH

Ground Troops

Garrison Command ISF-278B:

General Moroch sutai Lackoi; total troop and staff strength, 2450 Marines. **1285th Marine Regiment (Garrison):**

Storm Devil Battalions A, B, C, D; 220 men each; Colonel Mirka vestai Vriloc.

1650th Marine Regiment (Garrison):

Death Dealer Battalions E, F, G, H; 220 men each; Colonel Munck sutai Axenni.

Wind Ripper Armored Battalions:

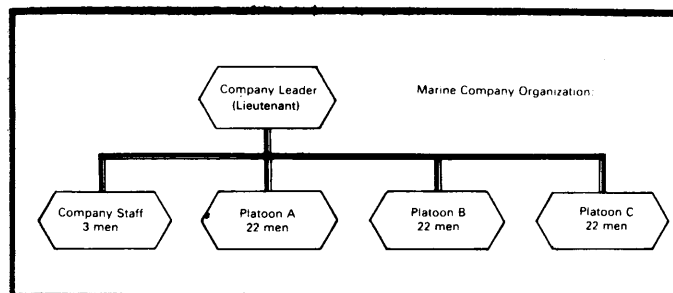
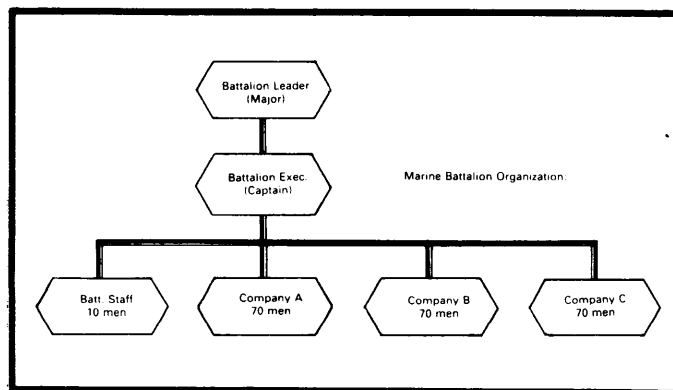
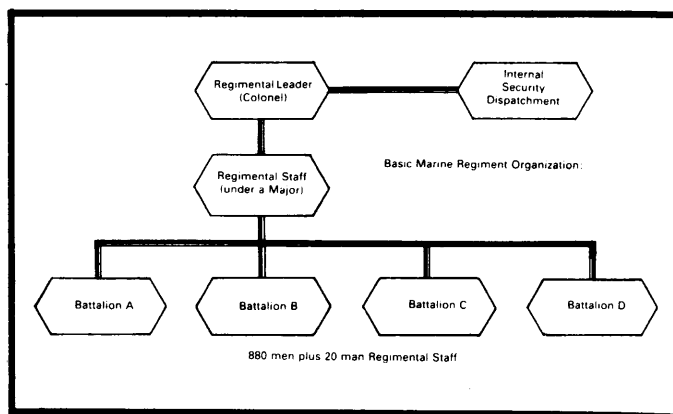
Colonel Mir vestai Roc; total troop and staff strength, 300 planetary assault troops.

Loki Armored Battalion; 300 men; Major Maufe vestai Caxel.

Nugaten Armored Battalion; 300 men; Major Mevor vestai Xennik.

Garrison 278G Troops

Muldoor IV is the main garrison point for an area of 20 star systems, each of which have some sort of garrison of their own, ranging in size from a 22-man platoon to a battalion. As the headquarters for the Military Governor and Area Commander, Muldoor IV has a somewhat larger garrison than any of the others, and this number is added to because of the reported trouble the Klingons have been having with the Muldorians.



The Garrison Regiments, mainly composed of long-term service Human-fusion Marines, are normally stationed at the Military Compound near Hlientdor, the main city of Muldor IV. One or two companies are almost always out on patrol or training maneuvers, and occasionally several battalions have been lifted off-planet and transported to other planets in the area. Recent reports indicate that a battalion has been based near the main mining area of Muldor IV to oversee and protect Klingon engineering and mining personnel from the Muldorian workers; occasional trouble has broken out in this area before.

The 1285th and 1650th Regiments are composed of four 220-man battalions and a 20-man regimental staff. Each battalion is broken down into three 70-man companies and a 10-man battalion staff. Each company is broken down into 3 22-man platoons and a 3-man company staff. Each platoon is broken down into three 7-man squads and a sergeant as platoon leader. The accompanying diagram shows this organization.

The battalions of the 1285th and 1650th Marine Regiments (Garrison) are equipped with hand disruptors and disruptor rifles. They are assigned with the patrol vehicles described below, giving them total mobility while on planet.

AGV-32 Gravitic Personnel Carrier: This vehicle, which can handle up to 12 men in its rear compartment, is used mainly for patrol duties and general transport.

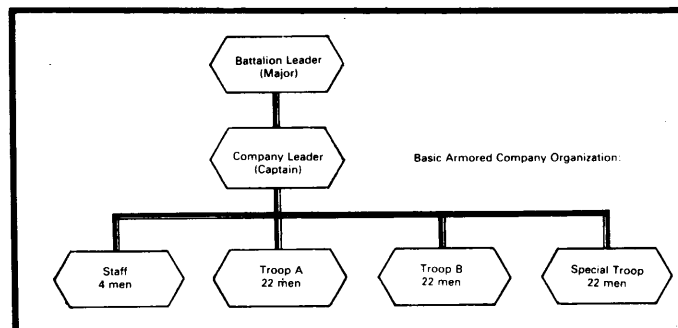
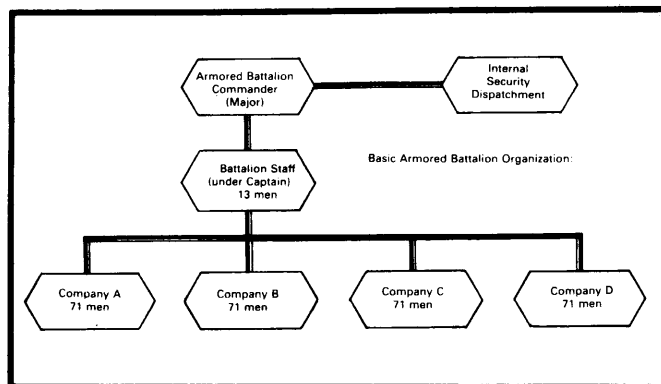
GP-12 All-Purpose Vehicle (jeep): This 6-wheeled, all-terrain vehicle is used mainly for scouting. It sometimes is used as a regimental or battalion staff car or for light transport of materials.

GP-6 General Utility Van (truck): This 8-wheeled, high-capacity vehicle is the main planetary transport for material and supplies. Many also are used at the mining colonies to move special ores and materials.

Planetary Assault Troops

The *Loki* (a minor demon of war) and *Nugaten* (a winged carnivore noted for its fierce and aggressive behavior) Armored Battalions are specialty units designed for planetary assault. They were transferred to this garrison in the past year, responding to reports from Krador about the possibility of an imminent Muldorian uprising. Though the uprising never materialized, the units were never withdrawn.

Each armored battalion is composed of four 71-man companies and a 13-man staff. Each company is composed of three 22-man troops and a 4-man staff. Each troop is broken down into 1 to 4 vehicle sections, depending on the number and type of vehicle in the troop. The accompanying diagrams show this organization.



Though all companies are assigned vehicles from the vehicle pool depending on the mission at hand, they generally are equipped with a mix of all the types listed below, unless a specific mission requires more of one type or another.

AGV-60 Gravitic Disruptor Tank: This vehicle carries a high-intensity disruptor and other anti-personnel/anti-fortification weaponry. Able to cruise at altitudes of 1000 meters, it is a heavily armored, sub-orbital, atmosphere craft.

ASC-20 Armored Scout Car: This 6-wheeled, all-terrain vehicle is heavily armored and carries anti-personnel weaponry. Capable of high speeds across country, it is used as scout car, ECM vehicle, and communication vehicle; it sometimes acts as a command vehicle.

PAV-2 Planetary Assault Vehicle: This vehicle is basically an orbital shuttle with armor and gravitic control. It is used during opposed landings on hostile planets. It is capable of transporting 1 armored troop and its vehicles or 2 Marine Platoons to the planet's surface from orbiting transports.

MULDOR IV GARRISON COMPOUND

The military compound, built over 20 years ago to house the garrison, was constructed mostly from local materials on standard Klingon lines. Located on a cleared stretch of jungle 3 kilometers from the Hlientdor city gate, it is surrounded by a 15-meter wall with 12 defensive guard stations and a killing ground of 500 meters out from that. The walls measure 525 meters by 450 meters and encompass the entire compound.

The compound walls are protected by security sensors, detection devices (infra red, sonic emission, radar, etc.), and various other scanners. There are also mines, tripwires, and stunner traps located within the killing zone around the walls. In each guard station, 2 marines man a tripod-mounted area disruptor; ladders allow personnel to climb from the compound to these guard stations and walk the entire length of the walls.

The only gate to the compound ordinarily is used for vehicle traffic. Most personnel transfer is done by the transporters located in the Headquarters building, because normal planetary travel uses an orbiting vessel's transporters.

The compound is supplied mainly with domestic materials, most of which are fabricated from the raw elements on the planet. What cannot be manufactured locally, such as large pieces of high-tech equipment or new military vehicles and their spare parts, is shipped into the system and then shuttled down from the orbiting vessels. The compound has no large-scale cargo transporters.

Detailed maps of the compound and a description of the major buildings are available from the computer mapfile.

Maps

MILITARY COMPOUND

The compound maps and the following information is available to the player characters from their library computers and from the dispatches provided them from Internal Security.

AUDITORIUM (1)

This building is 60 meters on each side and 3 stories tall. The auditorium is used for large meetings, for talks with the entire garrison, and for recruit replacements training and orientation. In addition to the main auditorium, the building has several smaller briefing rooms used mainly by officers in charge of regular patrols, and so forth.

MARINE OFFICERS QUARTERS (2)

This building is 45 meters on each side and 5 stories tall. It is used by regimental and battalion officers as their sleeping quarters and dining area. Because it is capable of housing up to 250 personnel, it has room for guests of the garrison or transient officers. Some recreational facilities are also available, such as an inspirational media room for junior officers and private workout rooms for senior officers.

PLANETARY PATROL SUPPLIES BUILDING (3)

This structure, 45 meters square and 5 stories tall, is the center for all supplies, except for weapons, necessary for a 1- to 4-week planetary patrol. These supplies include food, emergency equipment, medical equipment, communications equipment, survival gear, spare parts, and so forth.

PARADE GROUND (4)

This 60-meter by 105-meter area is used to drill the marines during training, punishment, or refresher courses, and for mass physical exercise. In addition, this area is used whenever a duel to the death is required; a prefabricated fighting ring or area is placed in the center of the parade ground while onlookers stand on all sides of the contestants.

MILITARY VEHICLE PARK (5)

In this area, all duty vehicles are readied for patrols or training. It is not unusual to find one or two AGV-32 Gravitic Personnel Carriers, up to five GP-12 jeeps, the same number of GP-6 trucks, and an occasional ASC-20 Armored Scout Car or AGV-60 Gravitic Disrupter Tank. The number will vary depending on whether or not a patrol will be leaving soon, which battalion is assigned to the patrol, and the patrol area and situation.

VEHICLE GARAGE (6)

This building, 30 meters by 60 meters in size, is used for the repair and storage of unneeded military vehicles. It has a repair level on the surface and 3 storage levels underground to house the garrison's vehicles. The lower levels of the garage are reached by simple spiral stairways and vehicle ramps on each side of the building.

MATERIALS FABRICATION BUILDING (7)

This building, which is 3 stories tall and measures 60 meters by 75 meters, houses automated fabrication equipment for manufacturing quantities of small hardware items. It is located beside the identical-appearing Materials Warehouse for convenience.

Computer-controlled machinery feeds the fabricators from raw-material storage bins. All types of fabricators are located in this building, from organic fabricators producing plastics and resins to metallic fabricators producing machine parts. Much of the compound's waste material is channelled

to this building, where it is broken down into additional raw materials for creating new items.

MARINE BARRACKS (8, 9, 16)

These 3 identical buildings, the largest within the compound, are 5 stories tall, measure 45 meters by 90 meters, and house 1000 troops each. The first floor houses the Inspirational Media Hall, the messhall, a small-arms arsenal, regimental administration quarters, and a disciplinary brig with a small agonizer booth. Each of the 4 upper billeting floors includes enough bunk space for 250 enlisted troopers, as well as shower facilities, toilets, and a small recreational/workout room.

The barracks have been allotted by regiment. Barracks One (8) houses the 1285th Marine Regiment, Barracks Two (16) houses the 1650th Marine Regiment, and Barracks Three (9) houses the *Loki* and *Nugaten* Armored Battalions.

DETAINMENT CENTER (10)

This 2-story structure, measuring 30 meters by 60 meters, is used mainly for the questioning and imprisonment of native Muldorians deemed to be hostile or a threat to Klingon rule on Muldor IV. For convenience, it is located right next to the Interrogation Center.

The center contains enough cells to house 200 to 500 prisoners, with 10 to 25 guards, depending on the prisoner population. Sensors and audio/video relays keep the occupants of every cell in the building under surveillance; these are controlled by 2 guards from the security control room near the building's entrance. The entire building can be flooded with a sleep gas from the control room, if the officer on duty decides that it is necessary.

MATERIALS WAREHOUSE (11)

This 3-story warehouse, facing and identical to the Materials Fabrication Building beside it, measures 60 meters by 75 meters. It is used to store various items constructed in the Fabrication Building as well as those that are shipped to Muldor IV from out-system. The warehouse, which has a staff of 10, is automated and linked into the compound's computer communication grid to minimize time and effort in procuring replacement parts and supplies.

POWER PLANT (12)

The power plant area, measuring 105 meters by 60 meters, has a 15-meter-tall security fence surrounding it, equipped with the sensors and detection devices. Its simple, fusion-power system is far simpler and easier to maintain than the matter/antimatter power generators used on more important or technologically advanced garrison planets.

Normally, 4 marine guards, stationed at the power plant around the clock, are located at the main security gate near the Materials Fabrication Building. The 6 staff engineers, working rotating shifts, maintain the machinery and insure that the main and backup power systems are constantly in working order.

HEADQUARTERS BUILDING (13)

This building, which measures 30 meters by 45 meters and is the main hub of the complex, is located in the exact center of the compound. In this building are located the compound's transporters, communications equipment, computer center, main armory, administrative offices, and science labs. It also contains the quarters for Admiral Krador and his top commanders and staff personnel. Detailed floor plans are available for this building.

FLEET SUPPLY CENTER (14)

Fleet supply, a 2-story building that measures 45 meters square, has an administration area on the side of the building nearest Barracks Three. It is the disbursing point for any materials to be transported by shuttle to orbiting warships. It is also the warehouse for any items waiting shipment to the Empire or to other frontier worlds.

INTERROGATION CENTER (15)

The Interrogation Center, a 2-story building that measures 30 meters by 45 meters, is located near the Detainment Center and connected to it by a tunnel, through which most prisoners are moved for interrogation. The main area of the compound devoted to native interrogation and questioning, this center houses agonizer booths, medical recovery areas, holding tanks, and special questioning rooms. It also houses the compound's morgue and pathological testing labs.

Normally, a staff of 5 to 8 security personnel mans this area. In crisis situations, when information-gathering becomes more important, the interrogation staff could swell to more than 20.

SECURITY BUILDING (17)

This 45-meter-square, 3-story structure houses all the monitoring facilities of the compound. All the sensors on the compound walls or located within the killing ground outside the walls are monitored in this building. In addition, all the various strategic areas of the compound (such as the Power Plant) that are under constant surveillance with audio/visual equipment, sonic sensors, etc., are monitored here.

In addition, the Security Building has a 20-man guard room, which houses the on-call guard that react immediately to any alarm given throughout the compound any time of the day or night.

FIRING RANGE (18)

Located in the far corner of the Military Compound behind the warehouse, the combined Firing Range and Obstacle Course measures 45 meters by 105 meters. The Firing Range is used regularly by all Marines in the garrison, not just for practice in firing small arms practice, but also for necessary recalibration and exciter cylinder realignment.

OBSTACLE COURSE (19)

Alongside the Firing Range is the Obstacle Course, where enlisted troopers work out to build resistance to the higher-than-usual gravity and to qualify for possible promotion during the annual testing of all enlisted personnel. The obstacle course is composed of a number of stations at which the participant is required to perform dexterity and endurance skills, such as carrying large weights for a certain time period, dodging rolling cylinders in a maze, or avoiding simple booby traps along paths.

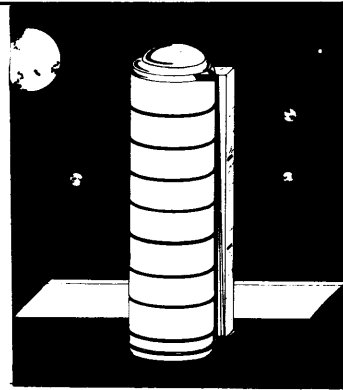
GYMNASIUM (20)

Used mainly by Marine officers and visiting naval personnel, the gym is 3 stories high, measures 45 meters by 60 meters, and contains a wide assortment of physical training equipment. Showers and lockers are also located in this building. Its small arena is used mainly for practicing unarmed combat.

Various sections of this building have local gravity controls. These allow the gravity to be adjusted slowly upward during workouts, as well as to simulate conditions on other worlds and to practice zero-gravity combat.

WATER TANK (21)

The tallest structure within the compound is the water tank, which stores the garrison's filtered and purified water and stands above the systems used to treat the water. The water tank also is used as a lookout/guard station, with a 4-man tower built atop its 8-story latticework and monitors



the compound perimeter and killing ground with image enhancers and infrared sensors. Access is by an outside gantry elevator.

Water purification is an entirely automated procedure. The system takes water from a large, sub-surface, natural spring below it. Far more water is available that would ever be necessary for the garrison.

SHUTTLE HANGAR (22)

This building, which measures 30 meters by 105 meters, houses the repair/resupply facilities for the compound's two J-3 troop shuttles and two J-1 courier shuttles. The 2-story hangar, one cavernous floodlit room, is large enough to house 10 additional shuttles. It has an underground shuttle bay section to store shuttles not being repaired or readied. Because of fewer space restrictions, the hangar has more extensive facilities for repair and spare-part storage than most starships. It can handle any shuttlecraft repair job, from complete rebuilds to simple maintenance.

SHUTTLE LANDING AREA (23)

The Shuttle Landing Area, measuring 105 meters by 120 meters, is surfaced with pulverized and fused, native Muldorian rock. In addition to shuttle landings, the area is used for storing transient shuttles and loading and unloading compound supplies by hand. It has the capacity for 50 shuttles of any type. It is equipped with an automated homing device that shuttle autocomputers are able to pick up as they hit the atmosphere, thus allowing these shuttles to come in for an effortless, pilotless landing.

HEADQUARTERS BUILDING

The map of this building and the information contained below *cannot* be found in the information given to the players. It appears to have been removed (clumsily) from the computer. It is recommended that the gamemaster provide this information to the players bit-by-bit, as the player characters acquire it.

All of the corridors and rooms in this building are under constant surveillance by the security technicians in the Security Building next door. All rooms and corridors are equipped with wall-mounted cameras. Some of these are fixed cameras capable of seeing most of the room all the time; others are rotating or swiveling cameras that see all of the room, but only part at any one time. The security technicians also control the security doors in the building's corridors.

FIRST FLOOR – ADMINISTRATION

Lobby (1)

The only outside door in the structure opens from the Parade Ground into the Lobby, which is filled with military memorabilia. War memorials, tributes to famous members of the Rilac Line, and a holographic projection of Krador's flagship during the Romulan Wars, compete for attention

with various banners and commendation flags given to the units of the garrison over the years. Built into opposite walls near the front entrance are 2 sonic disruptors, equivalent to a Mark II Hand Disruptor. These disruptors can be aimed and fired by the security technicians monitoring this building.

Heads (2)

These are the public restrooms on this level. As is typical of Klingon facilities, there are no differentiations between the restrooms for males and those for females.

Lifts (3)

Simple elevators connect the first floor to the second level and the lower level. Only personnel with proper security clearance can get the elevator to take them to the second level, where Krador's living quarters and the offices of his staff and trusted subordinates are located. The lower level is accessible to all; it contains the laboratories and the sickbay.

Guard Rooms (4, 20)

These nearly identical rooms house the on-duty security troops for this floor. Each Guard Room contains communicators, 5 bunks, 2 tables, and a small arms rack.

Ten guards are stationed in each room. Their duty is to routinely patrol the corridors, provide bodyguard service to any officer not assigned permanent bodyguards, and to provide an honor guard to visiting high ranking officers when the need arises. Guard duty is rotated to almost all the troops in the garrison at one time or another.

Naval Supply Office (5)

In this administrative office, fleet supply personnel insure that the various needs of orbiting warships are met. Normally 2 officers are on duty, coordinating supply and spare parts transfers, on- and off-planet. The 4 computer terminals link this office with the Warehouse, with orbiting ships, and with the Main Computer Room in this building.

Fleet Liaison Office (6)

This administrative office is used by naval personnel to coordinate Fleet Naval operations and to coordinate Naval forces with Marine, Garrison, and other planetary units. Normally 2 to 4 on-duty personnel occupy this office, but major operations (as is occurring now) swell this number to 20.

Communications Center (7)

The central office for all garrison communications, this room contains most of the equipment necessary for sub-space communication to other Klingon areas and vessels in transit as well as planetary communication with various patrols, mining expeditions, and so on. Normally there are 2 on-duty communication technicians in this room around the clock.

Decoding Room (8)

Constantly manned by at least one senior Lieutenant or higher-ranking officer, the Decoding Room contains the classified computer scrambler device used for all official messages and orders from the Imperial High Command.

Hundreds of thousands of scrambled computer codes are used. The computer knows which specific code is being used at any specific time, depending on the top secret code schedule sent to garrison headquarters on a regular basis. To receive some coded messages, an Captain or higher-ranking officer must be present. This would be indicated by the security rating of the transmission.

Garrison Command Office (9)

This is the administrative center for the garrison troops. Here all the computer data entry is carried out for anything that would effect the troops and equipment, including training schedules, patrol assignments, replacements, and disciplinary procedures. If necessary, this room can be used as an operations room for planetary missions through the use of

portable tactical displays and holographic map projectors. The offices of General Moroch sutai Lackoi, the garrison commander, normally would be here, but he has chosen to locate them in Marine Barracks III, along with the headquarters troops of the Armored Battalions.

Briefing Room (10)

This room contains a conference table for 10, each with his own computer terminal and screen. The room normally is open to anyone, but it may be reserved for special meetings.

Compound Administration Office (11)

This office coordinates the various service-related areas of the compound such as the Power Plant, Security Building, Materials Fabrication Center, Gymnasium, Firing Range, Warehouse, and so on. It also ensures the maintenance and upkeep of all compound buildings and equipment. Normally this office is staffed only during daytime duty hours by the Lieutenant Commander in charge of Compound Services and his 3 assistants.

Main Computer Room (12)

This large compartment houses the Headquarters Building's computer banks and their operator/technicians. Most of the computers in the entire compound are linked into the computers here, giving the Command Staff access to virtually all information on the various sections of the facility. The Main Computer Room is manned constantly by 4 to 6 computer operator/technicians, who insure the proper working order of the equipment.

Any damage done to the Master Computer Bank could disrupt all normal operations in the Headquarters Building and in other sections of the Compound (no transporter operations, some failed pneumatic doors, Security/surveillance Systems down, for example).

Planetary Administration Office (13)

This room houses the staff in charge of the study and implementation of the exploitation plan in progress for Muldor IV. From this office come requests for patrols to check on mineral deposits and so forth. The office has a staff of 10 civilian scientists, administrators, and military liaison personnel/security officers, who usually occupy the room only during the daylight duty period.

Planetary Security Office (14)

This office gathers intelligence on the activities of the native Muldorians to insure that the garrison receives no surprises from them. The office is used mainly as a command and administrative center for the various-information gathering activities around the planet. As with other simple administrative offices in the Headquarters building it is furnished with ordinary computer desks and chairs. Its 15-man administrative staff only mans this office during normal daylight duty hours.

Ten field operatives of the Imperial Naval Security Branch are attached to this office. They attempt to recruit reliable informants among the natives, a more-than-usually difficult job. They also wire or bug various areas in Hlientdor and the mining outposts.

Storage Room (15)

This small room holds maintenance equipment and office supplies. It normally is locked, but the authorized office workers having the door security code can enter it when necessary.

Main Armory (16)

This room contains the Compound's stock of heavy infantry weapons such as disrupter rifles, sonic projectors, and other weapons not normally distributed to troops for everyday operations. Spare items such as pistol parts, replacement

Mark II and III Hand Disruptors, and agonizers also are located here. Against one wall is a fully equipped weapons workshop for repairing equipment that cannot be repaired by Battalion technicians. The Armory is normally secured, except for one day per week when the 5 Weapons Specialists in charge do the normal maintenance work and weapons checks.

The Armory is well defended. Built into its reinforced door is a sonic disruptor that can be operated by remote control from the Security Building. Ten sleep gas cannisters are positioned under the corridor floor. These can be set to activate when someone walks down this hallway.

Assay Office (17)

The main office of the Chief Geologist and the Geology Lab staff, the Assay Office is used to compile and collate information concerning the mineral deposits on Muldor IV now being mined or under consideration for mining operations. It is normally only open during daylight duty hours and can have anywhere from 1 to 10 people in it at any time.

The Geology Lab staff recently have been given the additional task of writing reports in conjunction with the Pharmacology Lab on the number of rare or currently unknown chemicals that have been discovered during tests of some mine gases and volcanic steam.

Mining Office (18)

This is the work area for the 15 civilian mining engineers administering the planet's mining exploitation projects, trying to coordinate field efforts to avoid duplicating the work of the Assay Office. Because the importance of increased mining output on Muldor IV, the mining office and its Head Mining Engineer, Noted Specialist Awort vestai Mnemon are in charge of civilian operations, whatever they entail. It is a duty that the Noted Specialist visibly relishes. This office is only manned during daylight duty hours, and anywhere from 2 to 15 people could be in it at any time.

Native Affairs Office (19)

This office, an annex of the Planetary Security Office, is responsible for the welfare of the natives, insuring that the native work force is large enough to work the mines and menial tasks in the compound. It also insures that the Muldorians keep a healthy respect for the Klingon occupying authority. The 10-man staff is a mix of security experts and civilian personnel management and efficiency experts. It is only open during daylight duty hours. At these times anywhere from 1 to 5 people usually can be found there.

Transporter Room (21)

Housing the only transporter facility on the planet, this room has two 9-person transporter pads and their respective consoles. Both pads are in constant use whenever major warships are in orbit, and at least one (with a transporter technician present) is on standby during lull periods.

Orbiting ships can beam down to any part of the planet without the need of a receiving transporter, but the use of a reciprocal transporter reduces the chance of signal distortion drastically and also increases the range at which beaming can take place. The transporters also are used to shuttle patrols or work parties; they beam up to an orbiting vessel then back down to another point on the planet-reducing travel time to virtually nothing. The use of a planetside transporter increases the safety and speed of this maneuver and allows the party to remain dematerialized for their entire trip.

Transporter Security Screen

Generator Rooms (22)

These 2 identical rooms house the machinery and control units for the transporter security screen generators. When these are in operation, an energy field is broadcast from the roof of the Headquarters Building to encompass a 1-kilometer hemisphere around the compound. This energy field disrupts any beamdown attempts into the compound so that the transportees usually will be killed or horribly deformed.

The security screen can be deactivated from the Transporter Room or the 2 Generator Rooms. If power is disrupted to the Headquarters Building from the Power Plant, the screen will automatically drop. Normally, these rooms are locked and monitored. They are entered only for routine maintenance and fine tuning the equipment.

Transporter Machinery Rooms (23)

These 2 small compartments house the inner workings of the transporters and so normally are not entered. Entrance to the crawl space is through removable access panels near the two respective beaming pads.

LOWER LEVEL – MEDICAL SECTION AND LABORATORIES

Lobby (1)

This area is little more than a set of corridors that lead to and from the Lifts (2) and the Heads (3).

Sickbay Admitting Room (4)

This room is used for processing incoming patients and for initial examination. Eight monitoring bed units give medical personnel the vital statistics necessary for diagnosis and treatment. Also located in this room is a small medical lab for fast blood tests and other simple lab procedures. This section of the sickbay is manned around the clock by at least one orderly. On the far wall of this room, two corridors lead to the Wards and Multi-Purpose Rooms.

Only severely injured or incapacitated personnel are brought to this sickbay. Most injuries of a non-surgical nature are handled at the unit sickbays located in the three Barracks or in orbiting warships. Only cases that could not be treated at those locations are transferred here.

Multi-Purpose Room A (5)

This room normally is used as a surgery, but it can be used as a private convalescent room for high-ranking personnel or VIPs. It contains 2 diagnostic beds and a computer desk. The diagnostic beds, which easily can convert into surgical support tables, contain a data retrieval system for use during operations and have instrument trays that swing out for use. These instrument trays hold both modern instruments such as laser scalpels or organic sutures, as well as emergency backups, such as bladed scalpels, forceps, and clamps. In addition, the tables carry injection units for drugs that might be necessary during an operation; the units can be operated automatically by verbal command.

Multi-Purpose Room B (6)

Larger than Room A, this room is used mainly as an intensive care unit for more-critically injured patients. When this is not necessary, the room can be used as a semi-private convalescent ward. It has 6 diagnostic monitoring beds.

Multi-Purpose Room C (7)

Similar to Room B, except that it is equipped as a detention compartment and so is rarely used. The security equipment only allows for 4 diagnostic monitor beds. This room has the only energy field in detention use on Muldor IV; all other brig facilities on the planet use bars.

Multi-Purpose Room D (8)

Sometimes used as a private room for high ranking officers or VIPs, this room usually is used as the dental center for the compound. Located here are 2 diagnostic beds and 4 dental couches. The facilities are not as sophisticated as those in a Federation dental center, because Klingon dentistry is functional, never cosmetic.

Medical Ward A (9)

This room is used exclusively for officers ranking above Lieutenant, JG. It holds 4 computer desks and 20 diagnostic monitor beds. It also has its own private corridor from the Admitting Room.

Medical Ward B (10)

Similar to Ward A though larger, this convalescent ward is used for non-commissioned officers, junior officers, or the rare enlisted man whose skills are considered vital. It holds 25 diagnostic monitor beds and a small head/shower room.

Botany Lab (11)

One of 6 large labs in the Headquarters Building, the Botany Lab is used to study Muldorian plant life. The Botany Lab has all necessary analyzers and equipment needed, as well as a small, computer-controlled garden located in the rear.

The 4 civilian botanists have been working closely with the geologists and pharmacologists to study plants that have been discovered to produce drugs with unusual properties.

Zoology Lab (12)

This laboratory is used by the 5 civilian zoologists to study Muldorian animals, mostly the native Muldorians. In addition to the usual laboratory apparatus, the lab contains a row of 10 animal cages capable of housing creatures ranging in size from tiny to Klingon-size.

Muldorians are dissected to study their anatomy. They are subjected to experiments investigating new ways to increase productivity in the mines, to insure loyalty, or to slow their metabolism so they are cheaper to feed. The other animal life forms on Muldor IV are generally simple, slug-like creatures no larger than a meter long, for which no use has been found.

Geology Lab (13)

This lab, the most heavily used in the building, is used to study the mineral and internal makeup of Muldor IV. It contains computer-controlled ore analyzers, spectrometers, and chemical synthesizers. Ore samples are organized on shelves in the rear of the lab. All the laboratory tests ordered by the Assay Office are done in the lab. In addition, a continuous study of new chemicals discovered in some mine gases and in volcanic steam is also underway, in conjunction with the Pharmacology lab.

The 10-man civilian staff report to Head Mining Engineer Mnemon, though they are not happy with having to answer to a non-academic individual. They split their time between the Geology Lab, the Assay Office, the mines, and potential mining sites.

Pharmacology Lab (14)

This lab contains apparatus and equipment needed to separate, analyze, prepare, and refine drugs from native plants, mine gases, and volcanic steam.

The lab has a 4-man civilian staff under Accredited Specialist Anarc sutai Rrilac, cousin to Krador himself. Stationed at a desk inside the lab near the entrance, a security guard monitors scanner repeaters at all times. Not seen at most frontier garrison planets, this specialized and restricted lab is a mystery to most personnel who have duty in the Headquarters Building. This unusual security causes a bit of curiosity about the lab's activities, but this is suppressed because most Klingons have learned through experience that it is never a good idea to let curiosity go too far.

Chemistry Lab (15)

Used in conjunction with the other labs, this laboratory is responsible for making chemical analyses. It has chemical analyzers, as well as thermal and cryogenic testing units to determine chemical properties under extreme heat and cold.

Of the 6 civilian chemists, 2 are on duty to check out samples or specimens at any time. This is the only lab that is manned around the clock.

Pathology Lab (16)

Actually a part of the sickbay, this lab is used to analyze patient tissue samples and excretions to help diagnose their ailments. It also analyzes tissue samples from those Klingons who die under mysterious circumstances. Because the sophisticated scanning equipment used in all examinations helps reduce the need for this service, this lab also doubles as a general medical lab and office for the Chief Medical Officer.

At present there are 2 pathologist/biochemists attached to the sickbay, but all medical personnel including orderlies are capable of handling the equipment in the Pathology Lab. It is occupied only as needed.

LOWER LEVEL – DRUG EXPERIMENTS COMPLEX

Double security doors from the Pharmacology Lab and from the corridor near the Pathology Lab lead into the Drug Experiments Complex described below.

Guard Room A (17)

This station for 5 security guards monitors the double security door coming in from the Pharmacology lab and controls the prisoners/test subjects in the 6 Holding Cells. Manned around the clock, this compartment is in constant communication with Guard Room B (26), which monitors the other security door to the Experiment Complex. Guards from the two Guard Rooms patrol the Complex as well.

Lab Supply Room (18)

This compartment contains shelves and storage bins for equipment used in the Experiments Complex. It also stores drug samples previously used in tests, just in case an experiment must be repeated.

Preparation Room (19)

This compartment is used to prepare test subjects for the drug experiments conducted in the Experiments Lab. Such preparation as fasting, fluid balancing, and metabolic accelerations are performed here by 2 orderlies under the Pharmacologists' orders, using the 2 diagnostic surgical beds.

Preparations can take from an hour to a day to complete. Most test subjects are brought into this room heavily sedated or stunned, and these effects must be allowed to wear off before any portion of the experiment can begin.

Drug Experiments Lab (20)

This is the heart of the Complex, the lab in which the actual testing of various drugs is conducted on unwilling subjects of various races (Klingon, Muldorian, Human, etc.). Here Accredited Specialist (a title similar to 'Doctor') Anarc sutai Rrilac can be found when he isn't in the Pharmacology lab. The lab contains 3 diagnostic monitoring beds for the test subjects as well as sophisticated specimen analyzers used for immediate discovery of exact changes in the subject's body during the experiment. If the subject expires during the experiment, an immediate autopsy can be performed with equipment on hand; this means that analyses can be available before enough time passes to ruin any body fluids or tissues.

Holding Cells (21)

These 6 detention areas have barred doors, sanitary facilities, and sleeping mats. Though designed to hold up to 4 test subjects at once, they have been used double that number. Currently they house 33 of the more than 100 prisoners taken from the Federation agro-colony on Calamar II, near the Organian Treaty Zone; the others have been used as expendable test subjects. The prisoners are tranquilized and stunned to keep them as docile as possible. Native Muldorians and Klingon prisoners have been test subjects in the past and have been held in these cells in the past.



Animal Cage Compartment (22)

This area houses 20 cages for the tests made on animals. The animals currently in the cells have been imported from Klingon planets toward the center of the Empire. They are fed once a day by one of the Experiments Complex orderlies and the cages are cleaned weekly.

Storage (23)

This room contains the food and cleaning materials for experimental animals. The only entrance is through the Animal Cage Compartment.

Food Processor Room (24)

The 2 types of food processing machines found here are used to feed the test subject prisoners and the Experiments Complex personnel. Those food processors used for Complex personnel are standard units, but those used for the test subject prisoners are simple protein processors. Different ingredients can be programmed into the mixture if a special diet is required. Tranquilizers usually are included in the diet to insure the prisoners cause no trouble.

Crematorium (25)

This room is used to dispose of the bodies of dead test subjects. A modified disruptor unit hooked into the power system leaves no noticeable traces or residues.

Guard Room B (26)

This room is nonetheless similar to, but larger than, Guard Room A (17). The 10 guards stationed in this room monitor the double security door from the corridor near the Pathology Lab. They are the official guards for the entire lower level of the Headquarters Building, and so they patrol the area of the other laboratories and the sickbay.

SECOND FLOOR – COMMANDER'S QUARTERS AND OFFICES

Foyer (1)

This area leads to the Offices of the Military Governor and the Assistant Military Governor. It also gives access to the various other corridors and to the Lifts (2) and Heads (3).

Heads (3)

These identical restrooms contain showers and toilets. They are used by enlisted personnel from the Servant's Quarters and by officers whose quarters aren't located on this floor but whose duty requires them to be here often.

Guard Rooms (4)

These rooms for 5 security guards contains 2 bunks, a table, a small arms rack with 4 Mark I Hand Disruptors, and a security monitor console. Guard Room A has doors to the Foyer, the Staff Officers Quarters corridor, Krador's personal Food Preparation Area, and Krador's Sleeping Quarters. Guard Room B only has doors leading to the Foyer.

Governor's Reception Room (5)

This room, which houses the receptionist/secretaries for Krador and his Assistant Governor, is the central receiving area for anyone wishing to see either governor. Of course, this office is placed right next to the Bodyguard's Duty Room to ensure as tight a security screen as possible. This office has a double security door in the entrance from the Foyer and contains computers desk arrangements for the both receptionist/secretaries.

Storage Room (6)

This room contains office supplies, cleaning materials, and general storage for the governor's office. It normally is locked.

Office Of The Assistant Military Governor's Staff (7)

Similar in size and purpose to the office of Krador's staff, this room holds 18 computer desks and consoles. Because the Assistant Military Governor at this time is Garrison Commander General Moroch sutai Lackoi, most of his staff are Klingon Imperial Marines. Staff personnel normally are detached temporarily from the garrison battalions on Muldor IV, and when a staff member's unit goes on an operation, he usually will go with it. Thus, staff composition changes quite regularly. Normally, there are at least five staff members present in the duty section of the Assistant Military Governor's Staff Office.

Bodyguard Office (8)

Manned day and night, the Bodyguard Office holds various computer files and desks, as well as a repeater console for the security monitors on this floor. The room is used for coordinating the protection for Krador and Moroch, in addition to performing the various administrative duties pertaining to the Bodyguard unit. Normally 1 to 4 guards are in this room at any time.

Bodyguard Barracks (9)

This area is the cramped quarters for 25 trusted bodyguards for Krador and Moroch. It holds their bunks, personal lockers, showers, and head. Usually there are 10 to 15 troops sleeping or resting here at any time while the others are at their duty stations. The men on duty go wherever their charges go. At all times, at least 4 are within a few meters of Krador and 2 are within a few meters of Moroch. The rest who are on duty are located in the Bodyguard Office, Bodyguard Duty room, or on unscheduled patrols of the area.

Office Of The Assistant Military Governor (10)

Similar in function to Krador's office, this room is the office of General Moroch sutai Lackoi. Like Krador's office, the room has a variety of war memorabilia, a large computer console/desk, a briefing table with seating for 8, and a view-screen on the inner wall between this office and the Food Preparation Area. Its outer walls are made of durasteel alloy can be made transparent. A red emergency button summons all guards and bodyguards.

Moroch can usually be found here during the day. He does try to occasionally switch his work pattern, however, using instead the Garrison Command Office on the First Floor. He certainly will do this whenever a major operation by garrison units is being carried out.

Food Preparation Area (11)

This cooking area, used mainly for the physical preparation of foodstuffs for state dinners, may be used by any staff officer or any of Krador's trusted aides to prepare their meals. The area is used extensively for that purpose daily, because most members of Krador's staff have learned not to trust the food processor located in the Officers' Mess.

Pantry (12)

This room is used for refrigerated and dry storage of the food items cooked in the Food Preparation Area. It has 120 small pantry compartments, each with its own magnetic lock and refrigeration section.

State Dining Room (13)

This large eating area contains a dining table that seats 30, as well as a bar area for dispensing drinks and snack foods. On the walls hang holographs of various famous Klingon military victories over the past centuries. The room is used when Krador feels like entertaining his subordinates and staff members or when a visiting dignitary drops into orbit around Muldor IV and protocol demands its use.

Briefing Room (14)

This room has auditorium seating for 30. One entire wall is a viewscreen, on which communications or holographs can be projected along with any maps or other material desired. The room is used for briefings after meals in the State Dining Room, such as at the beginning of a new operation or the continuation of plans for a future one.

Servant's Quarters (15)

These 5 identical rooms have 8 bunks in 2 rows along one wall, a table, and foot lockers for each servant who lives in the room. Each houses 8 of Krador's 40 servants, the only enlisted personnel permitted on this floor. These quarters are under constant surveillance from the Guard Rooms.

The duties of the servants include cooking, housekeeping, serving at dinners, general upkeep, and repair of the various facilities that Krador or Moroch use on this floor. They rarely are permitted to leave the floor unless it is to go to Sickbay; they are required to use the restroom facilities in the hall and eat from the food processors near the Secondary Staff Offices corridor. Nevertheless, they consider themselves to be a cut above the other enlisted men and women of the compound.

Officer's Lounge/Mess (16)

This room contains many tables and, against the wall, several food processors. The room is used by the staff officers and also by visiting officers from the garrison and warships in orbit. Staff officers who have prepared their own meals in the food preparation area also eat here, and occasionally officers with duty in a first-floor office will eat here instead of returning to their barracks. During the evening, the tables are used for recreation and games of chance.

Staff Storage Room (17)

This room is used by staff officers to store belongings during such times (like the present) when they are required to remain in the Headquarters Building for weeks at a time.

Food Processor Room (18)

Mainly used by the enlisted men who work as servants on this floor, these processors are the standard units used throughout the Military Compound.

Secondary Staff Offices (19)

Each Secondary Staff Office has the usual assortment of computer consoles, viewscreens, map tables, and so forth. These 4 offices are used by various staff members for assignments that would prove more difficult if done in the busy main Staff Offices. They also are used as sleeping quarters for staff members during an operation or crisis, when their presence is constantly required. Currently all are being used to coordinate the detailed plans of Krador's eventual expansion of his power base into neighboring Klingon territory and deeper into the Empire itself.

Assistant Military Governor's Quarters (20)

Decorations are few and the furnishings simple in this room, which contains a single bunk, a small writing desk with computer console, and closets holding uniforms, personal effects, and a Mark III Hand Disruptor. These quarters are only used by Moroch once every 10 days, and so so they really do not have a lived-in look about them.

Assistant Military Governor's Study (21)

This room contains the usual computer console and desk but little else; it is bare of decoration, which indicates that it is rarely used. Moroch insists on staying with his troops as much as possible, and so he uses these permanent quarters once every 10 days or so.

Governor's Dining Room (22)

Used exclusively by Krador and 1 or 2 invited guests, the dining room contains a dining table and comfortable chairs, as well as sideboards for serving dishes. A red emergency button summons all guards and bodyguards.

The room is taken care of by servants from the adjoining Food Preparation Room. It usually is used for breakfasts or late dinners, because Krador usually eats a light lunch while working in his office. This dining room can also be used by the Assistant Military Governor when he stays in his quarters on this floor.

Governor's Kitchen (23)

Used by the trusted servants of Krador's household staff to prepare all his meals, the food preparation area has all kitchen items and foodstuffs necessary to cook any meal desired. On occasion, Krador himself will prepare his own meal if the mood strikes him, and he has been known to invite one of his cooks to dine with him, ordering that he try all the prepared dishes first to insure against poisoning.

Military Governor's Study (24)

This room contains a computer console desk and study area, a lab table holding various chemicals and apparatus, spaceship models, and dioramas showing one detail or another from Krador's battles during the Romulan Wars. A reading room, memorabilia museum, hobby area, and quiet place to think all rolled into one, Krador's study is used when he wishes to be alone; very few are invited inside. A red emergency button summons all guards and bodyguards.

Military Governor's Quarters (25)

Closest room in Krador's personal apartment to Guard Room A and the Bodyguard Duty Room, the sleeping quarters contains a large grav bed, writing desk, and a communication viewscreen, as well as closets for Krador's clothing. A red emergency button summons all guards and bodyguards.

Office Of The Military Governor (26)

Used exclusively by Krador in his day-to-day duties, this large room is located in the corner of the Headquarters Building and has totally transparent durasteel walls that can be opaqued if desired. The contents of the room include various artifacts from the Rrilac line, models of those vessels commanded by Krador in the Romulan Wars, a large computer desk, and a briefing table with seating for 8. A viewscreen on the inner wall shared by the study can show any view of the compound (through the many security cameras linked to the Security Building), views from orbit, visual subspace communications, and so on. A bar and food processor is used occasionally for Krador's guests. A red emergency button summons all guards and bodyguards.

Office Of The Military Governor's Staff (27)

In this office, Krador's 20 staff members have their duty stations. They are all part of Krador's trusted inner circle, and many of them are part of the Rrilac line and members of the Imperial Navy; each has his own specific responsibility. The office contains desks and computer consoles for the officers on duty. Normally at least 10 staff members are present in this office any time day or night; all are there during operations.

Bodyguard Duty Room (28)

Used by on-duty bodyguards not assigned to any particular station, the Bodyguard Duty Room directly adjoins Krador's sleeping quarters, giving his bodyguard easy access to any part of his apartments if an emergency should arise. The Bodyguard Duty Room has 2 computer consoles with security screens; it also has a wall-mounted gun rack with 10 Mark II Hand Disruptors and extra power packs. Normally, there are 2 to 5 bodyguards in the Duty Room at any time. They perform occasional patrols around the building and monitor the security screens.

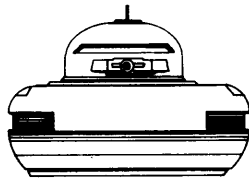
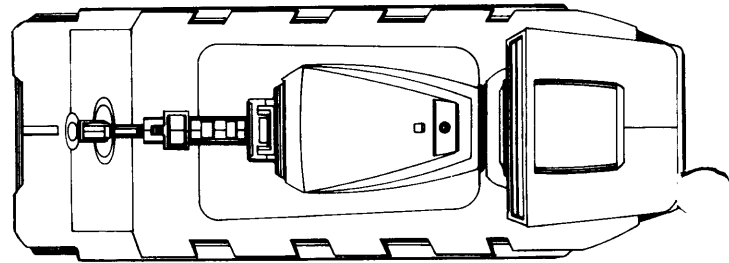
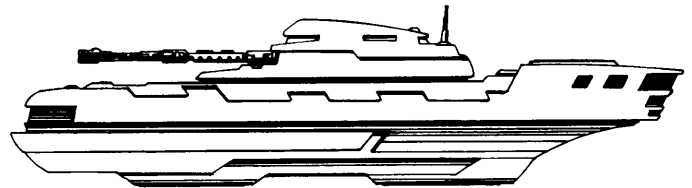
Vehicles

The vehicles described in this section are common in most Klingon frontier garrisons. There are many variations based on these basic models throughout the Empire.

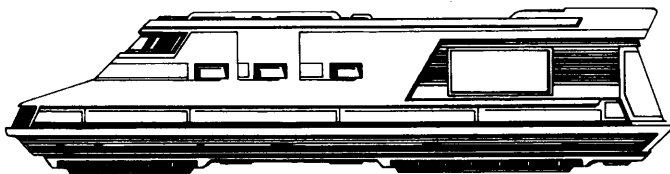
AGV-60 GRAVITIC DISRUPTOR TANK

Used as the main assault vehicle in many armored battalions, the AGV-60 has a high-intensity disruptor cannon as its main armament. This weapon is capable of immense destruction against unshielded targets, but can easily be countered through the use of normal deflector screens around defensive perimeters. It is used, therefore, mainly to keep less technologically-oriented servitor races in line. The AGV-60 also has 2 batteries of 4 anti-personnel/antifortification weapons. These units fire rocket-propelled projectiles at personnel targets or unshielded structures.

The AGV-60 has a crew of three: gunner, driver, and commander. It can attain a maximum altitude of 1000 meters on its gravitic generators, but it does have the capability to be dropped orbitally and spiral down to a planet's surface. In addition to its tough durasteel armor, the AGV-60 has an energy deflector mounted forward that projects a defensive shield to the front and sides of the vehicle; the rear quadrant is unshielded.

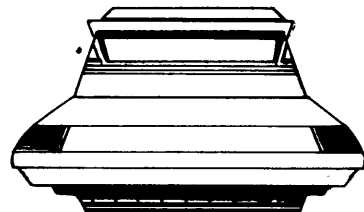
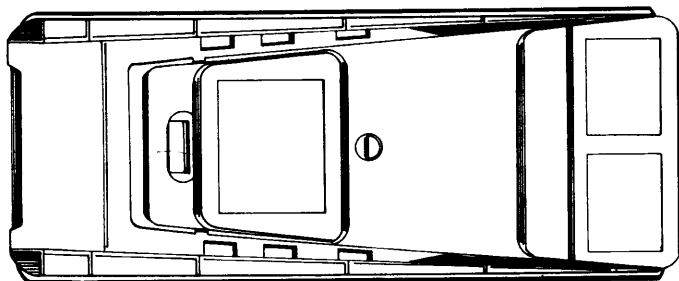


AGV-32 GRAVITIC PERSONNEL CARRIER



Based on the chassis of the AGV-60, the AGV-32 holds up to 12 marines in full combat gear and has many of the attributes of its more powerful cousin. It has the same 2 batteries of 4 anti-personnel/anti-fortification rocket projectile mortars as well as the same deflector shield array. It has a crew of two: gunner and driver.

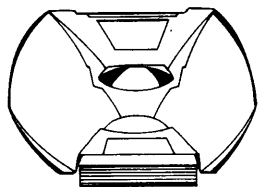
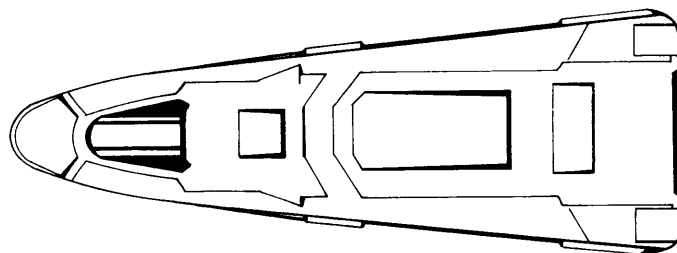
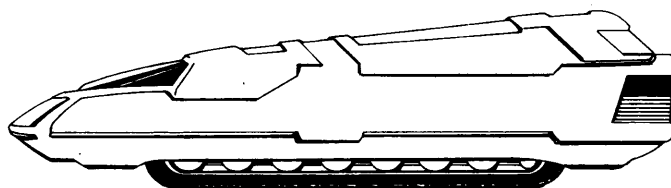
The AGV-32 is equipped with two access hatches for troops, one on each side, plus an entry hatch for the crew on the top deck. Three firing slits are provided on each side of the vehicle for passenger troop use.



GP-12 ALL-TERRAIN VEHICLE

A standard all-purpose vehicle, the GP-12 is a 6-wheeled all-terrain vehicle generally used for light transport, for scouting work, or even as a command car. It can hold up to 5 individuals plus a driver. The GP-12 is unarmed, but its 3 gun slits on each side allow the passengers to use their personal weapons if necessary.

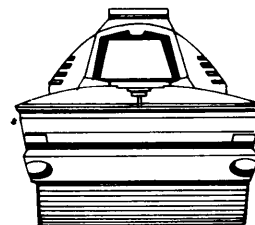
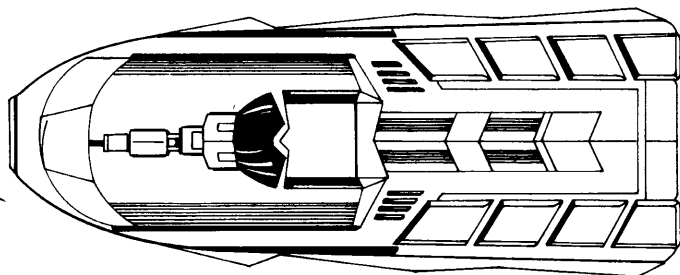
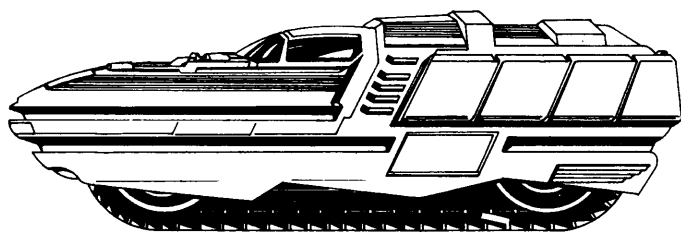
The GP-12 is capable of amphibious work because its bulbous tires maintain enough buoyancy to keep the entire vehicle afloat. The tires provide the propulsion as well, with the many evenly-cut grooves acting like paddles in the water.



ASC-20 SCOUT CAR

Based on the GP-12 chassis, the ASC-20 is a more-heavily armed and armored scout car. Designed with all the attributes of the GP-12, the ASC-20 also provides 2 batteries of 3 anti-personnel/anti-fortification weapons of the type used on the AGV-60. It is used for a variety of situations and comes in models for scout work, ECM, communication, command, and light transport.

The vehicle's main feature is a large transparent bubble used for scout work. This bubble is made of electrolyzed durasteel and can be opaqued if necessary.

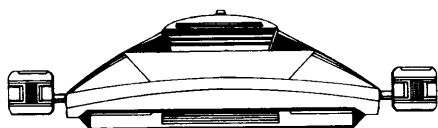
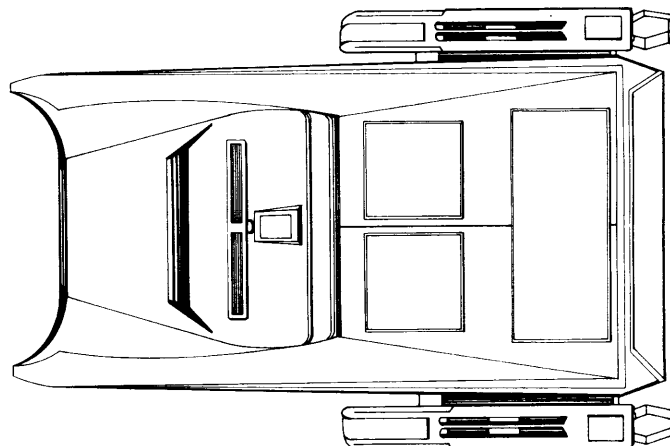
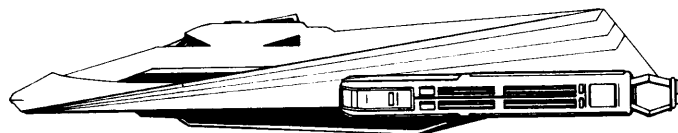


PAV-2 PLANETARY ASSAULT VEHICLE

Actually more of an interplanetary shuttle than an armored vehicle, the PAV-2 is used during planetary assaults to carry combat units from their transports to the planetary surface. They are usually used when a mass beam-down of troops is impractical, such as due to defensive shielding.

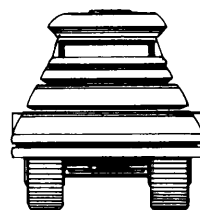
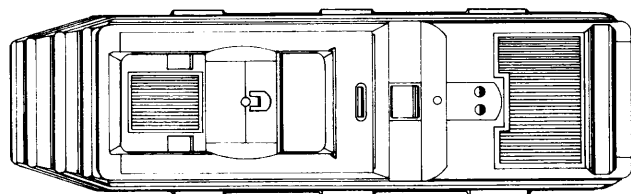
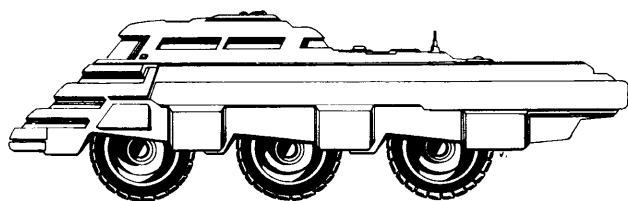
The PAV-2 is capable of transporting up to an entire 22-man armored troop and their 2 to 4 vehicles, or an entire marine infantry platoon of 44 troops. It has a crew of three: pilot, engineer, and gunner.

In most cases, the PAV-2 units support the ground troops during battle with their two KD-1 disruptors set to a wide-angle stun. Though normally not totally effective in planetary operations, these disruptors give a definite morale advantage to the Klingon forces and make quite a sight. More than one planetary defense force has given up at the sight of a massed flight of PAV-2's streaking on gravitic control toward their positions, followed by flights of grav tanks and APC's.

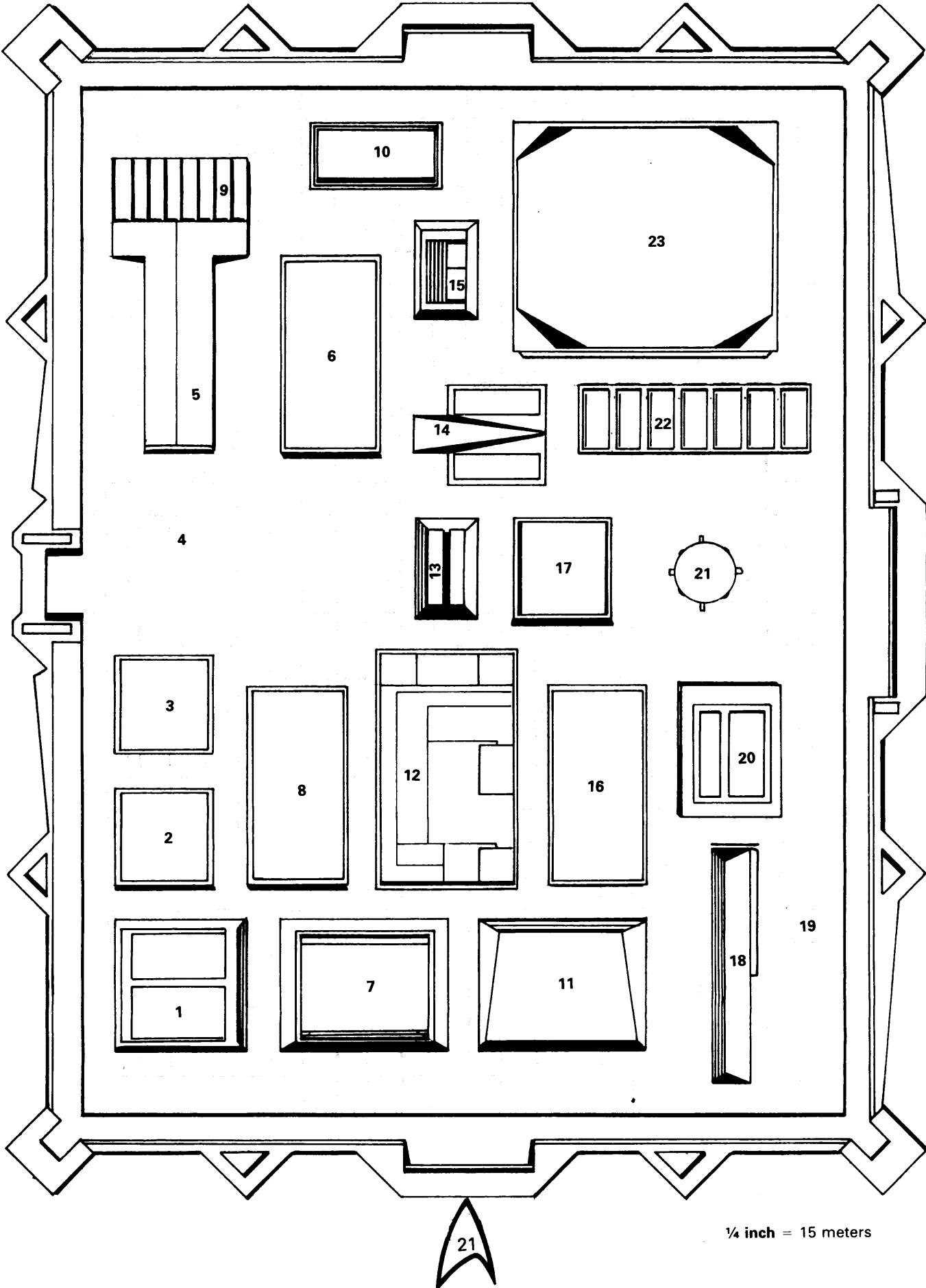


GP-6 UTILITY VAN

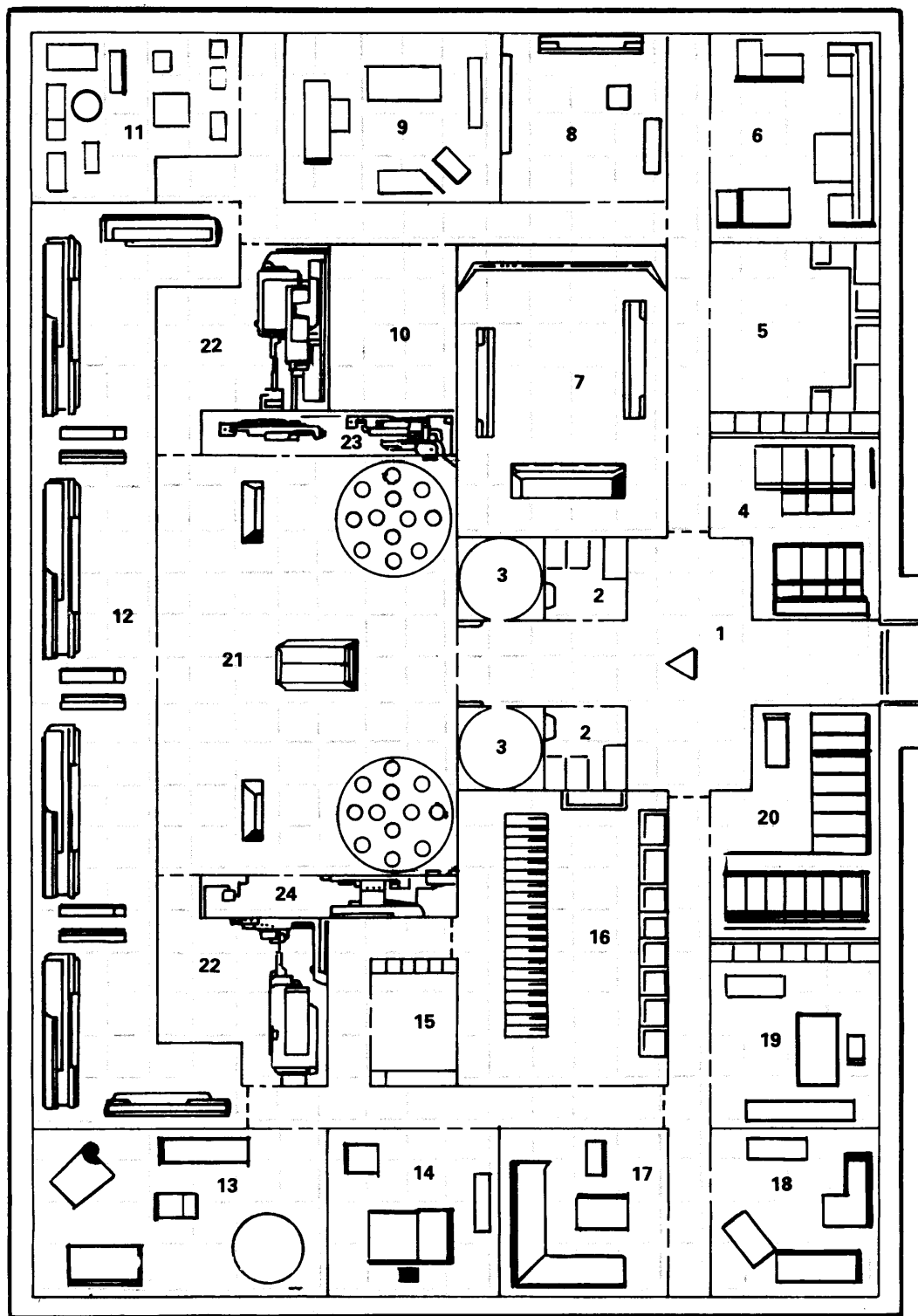
Used widely throughout the Klingon Empire, the GP-6 utility van is the workhouse of the marine landing forces that assault and garrison planets throughout known space. The GP-6 can handle up to 10 tons of supplies and equipment and is capable of towing another vehicle or a trailer if necessary. Totally unarmed and unarmored, these vehicles usually are moved in convoys escorted by other military vehicles when on an extended trip. The GP-6 usually has a crew of two drivers so the workload can be shared. There is a small bunk compartment/sleeping area located behind the driving cab so that the driving can be performed in shifts. Powered by the standard vehicle fusion engine, the GP-6 doesn't have to worry very much about refueling or repairs. All types of Marine units are equipped with the GP-6.



MILITARY COMPOUND



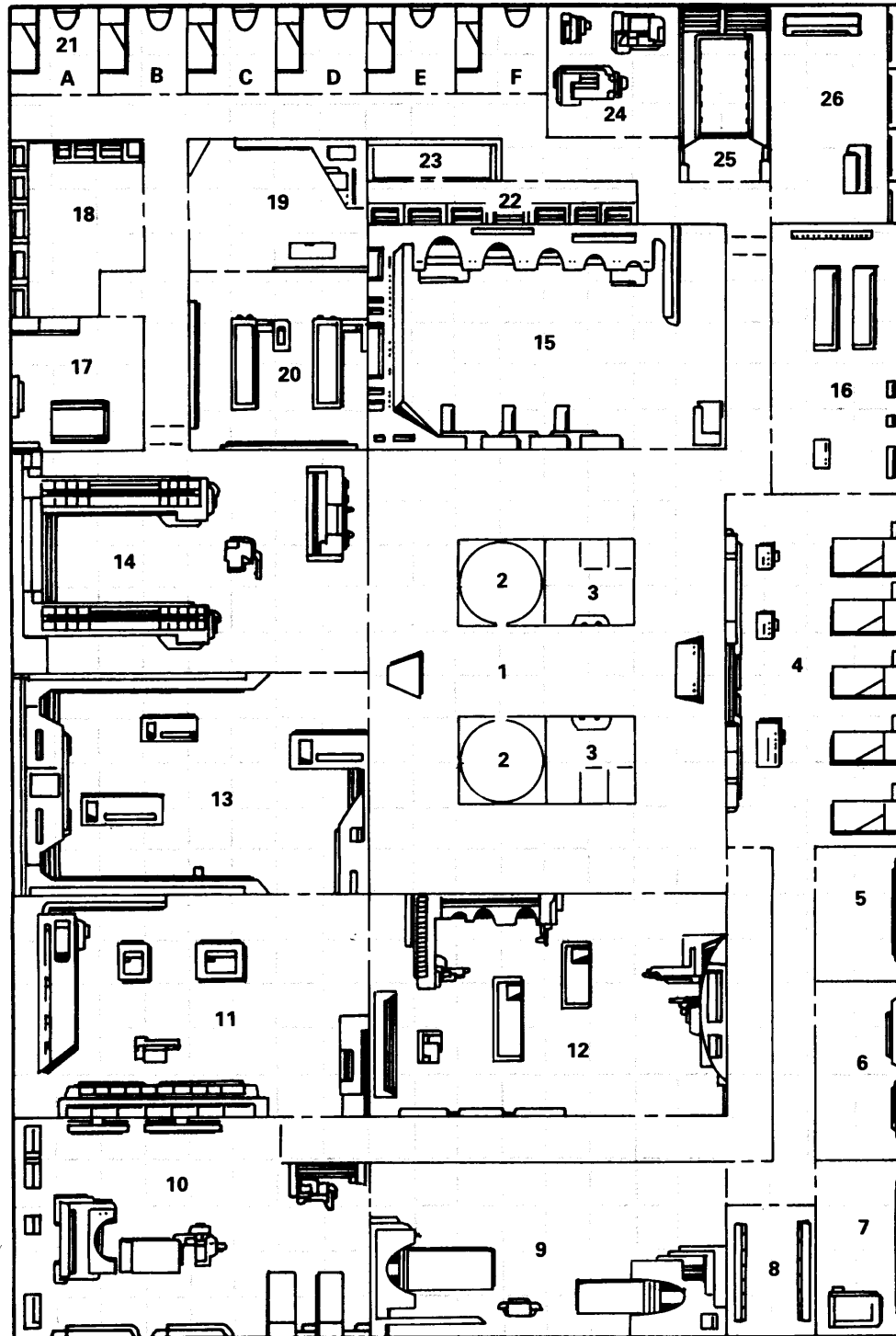
HEADQUARTERS BUILDING FIRST FLOOR



1/4 inch* = 1.5 meters



HEADQUARTERS BUILDING LOWER LEVEL

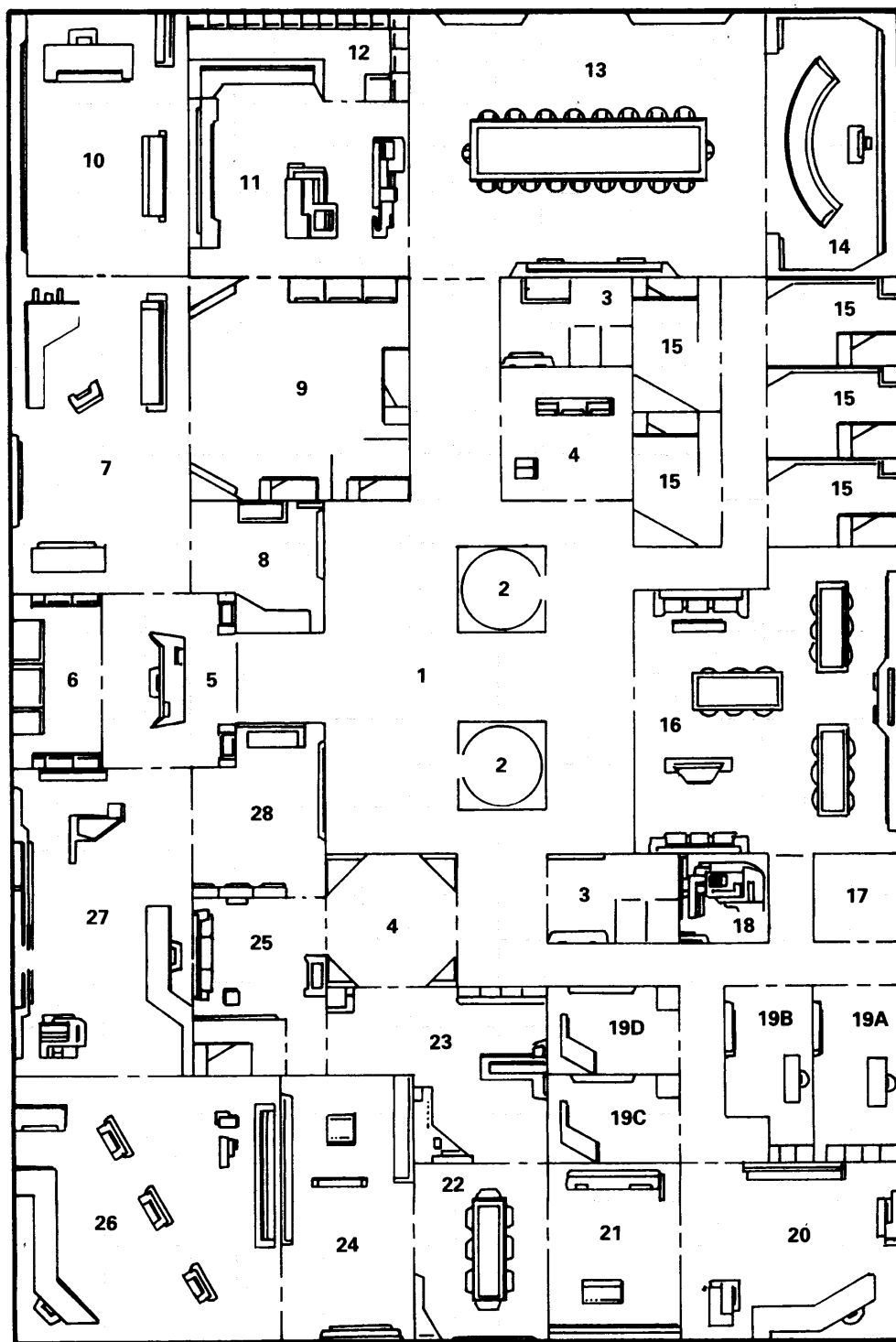


== Security Doors



1/4 inch = 1.5 meters

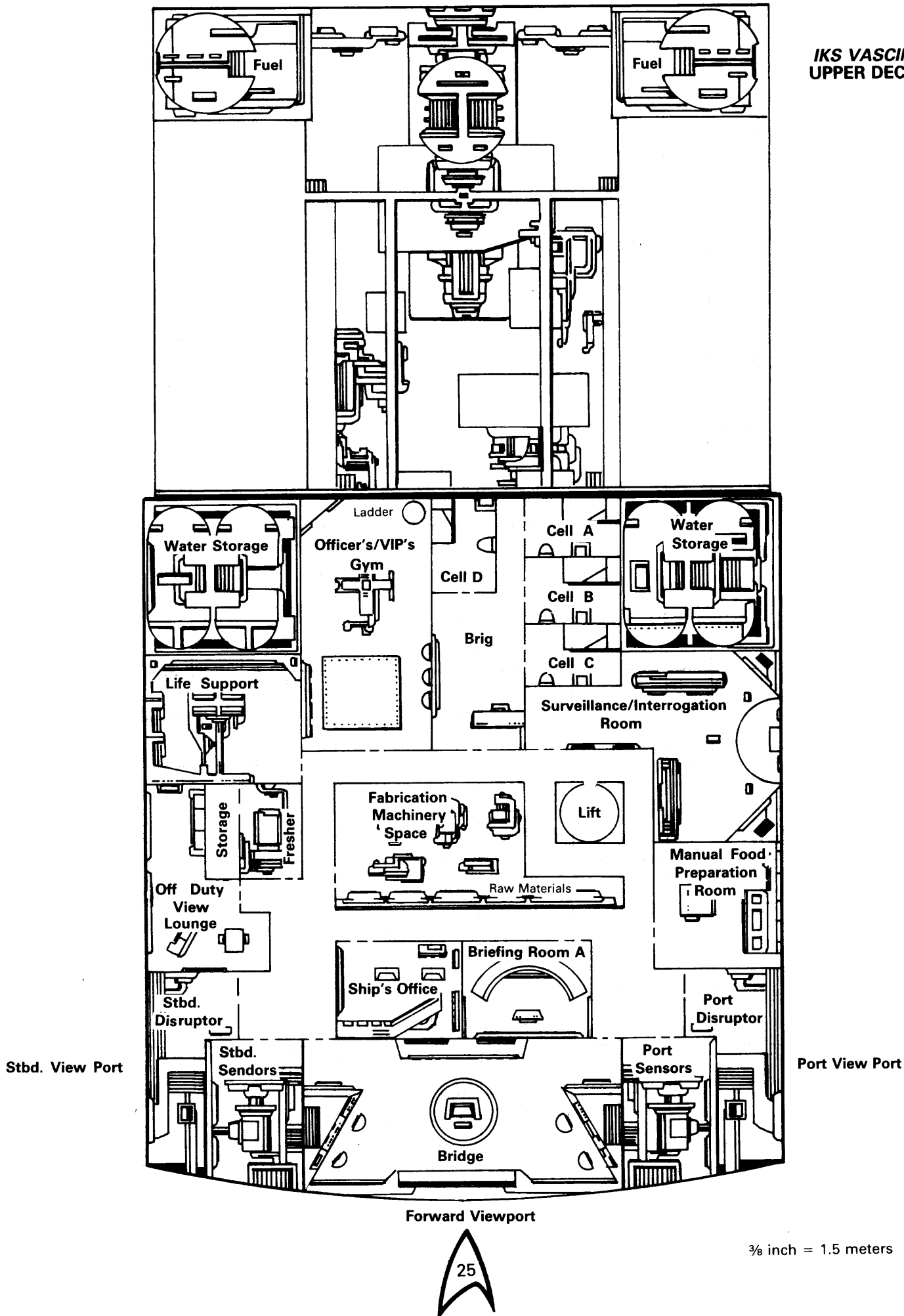
HEADQUARTERS BUILDING SECOND FLOOR



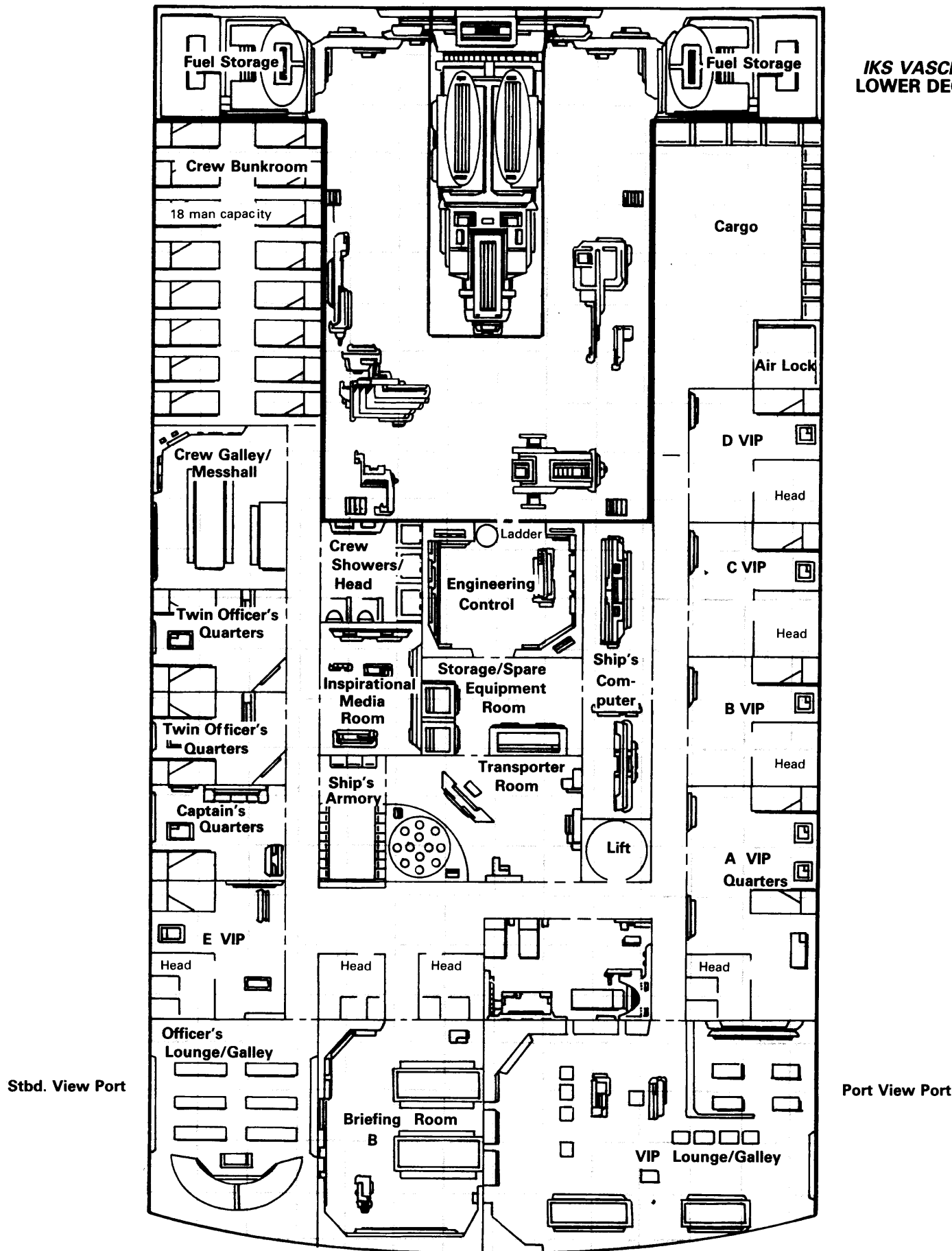
¼ inch = 1.5 meters



**IKS VASCIN
UPPER DECK**



**IKS VASCIN
LOWER DECK**



3/8 inch = 1.5 meters

Vessels

W-2/C CLASS WARPSHUTTLE

Hull Data:

Numbers — W-2001 - W-2999
Model Number — C, uprated
Date Entering Service — 2/1100
Number Constructed — 50
Size

Length — 84 m
Width — 24 m
Height — 17 m
Weight — 8000 mt
Cargo Units — 10

Other Data:

Crew — 14
Transporters —
1 standard 5-person

Engines And Power Data:

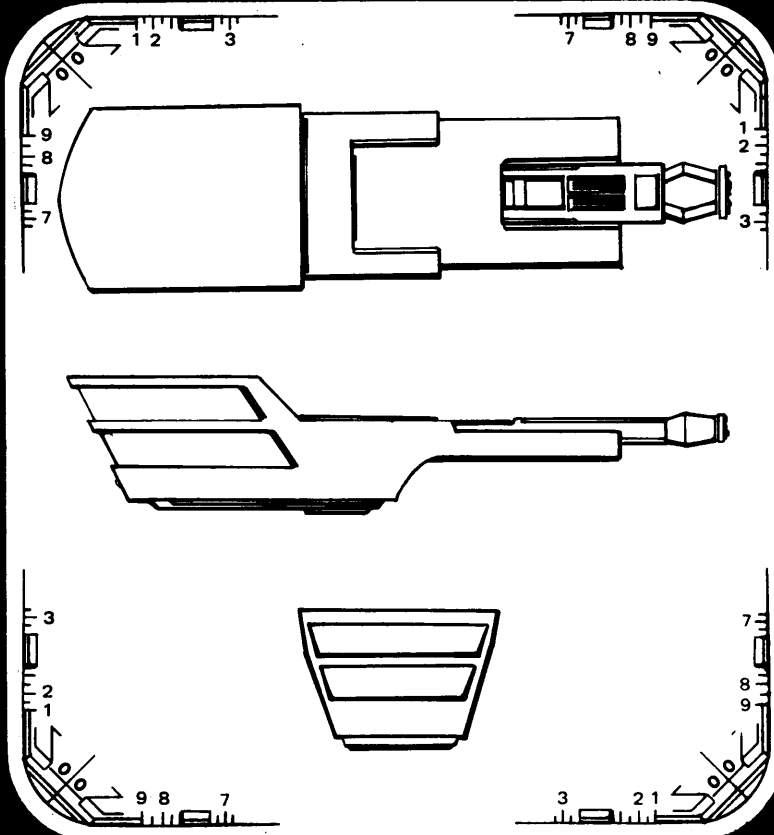
Total Power Units Available — 14
Movement Point Ratio — 1/1
Warp Engine Type —
Number — 1
Power Units Available — 12
Stress Charts — O/P
Maximum Safe Cruising Speed — Warp 6
Emergency Speed — Warp 7
Impulse Engine Type —
Power Units Available — 2

Weapons And Firing Data:

Beam Weapon Type — KD-2
Number — 2
Firing Arcs — fwd
Firing Chart — G
Power Range — 0 - 4
Damage Modifiers — + (1 - 10)

Shields And Damage Control Data:

Superstructure Points — 8
Damage Chart — C
Deflector Shield Type — KSD
Shield Point Ratio — 1/2
Maximum Shield Power — 8



Notes:

The W-2 Class warpsuttle is used mainly for transporting VIPs within Klingon space, on such interstellar missions as command personnel transfers or espionage insertion missions. Until recently, the vessel's weaponry has been too light to be of much use in combat, and W-2 warpsuttles always would be part of a heavily-escorted convoy if their orders took them beyond Imperial borders or near the frontier. Identifiable to all by their pronounced 2-level viewports, the W-2 warpsuttles can be seen throughout the Empire, where they are attractive transport because of their viewports. Able to be opaqued or turned transparent with the flip of a switch, these viewports encompass both decks of the vessel, allowing protected outside viewing for all personnel.

There are hundreds of W-2 Class warpsuttles operating within the Klingon Empire. Some have been sold or scrapped and are in use by various Orion traders and other civilians.

W-2 Class warpsuttles are usually named in battle language. They usually are names that relate to speed in some way. For example, *Dinesh* means 'chaser' in battle language. Of course, there are always exceptions to this rule, such as the *IKS Theaka*, named for a legendary spirit bringing a dream of death. Some ships of the W-2 Class that have earned their names are:

IKS Rentok (WS-269)
IKS Amer-Za (WS-346)
IKS Dinesh (WS-561)
IKS Wur-Rim (WS-590)
IKS Theaka (WS-701)
IKS Pusch-Ta (WS-735)

IKS Memlich (WS-871)
IKS Soan-Acq (WS-978)
IKS Vacsin (WS-1029)
IKS Ucknuur (WS-1159)
IKS Chulqck (WS-1220)
IKS Quiec-Ta (WS-1444)

Over a hundred vessels in this class have been lost since the first was commissioned. This high attrition rate mainly has been due to the terribly weak armament carried. Modifications to the weaponry of 50 W-2 Class vessels has been underway since Reference Stardate 2/1100, however, and the ships already refitted are being evaluated currently. Most warpsuttles that work near the frontier will be changed to this armament if the first group passes their power flow and compatibility tests. Thus, the armament deficiency is being corrected slowly, and possibly the W-2 Class will continue in its role for decades to come.

Addition of the new armament has required adding a Weapons Console to the bridge; though the already-limited cargo area has been reduced in size and enlisted crew have doubled up to provide accommodations for the new Weapons/Defense Officer, VIP accommodations have not been touched.

The *Vacsin* is among a the newly refitted W-2s, and it mounts new KD-2 Disruptors. The descriptions below provide details of each room and compartment shown on the accompanying maps.

UPPER DECK DESCRIPTIONS

Bridge

The control center of the ship is less sophisticated than most larger vessels of the Klingon fleet, as the W-2 Class uses its forward viewports with computer magnification instead of the usual viewscreen. Located here are the usual control consoles for the ship's officers, as well as the weapons/defense console. Normally, there is at least one guard here at all times, under the orders of the Officer of the Watch.

Sensors Equipment Compartments

These compartments on either side of the bridge house the ship's sensor equipment. The viewport is transparent to these devices.

Disruptor Banks

Two forward-mounted KD-2 disruptors are here, one on each side of the ship. Vessels that have not been modified carry KD-1 disruptors in place of the KD-2s.

Briefing Room A

This meeting room has a table with recessed computer read-out screens and seating for 6. It is used mainly by ship's officers during their normal duties.

Ship's Office

The administrative center of the ship is used mainly by the Navigator/Communications Officer, taking care of the routine administritivia needed to maintain and keep up ship's supplies, files, and so on.

Galley

These manual kitchen facilities are available to officers or the staff of VIPs for the preparation of special dishes, particularly if poisoning is suspected or feared.

Fabrication Machinery Compartment

The automated equipment for the limited production of small hardware items is located in this room. Computer-controlled devices feed these machines from the raw material storage area located near the forward bulkhead.

Lounge

This room mainly is used by enlisted personnel, but it can be requisitioned by any officer with the permission of the Captain.

Lift

This simple magnetic elevator leads to the Lower Deck. It opens on 3 sides and is capable of carrying 8 at a time.

Security Compartment

In a vessel this small, most of the surveillance is automated, with active/passive warning sirens located throughout the ship. All ship's officers pull some duty in this room, monitoring various important areas in time of need. The room also contains the ship's agonizer booth and medical analyzer.

Brig

The brig consists of 4 cell compartments with a security desk near the entrance. Audio-visual monitoring devices are located in all the cells. Electronically-sealed, steel doors close off each cell. This area is used when disciplinary action is necessary for the crew or when the vessel is transporting personnel under arrest. The cells can also be used as extra accommodation for various enlisted personnel transported along with a VIP's personal staff, such as extra bodyguards, servants, cooks, and others.

Gymnasium

This well-equipped compartment contains a wide assortment of physical training devices, including weight machines, parallel bars, and other gymnastic equipment. Its work-out arena is used for unarmed combat practice and for staging occasional trials-by-combat, as called for by Klingon law. To the rear of the compartment is a ladder hatch that leads to the Engineering Control Room below.

Life Support Machinery Compartment

This room contains the automated equipment necessary to maintain a habitable environment aboard ship, including air conditioning and filtering machinery, water recyclers, and waste purification plants. Six spare environment suits are also located in this room.

Water Storage Tanks

These tanks hold all the water needed by the ship's crew. Recycling systems are so efficient on the vessel that water actually accumulates due to its being brought on board in food, for example. It thus must be vented into space occasionally, when the tanks are totally full.

To the rear of the above areas are the upper engineering spaces and fuel processing and storage areas. These are inaccessible from the upper deck.

LOWER DECK DESCRIPTIONS

VIP Lounge/Galley

This lounge is used by VIP passengers. It is the one area of the ship to which even the Captain must be invited before being able to enter.

Briefing Room B

This compartment, used by VIP passengers and their staffs, holds a conference table with recessed computer read-out terminals. It has seating for 10.

Wardroom/Galley

Here the ship's Captain and officers eat and relax.

VIP Cabin A

This compartment, the largest passenger accommodation aboard, was constructed specially for very, very important persons. It includes a head with bathtub and shower and also access to VIP Cabin B, which sees use as an office or staff quarters.

Sickbay/Science Lab

In this compartment are 2 monitor beds and the various drugs and medical instruments necessary to treat minor matters and maintain the more-seriously injured in a stable condition until more extensive medical facilities can be called upon. The vessel's rudimentary science lab is also housed here.

Heads

These are the toilet and bathing/shower facilities for the ship's officers.

VIP Cabins

These identical compartments are used for most VIP passengers and their staffs. All contain head facilities with their own bath and shower equipment. All except Cabin D have access to the ship's all-round viewport.

Lift

This elevator from the Upper Deck opens on three sides, giving easy access to the transporter room and VIP cabins. It can handle up to 8 individuals at one time.

Transporter Room

This room contains a 5-man beaming pad and its control console. The door to the Armory is normally locked.

Armory

The Armory contains the ship's store of hand disruptors, disruptor rifles, and, on rare occasions, heavier weapons, depending on the ship's mission. Doors from the Transporter Room and the corridor opposite the Captain's Cabin are kept locked at all times. Only the Captain and the Weapons Officer have keys. The area around the Armory and transporter equipment is protected by alarm devices and sensors.

Captain's Cabin

This is the Captain quarters.

Computer Room

In this room are located the shipboard systems computer banks. The door is usually locked, and security to the room is tight because of its importance to ship control.

Storage Compartment

This compartment holds landing party articles as well as extra parts and devices for the Engineering department.

Inspirational Media Room

This compartment contains the warp and impulse engine monitoring computers, power system controls, emergency generators, and equipment repair and testing area. It is manned by the Engineering Officer and three enlisted men.

Officer's Quarters

These compartments are shared by the ship's 4 junior officers, with 2 officers in each. As is common in Klingon military vessels, no male/female differentiation has been given in cabin assignment, it being assumed that the problems this might entail would be handled on an individual basis.

Engineering Control Room

This compartment contains the warp and impulse engine monitoring computers, power system controls, emergency generators, and equipment repair and testing area. It is manned by the Engineering Officer and three enlisted men.

Crew Head

This room houses the toilet and showering facilities for the enlisted personnel on the ship. It also contains the ship's laundry.

Crew Messhall/Galley

This room provides food service for the enlisted men in the ship's crew and the enlisted personnel assigned to the VIPs aboard.

Cargo Hold

The Hold contains the ship's airlock and large cargo entry hatch for planetside use. Some of this area has been taken up by special equipment monitoring the ship's performance with the newly-installed weapons.

Crew Berths

This room is the sleeping quarters for the 9 enlisted crew and any enlisted personnel assigned to VIP passengers. Its design capacity is 18 men, but this has been exceeded on occasion.

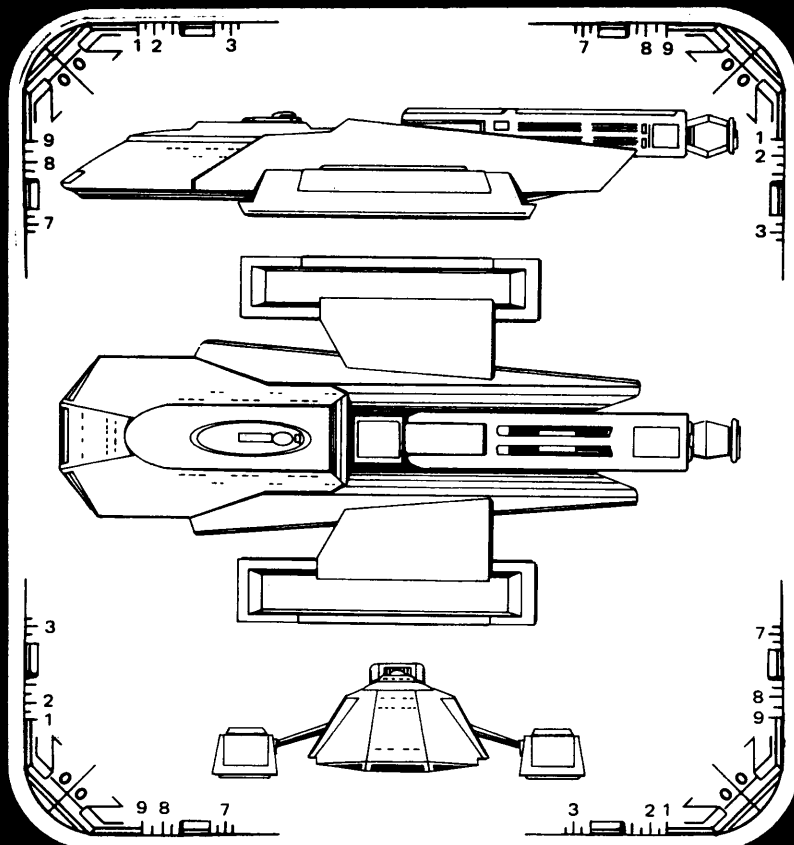
Engine Machinery Compartment

This large compartment contains heavy engine systems, power conversion chambers, auxiliary batteries, matter/anti-matter containment, and so forth. It is entered via the Engineering Control Room, but it is visited rarely because of the radiation danger and other hazards.

Fuel Storage And Processing Compartment

Inaccessible while ship is on active duty, the equipment here is checked and repaired when a major overhaul is conducted at a starbase or drydock.

T-8 CLASS FRONTIER AREA TROOP TRANSPORT



Hull Data:

Numbers — T-8001 T-8999
Model Numbers — Type F
Date Entering Service — 2 0900
Number Constructed — 66

Size
Length — 145 m
Width — 132 m
Height — 42 m
Weight — 75,000 mt empty
Cargo Units — 7000

Other Data:

Crew — 175
Troop Contingent —
200 functional
600 in hypothermia capsules
Shuttlecraft —
4 J-1 Class
20 J-3 Class
Transporters —
2 standard 9-person
5 50-person assault
2 cargo

Engines And Power Data:

Total Power Units Available — 22
Movement Point Ratio — 3.1
Warp Engine Type — KWC
Number — 1
Power Units Available — 18
Stress Charts — L M
Maximum Safe Cruising Speed — Warp 6
Emergency Speed — Warp 7
Impulse Engine Type — KIC
Power Units Available — 4

Weapons And Firing Data:

Beam Weapon Type — KD-4
Number — 2
Firing Arcs — port, stbd
Firing Chart — J
Power Range — 0 4
Damage Modifiers — 1 (1 10)
Beam Weapon Type — KD-8
Number — 1
Firing Arcs — fwd
Firing Chart — U
Power Range — 0 7
Damage Modifiers — +3(1 7) +2(8 15) +1(16 20)

Shields And Damage Control Data:

Superstructure Points — 10
Damage Chart — C
Deflector Shield Type — KSB
Shield Point Ratio — 1.1
Maximum Shield Power — 7



Notes:

The T-8 Class troop transport is one of the main types of military personnel transport in the Klingon Empire. To better handle the greater risk and danger in frontier areas, a modified version of the T-8 Class was built.

A bow-mounted KD-8 disruptor bank is added to these models, in addition to the KD-4 disruptors mounted port and starboard on the upper dorsal spine of the vessel in front of the warp engine. This gives the T-8/F Class vessels an almost 360° arc of fire and almost twice the firepower its parent class had, a valuable asset on the Imperial border.

The T-8/F Class also is the first to have the new and still experimental 50-man assault transporter. Equipped with 5 of these huge pieces of machinery, T-8/F transports can beam down their entire contingent of 800 troops in less than 6 minutes! Of course, the power drain is enormous, and the ships must be well-protected during the beaming operation, as no other power systems except life support can operate while the huge transporters are energized.

Confidential reports indicate that the new transporters are susceptible to power fluctuations during the beam-down process, due mainly to occasional timing errors in energy relay circuits. This has caused 20% disincorporation (i.e. loss of pattern) on mass beam-downs when these power fluctuations occur. Because of this, it isn't known whether or not this transporter system will see further operational use in other classes. Some discussion has taken place regarding the replacement of the new 50-man transporters by the more-standard and well-proven 22-man type.

For extended missions, the T-8/F Class has 600 hypothermia capsules installed for the troops being transported. Because the official attrition rate for these capsules is 4%, it is customary to carry 25 to 50 extra troops in them to make sure the unit is at full strength at warm-up. The 200 officers and special service personnel of the unit remain awake.

Another interesting feature of the T-8/F vessels is the large number of troop shuttlecraft carried for use when transporter operations are not feasible. The T-8/F Class carries 4 J-1 Class and 20 J-3 Class shuttlecraft housed in 2 large shuttle bays on the port and starboard sides of the vessel. For continuous operations, the bays are designed to allow simultaneous exit from the forward end of the hangar and entrance from the after end, thereby avoiding any traffic coordination problems.



D-23 CLASS COMMAND SHIP

Hull Data:

Numbers — D-2301 — D-2399
Model Numbers — Type A
Date Entering Service — 2/1000
Number Constructed — 32
Size

Length — 207 m
Width — 136 m
Height — 44 m
Weight — 100,000 mt
Cargo Units — 300

Other Data:

Crew — 225
Shuttlecraft —
7 J-1
1 J-2
2 J-3
Transporters —
2 standard 9-person
2 emergency 22-person
1 cargo

Engines And Power Data:

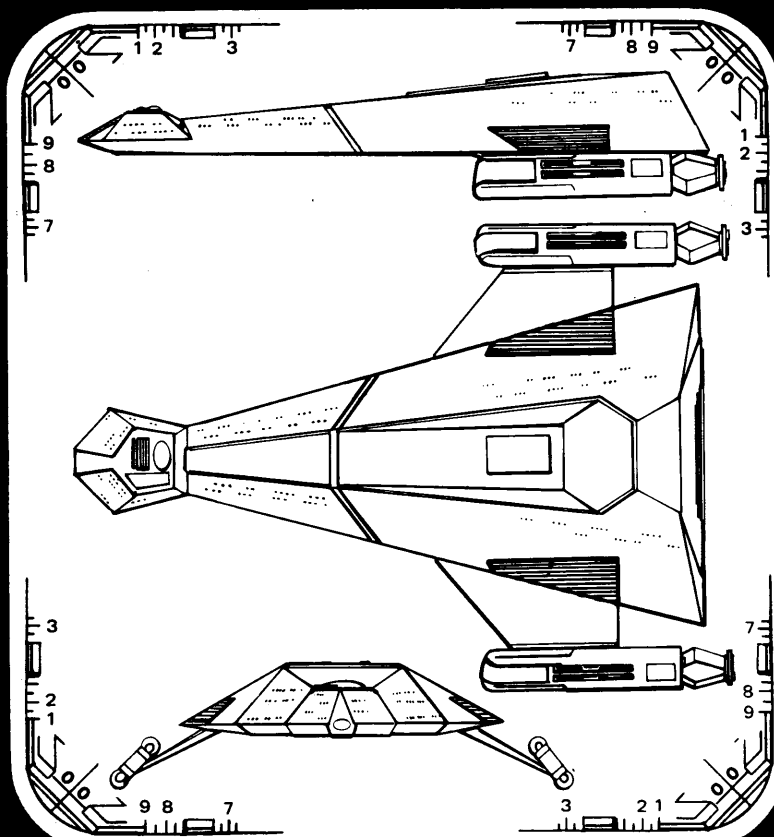
Total Power Units Available — 40
Movement Point Ratio — 4/1
Warp Engine Type — KWD
Number — 2
Power Units Available — 18
Stress Charts — L/N
Maximum Safe Cruising Speed — Warp 6
Emergency Speed — Warp 8
Impulse Engine Type — KIC
Power Units Available — 4

Weapons And Firing Data:

Beam Weapon Type — KD-8
Number — 4
Firing Arcs — 2 fwd/port, 2 fwd/stbd
Firing Chart — U
Power Range — 0 - 7
Damage Modifiers — +3(1-7) +2(8-15) +1(16-20)
Missile Weapon Type — KP-4
Number — 3
Firing Arcs — 1 fwd, 2 aft
Firing Chart — Q
Power To Arm — 2
Damage — 18

Shields And Damage Control Data:

Superstructure Points — 14
Damage Chart — C
Deflector Shield Type — KSL
Shield Point Ratio — 1/3
Maximum Shield Power — 12



Notes:

The *D-23* Class Command Ships have been produced to fill a void observed in planetary protection and fleet actions, where coordination was lacking before their introduction. Loosely based on the *K-23* Class Escort, the *D-23* Class has a bigger impulse engine and is more heavily armed, with two banks of KD-8 disruptors on each side of the forward command section, as well as one KP-4 photon torpedo bay forward and two aft. This armament gives the class weaponry comparable to the *D-10* Class Heavy Cruisers.

Ships of the *D-23* Class are used as flagships for fleets with at least 9 major warships. The vessels are also used as headquarters flagships by military governors in more distant parts of the Empire. The large number of extra command-level staterooms give a great deal of flexibility in the complement of these ships. Furthermore, the increased shuttle hangar facilities, with room for 10 assigned shuttles and two additional ship's boats or visiting shuttlecraft, give a large leeway in planetary operations or transporterless, intership visitation.

D-23 Class vessels normally have a protective squadron of six *K-6* Patrol Ships assigned to them during operations. These ships both protect the vessel and the Admiral, and also keep a watchful eye on fleet activities. This patrol squadron is commanded by the next-highest-ranking Captain in another vessel in the fleet.

The *D-23* Class vessels seem to have proven themselves in preliminary operations. At present, few of the 32 vessels in the class have earned their names, largely because they are so new. Some of the exceptions are *D-2301*, *Achenaar* (Noble Tactician), the *D-2310*, *Rosch-ta* (Forefront Leader), *D-2312*, *Echenaar* (Valiant Tactician), *D-2318*, *Naareche* (Tactical Valor), *D-2319*, *Boschim* (Wanderer), *D-2323*, *Roernok* (Bloodlust), and *D-2326*, *Poalnaar* (Ageless Tactician).

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The *D-23* class fills a void in the Klingon forces which, if used properly, could insure a more efficient use of fleets of warships in future operations. Growing confidence in the class seems to show that additional vessels will be built and *D-23*s will be seen throughout the Empire. This confidence is being shown at the highest level, as it is reported that a *D-23* Class vessel will be permanently assigned to the Emperor, providing him with a mobile site for the Imperial court far more maneuverable than bulky battleships and far safer than any Imperial yacht.

Cast of Characters

OFFICERS AND CREW OF THE VACSIN

Character Data Record Sheets are provided for 8 pre-generated player characters. These include the Captain of the *Vacsin*, his 4 officers, and 3 passengers. Information also is provided about the 9 enlisted crewmen and the 2 bodyguards of the passengers; this information can be changed or expanded as necessary.

Name: KONOR vestai Bolloch

Rank/Title: Lieutenant

Current Assignment: Fourth Frontier Fleet,
IKS VACSIN, WS-1029

Position: Captain

Race: Human-fusion Klingon

Age: 22

Sex: Male

Attributes

STR — 68	CHA — 41
END — 61	LUC — 25
INT — 86	PSI — 01
DEX — 77	

Significant Skills

Administration	35
Bribery	19
Computer Operation	27
Computer Technology	10
Deflector Shield Operation	20
Electronics Technology	20
Interrogation	30
Language	
Galacta	40
Vulcan	10
Leadership	49
Marksmanship, Modern	61
Personal Combat, Knife	20
Personal Combat, Unarmed	37
Security Procedures	20
Shuttlecraft Pilot	11
Small Vessel Pilot	37
Social Sciences	
Klingon History	10
Klingon Law	30
Space Sciences	
Astronautics	15
Astronomy	25
Astrophysics	25
Starship Combat Strategy/Tactics	40
Starship Sensors	25
Starship Weaponry Operation	30
Surveillance	23
Transporter Operation Procedures	20
Vehicle Operation, Atmosphere Craft	10

Rating

Combat Statistics

To-Hit Numbers:

Modern: 69

HTH: 63

Knife: 48

Bare-Hand Damage: 1D10+6

AP: 11

Brief Personal History:

Competent but undistinguished, Konor vestai Bolloc has been the Captain of the *Vacsin* for over two years. In that time, he has travelled back and forth from one Klingon planet to another, transporting various officers and Empire officials to their destinations. In that time, there has been no VIP as prestigious as Lt. Commander Rejac aboard. In all, it has been a tedious tour of duty, with little or no chance of recognition or battle. Even the ship's name was earned during his predecessor's tour.

Personality:

Motivations/Desires/Goals:

Konor is one of thousands of Klingon junior officers who seem doomed to an uneventful and unnotable career. He would sell his heart for a chance at some recognition. And now it seems that chance has arrived. Konor will do anything in his power to show the pride he feels in his vessel and crew. He will stand for no activities that would not contribute to the success of the mission.

If Konor has a fatal flaw, it is his resentment of the benefits given to Imperial Klingons just because of their birthright. He feels he is a second-class citizen because he is a Human fusion, and he constantly must fight feelings of inferiority. It is because of this that Konor was extremely unhappy over the appointment of Ensign Kharch as Weapons/Defense Officer after the *Vacsin's* last refit. Kharch is the only Imperial Klingon assigned to the *Vacsin* at present, and Konor has a hard time dealing with him as a subordinate. It is interesting that Konor has been able to hide this little psychological flaw during his stress tests at Command School and other occasions and was able to still get the Captain's position on a small vessel.

Manner:

Konor can be ruthless when poor performance might endanger the efficiency rating of his ship. He is an efficient commander and will stop at nothing to follow his orders and help in the completion of Termination Order 1456.

Konor has the respect of his crew to such an extent that they would never consider making him or their vessel look bad to superior officers.

Special Knowledge/Powers:

None.

Name: KHARCH tai Mvoric

Rank/Title: Ensign

Current Assignment: Fourth Frontier Fleet,
IKS VACSIN, WS-1029

Position: Weapons/Defense Officer

Race: Imperial Klingon

Age: 18

Sex: Male

Significant Skills

Administration	10
Bribery	23
Carousing	17
Computer Operation	44
Computer Technology	10
Deflector Shield Operation	34
Electronics Technology	21
Interrogation	10
Language, Galacta	50
Marksmanship, Modern	43
Medical Sciences, Psychology, Klingon	13
Personal Combat, Knife	20
Personal Combat, Unarmed	36
Planetary Survival, Tropical	11
Small Unit Tactics	11
Social Sciences, Klingon History	10
Klingon Law	10
Space Sciences, Astronautics	15
Astronomy	25
Astrophysics	25
Starship Combat Strategy/Tactics	39
Starship Sensors	25
Starship Weaponry Operation	62
Streetwise	11
Surveillance	26
Transporter Operation Procedures	20

Attributes

STR — 70	CHA — 33
END — 53	LUC — 69
INT — 81	PSI — 01
DEX — 66	

Combat Statistics

To-Hit Numbers:

Modern: 55

HTH: 51

Knife: 43

Bare-Hand Damage: 1D10 + 6

AP: 10

Brief Personal History:

Recently appointed to his position after the last refit of the *Vacsin*, Kharch is responsible for the testing and performance of the KD-2 disruptor bank that was just installed in the ship.

He is the only member of the crew who is of the Imperial race, and so he must put up with more than his share of resentment and bad feelings because of it. Interestingly, Kharch has never done anything to warrant such treatment, but the stigma of other, less-enlightened, Imperial-race officers causes him some problems in his interactions with fellow officers aboard.

Personality:

Motivations/Desires/Goals:

Kharch is one of the more open-minded Imperial Klingons. He has always acted on equal terms with Human- and Romulan-fusion Klingons.

Manner:

As the newest member of the ship's crew, Kharch has few friends. He is considered a loner, performing his duty efficiently, but not mingling with the other officers during off-duty hours. He shares quarters with Science Officer Madra, with whom he hardly ever speaks except in the line of duty.

Special Knowledge/Powers:

None.

Name: KEIR tai Rulek

Rank/Title: Ensign

Current Assignment: Fourth Frontier Fleet
IKS VACSIN, WS-1029

Position: Engineering Officer

Race: Human-fusion Klingon

Age: 21

Sex: Male

Significant Skills

Administration	10
Bribery	34
Computer Operation	21
Computer Technology	20
Deflector Shield Operation	18
Electronics Technology	10
Environmental Suit Operation	10
Interrogation	10
Language, Galacta	40
Romulan	10
Leadership	10
Marksmanship, Modern	58
Mechanical Engineering	20
Personal Combat, Sword	20
Personal Combat, Unarmed	52
Personal Weapons Technology	20
Small Vessel Engineering	38
Social Sciences, Klingon History	10
Klingon Law	10
Space Sciences, Astronautics	37
Astronomy	10
Starship Sensors	10
Starship Weaponry Technology	20
Streetwise	10
Transporter Operation Procedures	24
Transporter Systems Technology	20
Vehicle Operation, Gravitic Vehicles	11
Warp Drive Technology	29

Attributes

STR — 71	CHA — 42
END — 56	LUC — 01
INT — 75	PSI — 01
DEX — 60	

Combat Statistics

To-Hit Numbers:

Modern: 59

HTH: 56

Sword: 43

Bare-Hand Damage: 1D10 + 8

AP: 10

Brief Personal History:

The hard luck case in the crew of the *Vacsin*, Keir tai Rulek is a disappointment to his line (an old and established one) and it appears that there isn't much hope for a successful career for him. This became apparent early in his Cadet cruise when he was reprimanded by the Security officer aboard the courier vessel on which he had his cruise on. The reason for this reprimand seems to have been some loose talk in the off duty lounge concerning ability of the Captain to ever reach a destination on schedule. This lapse of control cost him a Security Risk Notation in his file and another long year in the same courier vessel as assistant engineer. By the end of that Cadet cruise, Keir was sullen and despairing, but still not able to keep his mouth shut when he should.

Personality:

Motivations/Desires/Goals:

Keir truly doesn't expect to be promoted past Ensign, with the growing number of negative reports in his file. He is beginning to develop the fatalistic attitude that nothing can help him. Only prodding by his more successful line-brothers and the fear of further shame keeps him from doing something extremely rash, like jumping ship and deserting the service. Keir is seriously considering performing Tadesh (ritual suicide) if he is once again passed over for promotion.

Manner:

Keir does his duty in the Engineering Department, but is not interested in more than that. He is capable of anything if his control slips any further.

Special Knowledge/Powers:

None.

Name: MADRA tai Vurstic

Rank/Title: Ensign

Current Assignment: Fourth Frontier Fleet,
IKS VACSIN, WS-1029

Position: Science Officer

Race: Human-fusion Klingon

Age: 18

Sex: Female

Significant Skills

	Rating
Administration	10
Bribery	24
Computer Operation	34
Environmental Suit Operation	10
Interrogation	10
Language, Galacta	40
Orion	10
Leadership	10
Life Sciences, Botany	11
Ecology	30
Zoology	10
Marksmanship, Modern	44
Medical Sciences, General Medicine, Klingon	21
Psychology, Human	13
Personal Combat, Staff	20
Personal Combat, Unarmed	43
Physical Sciences, Chemistry	10
Physics	10
Planetary Sciences, Geology	10
Planetary Survival, Tropical	24
Small Vessel Pilot	15
Space Sciences, Astronomy	53
Astrophysics	51
Social Sciences, Klingon History	10
Klingon Law	10
Archaeology, Human	20
History/Culture, Human	14
Starship Sensors	32
Trivia, Slavery	31

Attributes

STR	—61	CHA	—36
END	—58	LUC	—10
INT	—70	PSI	—01
DEX	—55		

Combat Statistics

To-Hit Numbers:

Modern: 50

HTH: 49

Staff: 37

Bare-Hand Damage: 1D10 + 7

AP: 9

Brief Personal History:

The only woman aboard the *Vacsin*, Madra tai Vurstic is in charge of the small science lab aboard. She is also considered the ship's medic, although her training is minimal. Madra is quite competent in her field, with specialization in astronomy and ecology. She also has an interest in slave cultures and is becoming an authority on some of the various Orion planets bordering the Empire.

Personality:

Motivations/Desires/Goals:

Madra does not intend to make the Imperial Navy her life's career. She has ideas of her own on how a woman can rise to power. She has been studying the various courier and merchant routes within the Empire so that she may ally herself one day to one of the more powerful Orion pirate factions. Her plan is still in its formative stages. Naturally, she keeps this all to herself.

Manner:

Madra is on good, professional terms with her fellow officers, with the exception of her roommate, Kharch tai Mvoric, but because she is the only female in an all-male crew, she maintains her distance. This doesn't go unnoticed by the other officers.

Madra is quite competent and will do her duty to her fullest ability.

Special Knowledge/Powers:

None.

Name: KUNNOS tai Moctos

Rank/Title: Ensign

Current Assignment: Fourth Frontier Fleet,
IKS VACSIN, WS-1029

Position: Executive Officer

Communications/Helm/Navigation Officer

Race: Human-fusion Klingon

Age: 20

Sex: Male

Significant Skills

	Rating
Administration	10
Bribery	34
Communication Systems Operation	29
Communication Systems Technology	31
Computer Operation	44
Computer Technology	10
Electronics Technology	10
Interrogation	10
Language, Galacta	50
Leadership	10
Marksmanship, Modern	36
Personal Combat, Short Sword	20
Personal Combat, Unarmed	36
Planetary Survival, Warm Temperate	09
Small Equipment Systems Technology	17
Space Sciences, Astrogation	43
Astronomy	43
Astrophysics	41
Starship Helm Operation	48
Starship Sensors	29
Starship Services	21
Transporter Operation Procedures	13
Warp Drive Technology	15

Attributes

STR	—61	CHA	—29
END	—65	LUC	—21
INT	—61	PSI	—01
DEX	—58		

Combat Statistics

To-Hit Numbers:

Modern: 47

HTH: 47

Short Sword: 39

Bare-Hand Damage: 1D10 + 6

AP: 9

Brief Personal History:

Kunnos has been a crewman for two other W-2 Class warpshuttles. He was transferred from both at the insistence of the vessels' commanders. His efficient nature caused them to feel he was making them look bad, likely the result of their guilty consciences. That he now has two bad marks on his record is no fault of his own.

Personality:

Motivations/Desires/Goals:

Kunnos fits his positions well for he is a workaholic. He can usually be found in the Ship's Office going through records when not on duty on the bridge. It is a wonder to the rest of the officers when he sleeps.

He shares the second twin officers cabin with the Engineering Officer, Keir tai Rulek, but they rarely see each other due to opposing duty schedules. This suits both of them, because they seem to be totally opposite in every meaningful way and could never get along.

Manner:

Kunnos is efficient and well-respected among the crew. He has a good working relationship with the Captain and can be counted on almost any situation to perform his duty with skill and thoroughness.

Special Knowledge/Powers:

None.

Rank/Title: Standard-issue Engineering Crewman
Current Assignment: Fourth Frontier Fleet,
IKS VACSIN, WS-1029

Race: Human-fusion Klingon

Age: 22

Sex:

Significant Skills

	Rating
Bribery	10
Computer Operation	25
Electronics Technology	15
Marksmanship, Modern	35
Personal Combat, Unarmed	40
Small Equipment Systems Technology	10
Space Sciences, Astronautics	25
Streetwise	10
Warp Drive Technology	20

Attributes

STR —65	CHA —25
END —60	LUC —05
INT —70	PSI —01
DEX —60	

Combat Statistics

To-Hit Numbers:

Modern: 47
HTH: 50

Bare-Hand Damage: 1D10 + 7
AP: 10

Rank/Title: Standard-issue Yeoman
Current Assignment: Fourth Frontier Fleet,
IKS VACSIN, WS-1029

Race: Human-fusion Klingon

Age: 22

Sex:

Significant Skills

	Rating
Bribery	10
Communication Systems Operation	10
Computer Operation	25
Marksmanship, Modern	35
Personal Combat, Unarmed	40
Starship Services	20
Streetwise	10

Attributes

STR —65	CHA —25
END —60	LUC —05
INT —70	PSI —01
DEX —60	

Combat Statistics

To-Hit Numbers:

Modern: 47
HTH: 50

Bare-Hand Damage: 1D10 + 7
AP: 10

Rank/Title: Standard-issue Security Guard
Current Assignment: Fourth Frontier Fleet,
IKS VACSIN, WS-1029

Race: Human-fusion Klingon

Age: 22

Sex:

Significant Skills

	Rating
Bribery	10
Computer Operation	25
Marksmanship, Modern	35
Personal Combat, Unarmed	40
Security Procedures	25
Streetwise	10
Surveillance	20

Attributes

STR —65	CHA —25
END —60	LUC —05
INT —70	PSI —01
DEX —60	

Combat Statistics

To-Hit Numbers:

Modern: 47
HTH: 50

Bare-Hand Damage: 1D10 + 7
AP: 10

SECURITY TEAM

Name: KAILES sutai Rejac
Rank/Title: Lieutenant Commander
Current Assignment: Fourth Fleet Security Area
Position: Deputy Commander

Race: Imperial Klingon
Age: 24
Sex: Male

Significant Skills	Rating
Administration	10
Bribery	39
Computer Operation	25
Disguise	24
Gaming	20
Interrogation	67
Language, Galacta	40
Romulan	10
Leadership	36
Marksmanship, Modern	59
Medical Sciences, Psychology, Klingon	25
Negotiation/Diplomacy	15
Personal Combat, Knife	20
Personal Combat, Unarmed	62
Personal Weapons Technology	10
Security Procedures	41
Shuttlecraft Pilot	28
Small Unit Tactics	35
Social Sciences, Klingon History	10
Klingon Law	30
Federation Law	10
Surveillance	40
Trivia, Torture	21
Zero-G Operations	13

Attributes

STR — 75 CHA — 35
 END — 54 LUC — 25
 INT — 80 PSI — 01
 DEX — 63

Combat Statistics

To-Hit Numbers:
Modern: 61 Bare-Hand Damage: 1D10+9
HTH: 63 AP: 10
Knife: 41

Brief Personal History:

Kailes is considered an able and efficient officer.

Personality:

Motivations/Desires/Goals:

Kailes is always on the job, with no sense of humor or recreation time permitted for him or his subordinates until his duty is accomplished. Due to his extreme dedication, Kailes has no friends outside his line-brothers, most of whom work in some capacity in the Internal Security Branch.

Manner:

Kailes is looked on as sometimes cold and cruel. While often critical and willing to ruin an officer's career at his slightest displeasure, Kailes has also been known to aid those have appreciably aided him in the completion of a current mission.

Special Knowledge/Powers:

Kailes sutai Rejac is a member of a well-known line, influential even in the Imperial Court. His father, Kyrac santai Rejac, has been the Emperor's personal Security Chief for 5 years. With this kind of clout, Kailes is much envied but even more feared.

Name: Kenoth vestai Rejac
Rank/Title: Ensign
Current Assignment: Fourth Fleet Security Area
Position: Administrative Assistant

Race: Imperial Klingon
Age: 19
Sex: Male

Significant Skills	Rating
Administration	13
Assassination	21
Bribery	33
Computer Operation	13
Gaming	30
Interrogation	43
Language, Galacta	52
Leadership	18
Marksmanship, Modern	65
Medical Sciences, Psychology, Klingon	15
Negotiation/Diplomacy	25
Personal Combat, Mace	32
Personal Combat, Unarmed	59
Personal Weapons Technology	22
Planetary Survival, Warm Temperate	14
Security Procedures	41
Shuttlecraft Pilot	25
Small Unit Tactics	27
Social Sciences, Klingon History	23
Klingon Law	38
Federation History	11
Federation Law	12
Streetwise	13
Surveillance	28
Trivia, Rejac Line Geneology	75
Vehicle Operation, Gravitic Vehicle	14
Zero-G Operations	20

Attributes

STR — 73 CHA — 28
 END — 55 LUC — 33
 INT — 81 PSI — 01
 DEX — 72

Combat Statistics

To-Hit Numbers:
Modern: 68 Bare-Hand Damage: 1D10+8
HTH: 66 AP: 12
Mace: 52

Brief Personal History:

A cousin of Kailes, Kenoth's main job on the Deputy Commander's staff is as a personal secretary.

Personality:

Motivations/Desires/Goals:

Snobbish and egotistical, interested only in personal advancement and willing to sacrifice anyone to continue his climb up the promotion ladder, Kenoth has hid these devious aims from his superior. He is the only officer aboard the *Vacsin* who would not put the interests of the Empire ahead of his own personal gain.

Manner:

Whereas Kailes has used his influence to help him do his job better, Kenoth has used it to impress his fellow officers and give them a feeling of inferiority. He is an easy person to hate.

Special Knowledge/Powers:

Kenoth belongs to a well-known, influential line.

Name: KINUR tai Levass

Rank/Title: Lieutenant

Current Assignment: Fourth Fleet Security Area

Position: Field Assistant

Race: Human-fusion Klingon

Age: 24

Sex: Male

Attributes

STR —68	CHA —38
END —65	LUC —15
INT —62	PSI —01
DEX —52	

Combat Statistics

To-Hit Numbers:

Modern: 60

HTH: 57

Stiletto: 36

Crossbow: 47

Bare-Hand Damage: 1D10 + 9

AP: 10

Significant Skills

Administration
Assassination
Bribery
Computer Operation
Gaming
Interrogation
Language, Galacta
Leadership
Marksmanship, Crossbow
Marksmanship, Modern
Medical Sciences
Psychology, Klingon
Negotiation/Diplomacy
Personal Combat, Stiletto
Personal Combat, Unarmed
Personal Weapons Technology
Security Procedures
Shuttlecraft Pilot
Small Unit Tactics
Streetwise
Surveillance
Trivia, Poisons
Zero-G Operations

Rating

10
58
41
10
20
42
50
10
42
68
23
15
20
62
10
32
20
22
11
34
45
16

Personality:

Motivations/Desires/Goals:

On the present mission, Rejac expects Kinur to be the most efficient in dealing with Krador. Kinur realizes that he is considered expendable, but if he succeeds and survives, he hopes for just recognition from Kailes. He would not be too surprised, however, if the fact that he was a Human fusion would hold him back once again. It is for this reason and others that he wouldn't be at all displeased if somehow an 'accident' occurred to Kenoth or an ungrateful Kailes, though Kinur's devotion to duty may force him to accept poor treatment from his superior stoically.

Manner:

Expert in poisons and the automatic crossbow, Kinur will often choose this form of attack for his assassination attempts. On operations, he usually carries a folding crossbow and 6 poison-tipped quarrels in a pouch on his belt.

Special Knowledge/Powers:

Kinur is the only officer aboard who knows the extent of Kenoth's corruption, as he is usually the butt of verbal jabs that, despite rank, he is forced to take because of Kenoth's line influence. Only he knows that Kenoth would place himself before the Empire.

Brief Personal History:

Kinur has been given his position on the staff of Lieutenant Commander Rejac only recently, and he is reminded that he is a newcomer everyday by Kenoth vestai Rejac, who he has learned to hate, due to his snobbish and self-serving manner.

Part of a line that has very little interest in high places, Kinur has set for himself goals of excellence that put him in a category not unlike that of the elder Rejac. His perseverance and desire to do a good job was noticed during his Cadet Cruise, but his road to a successful career hasn't been easy. During his second tour of duty, while on the security staff of a large colonization vessel, Kinur discovered some mismanagement in the ship's services department and reported it. Unfortunately, the offending officer was of the same line as the Captain of the ship, who happened to be of the same line as Kinur's superior in the security section. Before he left the ship, a trumped-up charge of negligence had been put in his permanent record to follow him for the rest of his career.

It was after this experience that Kenoth was chosen as a Field Assistant, a security officer who usually deals with espionage or assassination within the Empire.

Rank/Title: Standard-issue Internal Security Guards

Current Assignment: Fourth Fleet Internal Security Forces

Position: Rejac's two bodyguards

Race: Imperial Klingon

Age: 27, 29

Sex: Male

Attributes

STR —80	CHA —20
END —70	LUC —01
INT —55	PSI —01
DEX —70	

Combat Statistics

To-Hit Numbers:

Modern: 65

HTH: 65

Bare-Hand Damage: 2D10 + 6

AP: 11

Significant Skills

Interrogation
Marksmanship, Modern
Personal Combat, Unarmed
Small Unit Tactics
Surveillance

Rating

55
60
60
50
60

ADMIRAL KRADOR AND STAFF

Name: KRADOR, zantai Rrilac

Rank/Title: Thought Admiral

Current Assignment: Frontier Garrison 278B, Muldor IV

Position: Military Governor

Race: Imperial Klingon

Age: 54

Sex: Male

Attributes

STR — 71	CHA — 67
END — 60	LUC — 41
INT — 85	PSI — 01
DEX — 61	

Combat Statistics

To-Hit Numbers:

Modern: 50

HTH: 55

Knife: 40

Bare-Hand Damage: 1D10 + 7

AP: 10

Significant Skills

	Rating
Administration	35
Bribery	23
Computer Operation	31
Forgery	24
Interrogation	30
Language	
Galacta	40
Romulan	36
Leadership	85
Marksmanship, Modern	36
Medical Science	
General Medicine, Klingon	12
Psychology, Klingon	36
Negotiation/Diplomacy	19
Personal Combat, Knife	20
Personal Combat, Unarmed	45
Security Procedures	55
Shuttlecraft Pilot	24
Small Unit Tactics	12
Social Science	
Klingon History	10
Klingon Law	30
Muldorian History/Culture	18
Starship Combat Strategy/Tactics	81
Starship Sensors	25
Streetwise	13
Surveillance	38
Transporter Operation Procedures	20
Trivia, Drugs	28

Brief Personal History:

Krador has been the Military Governor of Muldor IV for the past 15 years. In that time, he has set up a military machine loyal only to him and his subordinates. Before Krador was assigned to Muldor IV, his star shone the brightest in the Klingon Empire after a number of decisive victories against the Romulans and the capture or devastation of over 10 enemy planets. It was obvious that Krador was in line for a quick succession to the throne until the Emperor trumped up charges against Krador with the aid of some of Krador's most trusted companions from the Romulan Wars. This forced Krador into disgrace, and he left court on Klinzhai vowing never to return. This was fine with his jealous enemies, who quickly sent him to govern at Muldor IV, a frontier post that would put an end to Krador's career and hopes for an Imperial succession.

It was with great surprise that, after Krador's initial 5-year tour of duty on Muldor IV, he sent word to his still-powerful supporters on Klinzhai that he wanted to remain in exile on the frontier. Confused but obedient, Krador's supporters were able to get this permission quite easily, as no one wanted Krador back at court anyway. The thought that he might start some easily-quelled trouble on the frontier was much more appealing than the possibility that he would involve himself once again in Imperial court politics.

This way of thinking lasted for 2 more 5-year tours, until a more suspicious supporter of the Emperor, Admiral Konuu zantai Mogodush, Commander of the Fourth Frontier Security Area, started looking into Krador's governorship more closely. Konuu found, after some checking, that Krador's reports were the same rehashed material year after year. This led to more delving into the confidential records to show the enormous and wholly unauthorized transfer of literally hundreds of officers and command personnel, either part of Krador's line or affiliated with him in some way. This information was all that was necessary to order the implementation of Termination 1456.

Personality:

Motivations/Desires/Goals:

Krador's main motivation is revenge against the Emperor, his trusted aides that sold him out 15 years previously, and, in general, those in power within the Empire. He sees that the best way to achieve his revenge is to become the next Emperor, and he intends to use his suggestibility drug and troop concentration to accomplish this.

Manner:

Krador is a charismatic leader — haughty, yet fair. He is the classic example of a leader that a Klingon would be willing to die for. Even without the use of his mind-controlling drug, Krador has a following of loyal officers, not in small part due to his abilities in fleet battle tactics and his command attributes.

Special Knowledge/Powers:

His secret weapon is his suggestibility drug.

Name: MOROCH sutai Lackoi

Rank/Title: General

Current Assignment: Frontier Garrison 278G, Muldor IV

Position: Assistant Military Governor,
Commander Of Garrison Forces

Race: Imperial Klingon

Age: 34

Sex: Male

Significant Skills

Administration
Carousing
Computer Operation
Environmental Suit Operation
Gaming
Interrogation
Language, Galacta
Muldorian
Leadership
Marksmanship, Crossbow
Marksmanship, Modern
Negotiation/Diplomacy
Personal Combat, Knife
Personal Combat, Unarmed
Planetary Survival, Tropical
Security Procedures
Shuttlecraft Pilot
Small Unit Tactics
Social Sciences, Klingon History
Klingon Law
Starship Combat Strategy/Tactics
Streetwise
Trivia, Blade Weapons
Vehicle Operation, Atmosphere Craft
Gravitic Vehicle
Water Vehicle
Zero-G Operations

Rating

35
20
16
33
10
40
40
37
81
37
80
17
40
67
33
31
23
42
10
30
20
27
16
19
41
11
37

Attributes

STR —69
END —53
INT —70
DEX —50
CHA —26
LUC —63
PSI —07

Combat Statistics

To-Hit Numbers:

Modern: 65

HTH: 58

Knife: 45

Crossbow: 43

Bare-Hand Damage: 1D10+9

AP: 9

Brief Personal History:

General Lackoi has been on Muldor IV almost as long as Krador. He first met the Thought Admiral when he was the Colonel in charge of a planetary assault by one of Krador's squadrons in the Romulan Wars. Since then, they have come to know and respect each other. They have found they agree that the Klingons must take firmer stand against the UFP, in spite of what the Organians claim they could or would do.

The general was assigned to Muldor IV because of his outlandish and non-traditional ideas about Marine enlisted men. The loyalty he gives to and gets from his troops has made him a kind of freak in the Imperial Marine Officer Corps, where to even treat the enlisted troops as intelligent beings is widely considered a sign of weakness. That General Lackoi increases the efficiency of his Marines by doing this exasperates his compatriots to no end.

Personality:

Motivations/Desires/Goals:

General Lockoi is a trooper's commander. He enjoys being with the enlisted men and treating them as fairly as possible. He expects blind obedience and would demand any of them to die willingly if so ordered, and he commands such loyalty that almost all his men would do so for him.

Manner:

When not on duty, Moroch enjoys working out with the blade weapons that have become his hobby. Of particular interest to him is the dagger and the throwing knife, two of which he keeps concealed under his tunic at all times. Usually found in the Headquarters Building or with his troops in one of the barracks, he will always have at least 2 bodyguards with him.

Special Knowledge/Powers:

None.

Name: ANARV sutai Rrilac

Rank/Title: Accredited Specialist

Current Assignment: Lost, presumed dead.

Position: Senior Pharmacologist

Race: Imperial Klingon

Age: 50

Sex: Male

Significant Skills

Administration
Bribery
Computer Operation
Environmental Suit Operation
Language, Galacta
Leadership
Life Sciences
Botany
Ecology
Pharmacology
Zoology
Marksmanship, Modern
Medical Sciences
General Medicine, Klingon
Psychology, Klingon
Negotiation/Diplomacy
Personal Combat, Unarmed
Physical Sciences
Chemistry
Physics
Small Equipment Systems Operation
Starship Sensors
Streetwise
Vehicle Operation, Gravitic Vehicle

Rating

10
18
28
27
40
24
34
20
76
10
07
45
19
14
15
63
49
55
20
17
18

Attributes

STR —72
END —55
INT —72
DEX —63
CHA —28
LUC —17
PSI —02

Combat Statistics

To-Hit Numbers:

Modern: 35

HTH: 39

Bare-Hand Damage: 1D10+4

AP: 10

Anarv, a line-brother and distant relative of Krador, is one of the kingpins in Krador's grand design. On leave from the Klingon Institute of Special Studies, he has been presumed lost in space when he failed to return 12 years ago when he went to investigate Muldor IV's rich wealth of unusual chemical compounds.

Personality:

Motivations/Desires/Goals:

Anarv has been fascinated by the planet ever since he arrived. He intends to continue his drug research here for the rest of his life, if possible. He has provided Krador with the drug substances he proved were theoretically possible from Muldorian floral chemical blends. Now he is pursuing his own research, unhindered by security restrictions, with the hope of finally providing the Empire with the fruits of his labors once Krador comes to power. Krador insures Anarv is happy, giving him whatever he needs.

Manner:

Anarv is a reserved, introverted scientist. A chronic workaholic, he likes nothing better than to be left alone to his work. The only times he gets even a little agitated is when he feels that his time is being wasted on things other than his research interests.

Special Knowledge/Powers:

Anarv knows Krador's entire plan.

Name: KAIBEN vestai Rrilac

Rank/Title: Captain

Current Assignment: Fourth Frontier Fleet, Muldor IV
IKS *ACHENAAR*, KCS-301

Position: Commanding Officer

Race: Imperial Klingon

Age: 30

Sex: Male

Significant Skills

	Rating
Administration	35
Bribery	35
Computer Operation	32
Deflector Shield Operation	20
Electronics Technology	20
Interrogation	51
Language, Galacta	40
Romulan	10
Leadership	40
Marksmanship, Chebic	24
Marksmanship, Modern	51
Personal Combat, Chebic	44
Personal Combat, Unarmed	44
Security Procedures	20
Small Vessel Pilot	13
Social Sciences, Klingon History	70
Klingon Law	30
Space Sciences, Astronautics	15
Astronomy	24
Starship Combat Strategy/Tactics	40
Starship Sensors	25
Starship Weaponry Operation	37
Streetwise	42
Surveillance	14
Transporter Operation Procedure	20
Trivia, Ancient Klingon Weapons	51
Zero-G Operations	16

Attributes

STR	—73	CHA	—22
END	—68	LUC	—08
INT	—65	PSI	—22
DEX	—66		

Combat Statistics

To-Hit Numbers:

Modern: 58

HTH: 55

Chebic, HTH: 55

Chebic, Thrown: 45

Bare-Hand Damage: 1D10 + 7

AP: 10

Brief Personal History:

The responsibility for the command of Krador's Command Ship goes to his nephew, Kaiben vestai Rrilac, who followed his famous uncle into his exile as an aide 11 years ago.

Personality:

Motivations/Desires/Goals:

Kaiben is loyal to his uncle to the death. He has decided on the unorthodox tactic of following his uncle to the success he feels that he richly deserves. By using his loyalty to gain his goal, he is using one of the more original tactics in the 'perpetual game' of Klingon grand politics.

Manner:

Kaiben has an intense interest in ancient Klingon weapons, notably the Chebic, a boomerang-type throwing or sparring weapon with 3 cruelly curving blades. On occasion, he uses weapons from his large collection of old Klingon weapons on various prisoners as auxiliary torture devices. These sessions are extremely popular with the crew of the *Achenaar*, and a crowd usually gathers when these exhibitions of ancient Klingon rites are conducted.

Special Knowledge/Powers:

As the Flag Captain to a Thought Admiral, Kaiben has a number of duties not usually part of a ship commander's responsibilities. Among these are the command of the various squadrons of Krador's fleets when the Thought Admiral is planetside. Kaiben is thus able to supercede more-senior Captains and Commodores, due to his trusted position in Krador's inner circle.

Name: AWORT vestai Mnemon

Rank/Title: Noted Specialist

Current Assignment: Muldor IV Mining Operation

Position: Chief Mining Engineer

Race: Imperial Klingon

Age: 25

Sex: Male

Significant Skills

	Rating
Administration	10
Bribery	12
Computer Operation	26
Electronics Technology	17
Language, Muldorian	52
Leadership	10
Life Sciences	
Botany	10
Ecology	29
Zoology	10
Life Support Technology	19
Physical Sciences	
Chemistry	40
Physics	10
Planetary Sciences	
Geology	70
Mining	58
Planetary Survival, Tropical	23
Small Equipment Systems Technology	19
Small Vessel Pilot	7
Starship Sensors	20
Trivia, <i>Komerex zha</i>	23
Vehicle Operation	
Atmosphere Craft	20
Gravitic Vehicle	13
Water Vehicle	13

Attributes

STR	—69	CHA	—07
END	—62	LUC	—11
INT	—74	PSI	—29
DEX	—58		

Combat Statistics

To-Hit Numbers:

Modern: 35

HTH: 35

Bare-Hand Damage: 1D10 + 4

AP: 9

Brief Personal History:

Awort vestai Mnemon was transferred to the Muldor IV mining project 6 years ago, when the planet's mineral wealth was just being tapped. His last few assignments had not gone well for him, as his boorish behavior (extreme even for a Klingon) put him on his superior's wrong side. It was with elation that he has been able to find this niche.

Personality:

Motivations/Desires/Goals:

The fact that Krador gives him more attention than he deserves, and that he is under control of the suggestibility drug, insures Awort's total loyalty to Krador. He is simply happy to carry out his job, make all of his subordinates miserable, and insure that he pleases the Military Governor whenever he is able.

Manner:

Awort is good at exploiting the mineral wealth of Muldor IV, and he doesn't waste an opportunity to inform whomever will listen of this fact. He is the senior civilian on the planet, and he doesn't let anyone forget it. Noted for his boring and tedious renditions of proper behavior in the presence of superiors, his staff and co-workers are glad to see him leave on his monthly trips to the mining sites around the planet.

Special Knowledge/Powers:

Of Krador's grand design, Awort has no inkling, for he is kept under the drug's influence through the food processor in his office. (He is far too important a person to fix his own meals, or so he says.)

MULDORIAN REBELS

Name: HALRUSSA

Rank/Title: Rebel Leader

Race: Muldorian

Age: 45

Sex: Male

Attributes

STR —84	CHA —83
END —74	LUC —69
INT —52	PSI —48
DEX —65	

Combat Statistics:

To-Hit Numbers:

Modern: 46

HTH: 57

Javelin: 62

Spear: 57

Bare-Hand Damage: 2D10 + 4

AP: 11

Significant Skills

	Rating
Forgery	15
Language, Klingon	55
Leadership	91
Life Sciences	
Botany	16
Ecology	11
Zoology	21
Marksmanship, Javelin	59
Marksmanship, Modern	27
Medical Sciences	
General Medicine, Muldorian	18
Psychology, Klingon	19
Negotiation/Diplomacy	60
Personal Combat, Spear	50
Personal Combat, Unarmed	48
Planetary Sciences	
Geology	12
Mining	26
Planetary Survival, Muldor	79
Streetwise	67
Trivia, Codes	58
Vehicle Operation	
Gravitic Vehicle	10
Water Vehicle	14

Personality:

Motivations/Desires/Goals:

One of the more intelligent members of his race, Halrussa is the Muldorian rebel leader who intends to lead the revolt against the Klingon presence on Muldor IV in the near future. He has devoted the last 24 years of his life to this project and hopes to see it bear fruit within the year.

After teaching his people the ways of the invaders, stealing the necessary technological devices, and figuring out how to use them, Halrussa is ready to destroy the compound, kill the garrison troops, and possibly capture a starship to get off planet with himself and his followers. Though the plan lacks the depth of planning necessary for successful implementation, it nevertheless will probably be tried.

In Hlientdor, where he lives and conducts most of his plotting, he is very self-assured, exuding confidence. His intellect is obvious, and that he is dangerous is obvious as well. Though he hates all Klingons with a passion bordering on the insane, he funnels this emotional energy into constructive channels. He will use any advantage against his military oppressors, even other Klingons. The player characters, should they meet with Halrussa, will find a dangerous, though willing, temporary ally, but also one who must be watched and guarded against.

Special Knowledge/Powers:

The rebel's plan is an impossible dream. Halrussa preaches that, after the difficult job of destroying the Klingon garrison has been achieved, the rebels will steal one of the "skyships of the invaders" and evacuate the planet for another world."

It should be obvious to any who hear this plan that the rebels do not realize the immensity of their task and what it entails. One ship, of course, wouldn't be enough to lift the entire population of 12 million, but no rebel has been in orbit to see the ships close up. Furthermore, the rebels have not considered the reaction of the Klingons in orbit to their plan. In short, the rebels' plan is makeshift and almost certainly doomed against the well-trained Klingon garrison. Its only value lies in the hope it gives the Muldorians.

Rank/Title: Standard-issue Muldorian

Race: Muldorian

Attributes

STR —80 + 2D10	CHA —30 + 2D10
END —75 + 2D10	LUC —5 + 2D10
INT —30 + 2D10	PSI —2D10
DEX —60 + 2D10	

Combat Statistics

To-Hit Numbers:

Modern: 30

HTH: 65

Pistol: 50

Bare-Hand Damage: 1D10 + 7

AP: 11

Significant Skills

	Rating
Language, Klingon	30 + 2D10
Marksmanship, Modern	2D10
Personal Combat, Armed	30 + 2D10
Personal Combat, Unarmed	30 + 2D10
Planetary Survival, Muldor	40 + 2D10
Trivia, Codes	30 + 2D10

Personality:

Muldorians are by nature a patient people. Not as developed mentally or technologically as Klingons, they might have become a more peace-oriented Klingon sub-species, had they been allowed to develop and evolve naturally. Planetary occupation does not allow this, however, and so it is now considered improbable.

Special Knowledge/Powers:

Muldorians have the fascination for subtlety that is exhibited in sneaky ways by Imperial Klingons. This manifests itself by the creation and use of obscure and hardly recognizable written codes, spoken codes, and signal codes. These codes are so subtle and elusive that their very existence couldn't be proven by anyone not aware of the key to whatever code is being used.

Gamemaster Notes

HINTS ON PLAY

ADVENTURE TIME LINE

The following time line shows the chronological sequence leading to this adventure. Events also are listed that will occur if the player characters do not interfere.

– 25 years to – 20 years

Thought Admiral Krador zantai Rrilac distinguishes himself in battle against the Romulans, where he is considered one of the best commanders in the Romulan war. He forms a relationship of mutual respect with General Moroch sutai Lackoi.

– 24 years

Initial occupation forces assault Muldor IV, meeting little effective resistance.

– 24 years to – 20 years

Military compound is built on Muldor IV. It is strengthened after all native resistance has been suppressed.

– 20 years

Krador returns to Klinzhai, where he is believed to have great potential in Imperial politics. 1285th Marine Regiment is garrisoned at completed compound on Muldor IV.

– 15 years

In disgrace because of trumped-up charges brought by the Emperor and backed up by some of Krador's most trusted subordinates, Krador leaves the Imperial court to become the Military Governor of Muldor IV.

– 14 years

Krador first learns of the unusual biochemical compounds produced by some Muldorian plants. He tightens security on the scientific researches into the planet's resources, and transmits falsified reports to his superiors.

– 13 years

Moroch is reassigned to Muldor IV because of his popularity with his troops, the result of his unorthodox treatment of enlisted Marines. He takes over as Assistant Military Governor and assumes command of Krador's garrison. Krador and Moroch discover that they have basic agreement on the needs of the Empire, and discuss plans for their return to power.

– 12 years

The first native uprising occurs. Krador transmits exaggerated reports of its severity. 1650th Marine Regiment is assigned to augment the garrison. Krador invites his cousin Anarv sutai Rrilac, a pharmacologist, to Muldor IV. When Anarv arrives, Krador presents him with the data on the unusual biochemical compounds. Fascinated, Anarv begins research into their potential as suggestibility drugs, supervising the construction of the Drug Experiments Complex, which is placed under high security. Anarv is believed to be lost in space.

– 11 years

Krador's nephew Kaiben vestai Rrilac follows Krador into exile, becoming his aide.

– 10 years

Krador's petition to remain on Muldor IV is granted by some of his supporters at the Imperial High Command, unbeknownst to the Emperor or Krador's enemies.

– 9 years

The first mass tests of the suggestibility drug are successful. Krador has his supporters reassign the 44th Cruiser Squadron to Muldor IV. Selected officers and all known sec-

urity personnel are given the suggestibility drug on a regular basis. Krador's loyal staff begins systematic falsification of all reports sent to the Imperial High Command, and all secret security dispatches as well.

– 8 years

The suggestibility drug is now available in sufficient quantities to add it to the food of the garrison and many of its officers. For a second and third time, the native Muldorians rebel. Krador exaggerates the severity of these minor skirmishes, requesting assignment of planetary assault troops to put the natives down. *Wind Ripper* Armored Battalions *Loki* and *Nugaten* are assigned to Muldor IV, transported there by the 81st Transport Group. When they arrive, all are brought under Krador's control.

– 6 years

Awort vestai Mnemon becomes chief mining engineer. He is given the suggestibility drug immediately. Mining production increases 5-fold.

– 5 years

Krador's second petition to remain on Muldor IV is granted in the same way as his first was. The suggestibility drug is first synthesized. The food processors in the compound and aboard all orbiting ships are manually reprogrammed to include it in the food and drink on a routine basis. All but a few key officers, Krador's trusted staff and inner circle, fall under the drug's influence. Kaiben assumes command of the *Achenaar*, becoming Krador's Flag Captain, superseding more senior officers.

– 2 years

Krador's staff discovers how to reprogram food processors using subspace radio. Refinements in the drug make it even more potent. Experiments on non-Klingons extend its effectiveness to Muldorians, Orions, and several other minor races.

– 4 months

Krador's third petition to remain on Muldor IV is granted.

– 33 days

Krador's forces raid Calamar II in the Beta Antares sector of the UFP to obtain Human drug test subjects. This comes to the attention of Admiral Konuu zantai Mogodush, Commander of the Fourth Frontier Security Area, who begins an investigation into Krador's governorship.

– 30 days

Konnu discovers that Krador's routine reports rehash the same material time and again. He probes deeper and sends an undercover field operative to Muldor IV.

– 26 days

Konuu discovers that the *Wind Ripper* Armored Battalions have never been reassigned and are still attached to Krador's command.

– 11 days

Konuu's field operative arrives at Muldor IV, falls prey to the suggestibility drug, and fails to report.

– 5 days

Konuu discovers the true extent of Krador's forces, tracking down the "unauthorized" transfer of troops and ships to Muldor IV. Many of the officers are of Krador's line or served under him in the Romulan conflict.

– 4 days

Konuu initiates the proceedings for a termination order on Krador.

– 2 days

The Emperor himself authorizes Termination Order 1456.

- 1 day

Konuu sends a field operative team aboard the *Vacsin* headed by Kailes sutai Rejac, his Deputy Commander.

Day 0

The Captain of the *Vacsin* becomes aware of his part in Termination Order 1456, as described in **Sealed Orders**.

Day 0 through Day 21

The *Vacsin* travels to Muldor IV. During this passage, the player characters can plan, as described in **The Mission**.

Day 21

Morning: The warpshuttle *Vacsin* arrives in the Muldor-ian system. *Achenaar* sends message of welcome. Krador's men use transporters and shuttlecraft to load troops and supplies aboard the orbiting fleet.

Afternoon: If it is aware of the warpshuttle's presence, the command ship *Achenaar* transmits a signal to *Vacsin's* food processors to add the suggestibility drug to all food. This command will be given within 3 hours of the ship's presence being detected.

Evening: If their presence is known, Captain, crew, and passengers of the *Vacsin* are invited to dinner in the Headquarters Building. Krador does not attend. Suggestibility drug is in both food and drink.

Day 22

Morning: All player characters who ate or drank any drugged food must make a successful Saving Roll or come under the influence of the suggestibility drug. Any characters who did not eat the tainted food or who were successful in their Saving Throw may roll to gain evidence of the drug's presence, as discussed in **Reprogramming The Vacsin**. Loading continues.

Day 23

Evening: The rebel Halrussa attempts to contact a player character. This encounter could be either random or planned, and may take the form of an abduction.

Day 24

Afternoon: Krador makes unscheduled tour of the shuttle loading area.

Evening: Attempt will be made to capture player characters not affected by the drug and detain them in the Drug Experiments Complex.

Day 25

Evening: Minor uprising of natives working in the compound. Led by Halrussa, a small band attempts to steal weapons and equipment in the confusion.

Day 26

Afternoon: Krador and his personal staff pack their belongings, preparing to leave the Headquarters Building the next day.

Day 27

Morning: Final shuttle of troops and supplies up to the orbiting transports. Compound is now manned by a skeleton crew of civilian mining workers and no more than 30 guards.

Afternoon: Krador's staff beams up to the *Achenaar* with all belongings and equipment.

Evening: Krador, changing plans at the last minute, decides to ride his private shuttle up to the command ship instead of using the transporter. He is escorted to the shuttle pad by 2 guards and General Lackoi.

Day 28

Krador initiates his plan to subjugate the Empire. If the player characters have not intervened by this time, they will not be able to prevent it with ease.

LIKELY PLOT LINES

Termination 1456 is a free-form adventure with no hard and fast conclusion expected to occur. The results depend on the reactions of the player characters to the situation. There is no foregone conclusion, nor is there a pat ending.

It may be that Krador will be eliminated and the crew of the *Vacsin* and their passengers go back toward the center of the Empire as heroes. There is a good possibility, however, that some of the player characters will decide to join up with Krador's renegade forces. This will probably have to mean the elimination of those in the group who oppose such a move as a good Klingon traitor never leaves any loose ends behind him.

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If the plan continues to be the elimination of Krador throughout the adventure, there are a few things the gamemaster can do to help (or hinder) the player characters. One particularly interesting tactic would be to have the player characters find the Muldor-ian rebel leader, Halrussa, and discuss ways they could help the Muldor-ians overthrow their evil overlord. The player characters would have to gather some information before they could attempt this, of course, they must figure out a plausible way to get the Muldor-ians to trust them ("We're really Klingon freedom fighters, helping those oppressed within the Empire."). Of course, in the usual Klingon fashion, any deal they make can be cancelled as soon as they get what they want.

A way for the player characters to enable some of them to get to Krador could be to stage a jailbreak of the Federation prisoners held within the Drug Experiments Complex. This would probably entail the player characters joining up with Krador's forces long enough to learn the guard's patterns and so be able to enter the Headquarters Building's lower level in relative safety. This plan will require the player characters to deal with the Federation prisoners themselves after the breakout; it would not be a good idea to allow them to escape as that could lead to Organian intervention and the end of the Klingon Empire.

One of the most important equalizers in the adventure is Krador's suggestibility drug. As soon as players realize what he is up to, this will force them to make a choice between the Empire and personal gain. If they choose the Empire, the player characters will realize that Krador must be stopped; some party members must escape to inform the High Command so that this occurs.

It is likely that one player character will want to do away with Krador and then set himself up in Krador's shoes, carrying out Krador's plan and striving to become the new Emperor of the Klingon Empire. Hopefully there will be enough other player characters to dissuade him or at least make it tough.

There are ample hints and clues to suggest that all is not as it should be on Muldor IV. If the players think about Klingon psychology, they should realize the difficulty of getting a force as large as Krador's working to some single purpose. It would be nearly impossible through natural means not to have at least one informant or self-seeking individual among them. Because there does not seem to be such an individual, the players must be alert enough to discover the real reason for this situation. The gamemaster should give as many opportunities as necessary for the players to discover the truth. Once they have discovered it, what they do with that truth is up to them.

This is not an easy adventure to survive, and players shouldn't be distraught if their characters do not. At the beginning of the adventure, the odds are definitely against the players. They will get better only if the player characters decide on reasonable courses of action. Krador is no fool, and it will take some thinking for come up with a plausible cover story and make it believable.

PLAYER CHARACTER SPY

It is the gamemaster's job to keep Klingon player characters uncertain about their exact situation and their standing in the Empire. Providing a player character who might not have his fellow's best interests at heart could be just the thing to insure that ordinary Klingon paranoia is at the fore during the adventure.

After examining the player character records in the **Cast Of Characters** section, the players should select one of the *Vacsin's* crew or passengers to play. If desired, of course, characters may be created or characters from a previous adventure may be used instead. One of the most interesting things that a gamemaster may do to encourage paranoia would be to make one of the officers of the *Vacsin* a clandestine agent of Klingon Internal Security.

The clandestine agent would have nothing but the interest of the Empire at heart. This would enable that character to provide damaging evidence to Deputy Commander Rejac (who may or may not know that this security operative is a part of the *Vacsin's* crew) on other members of the party, or even trump up evidence to damage certain crew members' stature with their superiors. For those players willing to be creative in their manipulations of the situation, the possibilities are endless.

To use this suggestion, the player who will play the security agent must be provided with a second character sheet before the start of play. This sheet details his character's actual abilities and not those of his cover identity. This character sheet must be prepared by the gamemaster, probably using the Security Specialists charts from **The Klingons**.

In play, whenever this character must make a Skill Roll or a Saving Throw, a bit of actual clandestine procedure must occur so that the player character does not break his cover. This can usually be provided by a shifty gamemaster, who can allow certain activities to occur that normally wouldn't be permitted other characters. In addition, the player character may roll in life or death situations and, if necessary, reveal his true abilities, leading to some interesting interaction with the other player characters.

THE SITUATION ON MULDOR IV

Krador has been falsifying his reports to the Imperial High Command for years, complaining about the Muldorians' aggressiveness and the many uprisings and threats of revolt. In fact, there have been only 3 minor uprisings since the initial opposition to the occupation force 24 years ago. These uprisings were limited to the taking over of a mining complex or factory and, in some instances, the slaughtering of any Klingon in sight. In all cases, the rioters were put down and destroyed. The unrest continues on a lower, more hidden note at present.

Krador's main reason for falsifying his reports has been to insure that a civilian government would not replace him as Military Governor, causing him to be transferred. In the *Komerex Zha* ('the perpetual game' of Klingon politics and personal power), Krador has been playing, he could not afford to be transferred from Muldor IV until he was ready to implement a plan that he knew would require over a decade of preparation.

For the past 15 years, Krador has been extremely interested in drug research. The initial chemical analyses, which he never did get around to forwarding to Klingon High Command, showed Muldor IV to be a potential treasure house of rare or unknown chemical compounds, some of which could produce new or improved variants on some widely used Klingon drugs.

When he realized this, Krador formulated his grand plan and constructed the secret Drug Experiments Complex. For over 10 years, scientists under the direction of his cousin, Accredited Specialist Anarv sutai Rrilac, have been developing an improved and substantially stronger suggestibility drug.

Over the years, this drug has proved itself on thousands of subjects, who have been given it through the food processor units in the compound and on the orbiting vessels. For years, Krador has had complete control over the men of his warship squadrons and the garrison. Those of his command who could resist the drug's effects were taken prisoner on some trumped-up charge. They usually became test subjects used to improve the drug even more.

Now, most tests have been completed, and the drug is very successful. Krador intends to export it throughout the Empire. His staff scientists have discovered that a programming change can be transmitted via subspace radio to a ship's food processor control units using a rarely-monitored sub-frequency carrier wave. This programming will instruct the food processor control computer to include in all food his suggestibility drug, which can be synthesized from its raw materials. Krador has trained a group of specialists to guide the warships and planetary command personnel he brings under the effects of the drug. If this tactic works, Krador feels it will bring him the support he needs to become the next Emperor.

Krador's raid into Federation space was conducted because he wanted Humans to use as test subjects instead of Human-fusion Klingons. If he finds that the changes in the drug necessary to affect Humans are minor, he does not intend to stop at taking over the Empire. Then, he will expand his influence into Federation and maybe Romulan space in the peaceful manner the Organians have dictated. He will use the drug to get these past opponents to like him more. This may seem unlikely, but Krador's influence is even now being felt other places than Muldor IV. Like an amoeba, the force of the drug is spreading out to other points of the Empire.

THE UNDERGROUND

With every passing year since the occupation, the Muldorians have grown more familiar with the Klingons' sophisticated equipment and technology. Disruptors have been stolen, and regardless of how many natives are rounded up and put in detainment centers, these weapons and others have never been returned. Knowing this, a trained security agent would see that this planet is ripe for revolt. If a player character makes a successful Skill Roll against half his rating in *Psychology*, he will see this clearly.

What Krador doesn't realize, but the player characters may discover if they snoop around the native sections of Hlientdor, is that there is indeed an underground group of fanatical Muldorians. This group fully intends to stage a major rebellion as soon as they feel they have the equipment and expertise needed for possible success. The Muldorians, a very patient people, have been biding their time since the initial occupation, waiting until they can retaliate against their oppressors in a big way. They realize their actions will bring retribution, and they have made plans to alleviate that situation somewhat.

If they act carefully on the streets of the native quarter of Hlientdor, the player characters may hear rumors and rumblings about the revolution, learning about Halrussa, the alleged leader of this fanatical band of Muldorian patriots. If they check, the player characters will find that Halrussa is known to Klingon security, which has heard that he indeed heads a rebel group but does not know where he is hiding.

Depending on the situation and how good at double-dealing the player characters are, they could use the rebellion to get to Krador. Then, they could call in more Klingon ships to quell the revolt, killing two birds with one stone. Of course, this doesn't take into account how they get the rebels to trust them, what Krador's warships are doing all this time in orbit, or how they or the rebels can get to Krador before he beams up to his command ship and gets away. There are complications.

KRADOR'S MILITARY STRENGTH

FLEET STRENGTH

Players likely will note that a number of ship Captains in Krador's fleet are of his line. This is unusual, because normally Commanders on the frontier are rotated at least every 5 years to avoid just such a situation as this. That Krador has been assigned to the Muldor IV garrison for over 15 years shows some heavy back-room dealing by Krador and his supporters. The personnel transfers are evidence that Krador still has friends in high places, though he left the Imperial Court in disgrace. Normally, the High Command would not allow command personnel in the same line to serve together for long, especially if that line was in disfavor. This shows that possibly the scandal was more than it seemed.

Players should suspect that the Commanders not of the Rilac Line probably are very loyal or dependent on Krador for some reason. That the situation has gotten this far would suggest that these Captains and their crews are willing to follow Krador blindly on his path of independent action.

With this information, a player character who makes a successful Skill Roll against his rating in *Administration* would suspect that it was only by luck that Internal Security discovered this situation. In all likelihood, if Krador's forces had not prematurely attacked into Federation territory, the Intelligence section of Internal Security could never have discovered the plot developing at Muldor IV. This would seem to be either an unprecedented security lapse in the Klingon Empire, or else this entire situation has been covered up for some time by some higher-level leaders within the Empire.

GROUND TROOPS

All player characters would know, simply from the unit names, that the garrison battalions *Storm Devil* and *Death Dealer* and the armored battalions *Loki* and *Nugaten* have proven themselves in combat. As with all such Imperial Navy Marine units, they or their commander picked their own names. It is reasonable to expect that these units have seen some sort of fighting in the last 10 years, and, furthermore, that they are well trained and have been together as a unit for a long time.

Experienced player characters also may find the lack of intelligence from the garrison to be unusual. Normally, these troop units would all have an attached staff of Internal Security personnel to oversee the behavior of the officers and men. If any character makes a successful Skill Roll against his rating in *Security Procedures*, he will realize that Internal Security should have been aware of Krador's plot far sooner than it evidently has come to light, just from their own internal personnel reports. It should be hard for that player character to believe that loyalty to Krador outweighed loyalty to the Empire in all of these Internal Security agents, and so there is more here than meets the eye.

Experienced player characters may also be able to predict the High Command's response to the trouble on Muldor IV, and use it in their plans. If a player character makes a successful Skill Roll against the average of his ratings in *Administration* and *Small Unit Tactics*, he will realize that

the High Command will expect Krador to demonstrate Klingon power if insurrection and similar trouble continue. This reaction could be anything from leveling a city to simple executions and detainment of key leaders in the populace. *Administration* and *Small Unit Tactics*, he will realize that the High Command will expect Krador to demonstrate Klingon power if insurrection and similar trouble continues. This reaction could be anything from leveling a city to simple executions and detainment of key leaders in the populace.

Patrols are conducted in platoon size or larger at least once every month. If a character makes a successful Skill Roll against his rating in *Small Unit Tactics*, he will realize that this is necessary, given the trouble with the natives and the terrain. He would know that it is important to show the natives the Klingon military fist as much as possible to keep them from getting too confident that a revolt could be possible. The player would realize that, on a tropical jungle planet like Muldor IV, the only way to do this effectively is by planetary patrol; beaming down some troops from orbit would not have the same psychological effect to a native as seeing an armored column come rumbling (or whining, in the case of grav vehicles) through his village.

The transporter relay system for intraplanetary travel allows the garrison to react very quickly to disturbances anywhere on the planet. In times of crisis, it is not unknown for troops to be formed up on the roof of their barracks and from there to be beamed up to waiting orbiting vessels for outsystem shipment or simply for planetary location transferal.

THE GARRISON COMPOUND

RANDOM ENCOUNTERS

Seventy five percent of all random encounters will be with security guards of some type. The other encounters will be with duty personnel going to various buildings, personnel going on or off duty, personnel going to and from the barracks. If one of the major NPCs is in the compound when the random encounter occurs, the encounter will be with that NPC.

NATIVE LABOR

Some natives are allowed to work in the Compound, doing the more menial labor, such as exterior building upkeep, some housekeeping in less important areas, or grounds cleaning. Only the most trusted of this servitor race is allowed to perform these duties because of their reputation for obstinacy. No more than 200 natives are allowed in the compound at any one time.

SECURITY

Compound

The combination of security measures insures no one can get in or out of the compound without permission. There have been no recorded breaches of perimeter security. Other than the usual guards at the main gate and at the guardposts, no guards patrol the compound. Security cameras about the area, monitored continuously from the Security Building, perform this function.

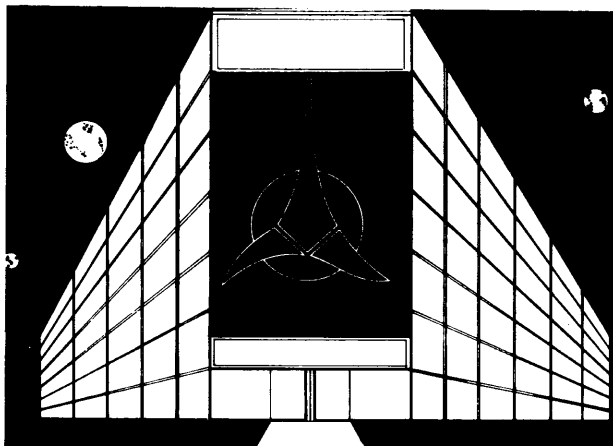
Security Building

The 20 security guards attached to the Security Building are rotated every 10 hours. When they patrol the corridors and exterior of the Headquarters Building, the 2 to 3 troopers on patrol check in with the guards there every 15 minutes.

Usually, there are 30 security technicians monitoring the compound's security in the Security Building at any time. These report directly to Krador or a member of his staff.

Headquarters Building

On no set schedule but usually once every hour, a 2-man team patrols the first floor corridors, checking for secure doors and insuring that security cameras have not been tampered with. On the hour, a 2-man team from Guardroom B patrols the lower floor, past the lifts, through the Sickbay, inspecting all laboratories; they do not patrol the Drug Experiments Complex. Every 15 minutes, at least one guard patrols the Drug Experiments Complex from Guardroom A, past the Cell Block, to Guardroom B, and back. On no set schedule but once per hour, a 2-man team patrols the second floor; it does not enter any offices or compartments, though it checks for secure doors.



SHUTTLECRAFT

Visiting shuttles normally would not be placed in the hangar unless they were to stay for more than 3 days or were in need of repairs either that their mother ship could not perform or that had been incurred since they left their starship.

No more than 20 shuttlecraft will be found on the landing area at any one time. On the landing surface of most compounds such as this, the Imperial Trefoil has been painted as a symbol of loyalty to the Klingon Empire. Here on Muldor IV, the trefoil has started to be painted out.

VEHICLES

Except for those on patrol, being used in training, or in repair, the garrison's vehicles are in a state of preservation and storage and would need up to six hours to be put in a state of full activation. Only in the event of a major uprising or the unit's transferral off-planet would these vehicles be readied.

THE HEADQUARTERS BUILDING

The Headquarters Building is the Administrative Command Center not only for all Klingon forces in the Muldorian system, but also for all operations in this area. It is heavily guarded and monitored and would be very difficult to break into or out of.

BUILDING CONSTRUCTION

The Headquarters Building is constructed differently than the other buildings of the compound. It has been built as an internal fortress within the fortress of the compound proper. The outer walls are reinforced with a durosteel alloy able to withstand all assault save that from heavier disruptor or phaser-type weapons set on disintegrate, which will only provide a man-size hole in the material. Note that there are no windows in the Headquarters Building, but portions of the durosteel alloy walls can be made transparent in most

rooms by using wall switches. Because the greatest danger seems to be from the natives, this defense seems substantial.

The inner walls and pneumatic doors also are built of stronger material than usual. Security doors are located at strategic junctures in the building's corridors.

TRANSPORTER SECURITY SCREEN

When the Transporter Security Screen Generators are in operation, the normal case except when orbiting ships have been given permission to beam into the compound or the Headquarters Building proper, an energy field is broadcast that encompasses an area one kilometer around the compound. This energy field disrupts any beam-down attempts into the compound. The transportees' patterns are scrambled by the field, making it almost certain that they will be returned to their originating transporter dead or horribly deformed when the transporter signal is reflected back up to the originating point. Because sensors can detect the presence of an active security screen, it is rare that anyone would attempt to beam down into one. Nevertheless, if this occurs, roll percentile dice; a roll of 1 - 75 means death, and a roll of 76 - 90 means deformation.

The security screen can be deactivated by using a switch on the transporter control consoles or by shutting the system off in the two Security Screen Generator Rooms. Furthermore, if power is cut at the Power Plant, the screens will drop automatically.

PHARMACOLOGY LAB

Though the Pharmacology Lab officially has a staff of 4 civilian scientists, it really has a staff of more than 30, including guards, lab assistants, and technicians. All information concerning the procedures and operations of the Pharmacology Lab and the Experiment Complex is confidential, and no one is permitted access to it without the express permission of Krador himself.

The security alarms and cameras of the Complex are monitored only from these two Guard Rooms because the activities are considered too secret to let even the personnel in the Security Building monitor them. Guards who do duty in the Experiments Complex are screened very carefully and are given preferential treatment, but they are watched very carefully to insure that they have little or no contact with personnel not involved in the Complex. They are housed in a special corridor of Barracks I.

PLACING MAJOR NPCs

The following tables can be used to build a time line detailing the location and movement of all major NPCs. There are 5 major time blocks: morning, afternoon, early evening, late evening, and night. Use percentage dice to roll location twice for each character for each time block. This will give a movement pattern. All that remains is to flesh out why the character is travelling to that location in that period. This will allow the gamemaster to populate the Compound and the Headquarters Building with the major NPCs and have them move about their business. The events in the time line take precedence over the locations rolled here, and so rolls need not be made for the time blocks already detailed there.

ADMIRAL KRADOR

In addition to the various places in the Headquarters Building, Krador may pop up at various places in the Compound. He likes to conduct surprise visits, even at night, for he feels (correctly) that this will bring increased efficiency and loyalty to him because of his visibility. It also allows him to strengthen the drug-enhanced suggestions that form the backbone of his plan.

Krador's Location					
Location	Morning	Afternoon	Early Evening	Late Evening	Night
Compound					
Security Building	1 - 5	1 - 5	1 - 5	1 - 5	
Auditorium		6 - 15			
Shuttle Loading Area	6 - 10				
Fleet Supply Center	11 - 15				
Surprise Visit Elsewhere		16 - 25	6 - 10	6 - 10	1 - 5
Achenaar	16 - 25	11 - 15			
Mining Site	16 - 20	26 - 35			
Headquarters Building					
Office	21 - 70	36 - 85	16 - 35	11 - 20	6 - 10
Quarters	71 - 75		36 - 50	21 - 75	11 - 95
Study	76 - 85	86 - 00	51 - 90	76 - 00	96 - 00
State Dining Room			91 - 00		
Drug Experiments	86 - 90				
Complex					
Surprise Visit Elsewhere	91 - 00				

Moroch's Location					
Location	Morning	Afternoon	Early Evening	Late Evening	Night
Compound					
Barracks I - III			1 - 20	1 - 80	1 - 90
Gymnasium	1 - 10		21 - 40		
Fleet Supply Center	11 - 20	1 - 10			
Auditorium		11 - 20			
Shuttle Landing Area	21 - 25				
Security Building	26 - 45	21 - 30	41 - 50		
Military Vehicles Park	46 - 50				
Transport Ships	51 - 60	31 - 40			
Headquarters Building					
Garrison Command Office	61 - 95	41 - 80	51 - 75	81 - 90	
Office	96 - 00	81 - 90	76 - 80	91 - 95	
Study/Quarters			81 - 85	96 - 00	91 - 00
State Dining Room		91 - 95	86 - 95		
Krador's Office		96 - 00	96 - 00		

Awort's Location					
Location	Morning	Afternoon	Early Evening	Late Evening	Night
Compound					
Planetary Patrol Supply	1 - 4	1 - 4			
Military Vehicle Park	5	5			
Mining Site	6 - 25	6 - 25	1 - 20	1 - 20	1 - 20
Quarters In Hliendtor			21 - 70	21 - 80	21 - 00
Headquarters Building					
Mining Office	26 - 85	26 - 65	71 - 85	81 - 95	
Assay Office	86 - 95	66 - 75	86 - 95	96 - 00	
Planetary Administration Office		76 - 80			
Krador's Office	96 - 00				
Geology Lab		81 - 90	96 - 00		
Chemistry Lab		91 - 00			

Anarv's Location					
Location	Morning	Afternoon	Early Evening	Late Evening	Night
Quarters In Hliendtor			1 - 50	1 - 80	1 - 95
Headquarters Building					
Pharmacology Lab	1 - 30	1 - 50	51 - 80	81 - 95	96 - 00
Drug Experiments Lab	31 - 80	51 - 80	81 - 95	96 - 00	
Preparation Room	81 - 90	81 - 90	96 - 00		
Other Lab	91 - 00	91 - 00			

Kaiben's Location					
Location	Morning	Afternoon	Early Evening	Late Evening	Night
IKS Achenaar	1 - 80	1 - 90	1 - 80	1 - 00	1 - 00
Other Fleet Vessel	81 - 90		81 - 90		
Compound					
Fleet Liason Office	91 - 95	91 - 95			
Headquarters Building					
Krador's Office/Staff Office	96 - 00	96 - 00			
State Dining Room			81 - 00		

Halrusa's Location					
Location	Morning	Afternoon	Early Evening	Late Evening	Night
Compound					
Fleet Supply Center	1 - 85	1 - 65			
Planetary Patrol Supply	86 - 95	66 - 95			
Hliendtor					
Quarters			1 - 20	1 - 30	1 - 50
Meeting At Tavern		96	21 - 50	31 - 50	
Rebel Headquarters	96		51 - 80	51 - 60	
Rebel Outpost	97 - 98	97 - 98	81 - 90	61 - 80	51 - 90
Mining Site	99 - 00	99 - 00	91 - 00	81 - 00	91 - 00

KRADOR'S SUGGESTIBILITY DRUG

DRUG EFFECTS

The drug works in the most minute amounts. As with ordinary suggestibility drugs, those who have ingested it have a distant, glazed look. This may be seen in the eyes of almost everyone in the compound except Krador's most trusted aides and line-brothers, who cook their own food. This might be noticed by some player characters, especially those with some medical skill.

Of particular importance to the player character party is that they will come under the drug's effect approximately 24 hours after they eat a prepared meal from a food processor in the compound or orbiting vessel, including their own (see **Reprogramming The Vaccin** below). If this occurs while the player characters are on the planet, one of Krador's aides will probably try to swing that player character over to Krador's side, with disastrous effects on the implementation of Termination Order 1456.

To see if a player character has come under the influence of the drug, the gamemaster should make a secret Saving Roll against the player character's MAX OP END every 12 hours. If the roll is successful, the character is unaffected. If the roll is not successful, the player character is very suggestible for a period of 1D10 hours. He will believe any reasonable statement made to him if he fails a Saving Roll against his INT divided by 4.

REPROGRAMMING THE VACCIN

If the *Vaccin* comes into orbit overtly, it will undoubtedly be allowed and welcomed in a friendly manner. Sometime within the next day, however, the reprogramming signal will be sent to the *Vaccin*'s food processor control units.

To see if the player characters discover it, the gamemaster should make a secret Skill Roll for each player character. These rolls should be made against the characters' ratings in ONE of the following skills: *Communication Systems Technology*, *Mechanical Engineering*, *Starship Services*, or any *Trivia* skill that the gamemaster feels might have some bearing on this discovery, such as gourmet cooking or mechanical tinkering. Only one Skill Roll should be made per player character even if the character has more than one of the above skills; in this case, simply use the highest Skill Rating.

If the player characters discover that the programming of the food processors has been tampered with, they still will not know why or who did the tampering. If precautions aren't taken (like the manual preparation of food), the suggestibility drug will take effect 12 hours after their first meal. The player characters could discover what the programming was if they were very skillful, but the programming being sent will be very hard to decipher. Once per day of work on deciphering the programming, make a Skill Roll against the deciphering player character's rating in *Computer Operation* divided by 3.

GAMEMASTERING DRUGGED PLAYER CHARACTERS

To insure some form of play balance, the gamemaster must use caution while judging encounters in which the improved suggestibility drug has any bearing. He must be careful to give every player character a reasonable chance to escape the effects, but, at the same time, he must give poor judgement or carelessness its just reward. Once a player character comes under the influence of the drug, he can only follow Krador's party line until he is freed from the drug by eating untainted food for 24 hours. This usually will occur only by luck or by the efforts of the other, unaffected player characters.

There is also a chance that some player characters will have natural defense against the drug due to some higher degree of mind control or composure. To see if this is the case, the gamemaster should make a secret Saving Roll against the player character's LUC score. If the roll is successful, the player character will notice some cloudiness of thought and begin to wonder what is causing it. The gamemaster should provide that player with some hints to help him come up with his own correct conclusions. In an adventure such as this there is no substitute for clear thinking.

Furthermore, the drug works both ways because it only makes the victim more open to suggestion. Most of Krador's people are thoroughly indoctrinated to believe him, but it is entirely possible to convince a person under the influence of the drug to believe anything that the player characters might suggest. The thought that Krador himself is the enemy and should be killed immediately springs to mind. It is up to the gamemaster and the ingenuity of the players to develop these possibilities.

SKILLS

The following skills are referred to in the character sheets and would be useful in play. Gamemasters may choose to ignore them, if they so desire.

ASSASSINATION

This skill encompasses the knowledge of the many and varied methods and tactics of how to terminate a target individual or group that is expected to have some form of protection (bodyguards, etc.) around them. Training includes the study of assassination techniques and specialized weapons and devices.

Characters qualified in the skill (Skill Rating of 20 or more) may attempt assassinations. Success is determined by making a Skill Roll against the average of the character's Skill Rating in *Assassination* and his INT score.

It is wise to restrict the skill to characters who meet the following requirements:

- 1) The character is in the Security Specialty area.
- 2) The character has an INT score greater than 72.
- 3) The character has a rank of Lieutenant or higher.

It is further wise not to allow players to increase their character's rating in this skill more than 20 points during the Academy years or the Cadet Cruise. Furthermore, rolls for increasing this Skill Rating for pre-game tour assignments cannot be made for assignments to Exploration/Colonization or to the Merchant/Courier Fleet.

CODING/DECODING

This skill involves knowledge of and ability to use manual codes, symbols, body language, and so on for secret communication. The skill is used occasionally by Klingon security personnel and rarely by communications personnel, who usually deal in computer codes only. Some Klingonoid races are known to use codes habitually, such as the Muldorians of Muldor IV and the Dellri of Delleren V, for example.

At the gamemaster's discretion, a character unfamiliar with a specific code may make a Saving Roll against his INT score whenever such a code is used in his presence. A successful roll will allow him to notice some difference in the sender's appearance or the like while he is sending a message, but it rarely will reveal the coded message.

DISGUISE

This skill involves the ability to camouflage and change the natural appearance to avoid detection by authorities and others during a clandestine operation or mission.

At the gamemaster's option, a character interacting with someone in disguise may make a Saving Roll against his INT score. If the roll is successful, the character will notice something amiss in the ability, bearing, or makeup of the person met.

PHARMACOLOGY

This skill involves the chemical and physiologic effect of drugs of all types. Training includes study of the properties and reactions of various drugs with particular attention to their effect on different species and races. This skill could be used by a character to determine the success or failure of drug-related experiments or research, as well as determine how much the character knows about drugs used in medicine, security work (poisons, truth serums, etc.), and other related fields.

DESIGNER'S NOTES

Termination 1456 was designed to give players the chance to really feel Klingon politics and power. It tries to show the day-to-day workings of the Empire and what an Imperial Officer has to face constantly to climb the promotion ladder or even just to survive. If this has been accomplished, while still giving players a goodly amount of entertainment, then it has served its purpose well. As in all role playing games, the real responsibility for having an entertaining and enjoyable game rests with the gamemaster and the interest the players have in trying something new.



INTERNAL SECURITY DISPATCHES:



DO NOT OPEN ON PENALTY OF DEATH

TERMINATION ORDER 1456:
ISSUED BY INTERNAL SECURITY,
IMPERIAL HIGH COMMAND

Subject: Thought Admiral Krador zantai Rrilac
Mission: End his command!

It is suspected that Admiral Krador, a brilliant veteran of the Romulan wars, has been gathering forces to overthrow the Emperor. Under the direction of the Fourth Frontier Security Area Command, you and your crew aboard the warpshuttle *IKS Vacsin* will go to Muldor IV, penetrate Krador's stronghold, and take appropriate action against Krador and his senior officers. The mission is a vital one, though very difficult, and it must be accomplished, even at the expense of your lives.