

THE TRIANGLE CAMPAIGN



For use with

STAR TREK®
THE ROLE PLAYING GAME



THE TRIANGLE CAMPAIGN

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Introduction

A role-play campaign is a series of adventure scenarios that occur in a fictional setting common to all. This setting, called by many 'the campaign world', acts as a framework that structures the adventures, giving them visible ties to one another. The more detailed the campaign world, the more believable the adventures.

A detailed campaign world is more than just a map and a set of statistics on people and places. The people have wants and goals, lives of their own. The places have rich histories, often interlocked. These things, carried to their logical conclusion, give the campaign world a life of *its* own. The more it can be seen to live, with events flowing naturally from the people's wants and goals and from the places' histories, the more the adventures can flow naturally from the events in the campaign world.

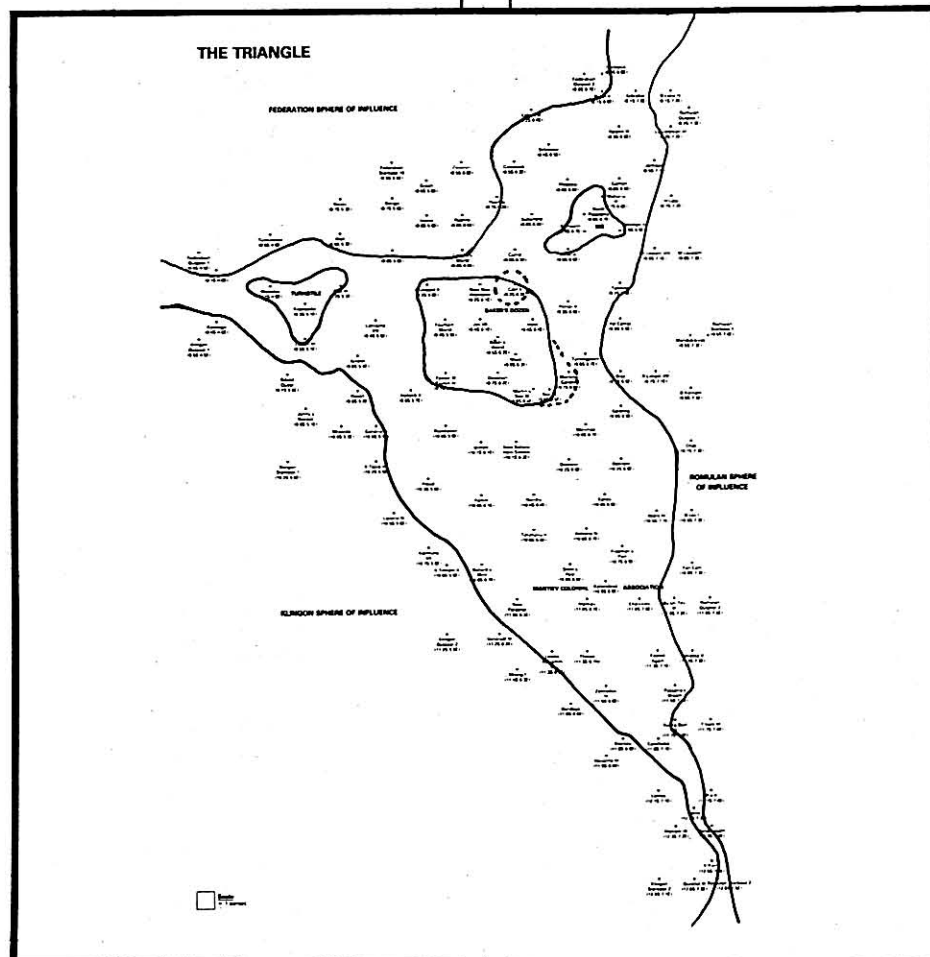
Few gamemasters have the time to construct a detailed campaign world on their own, for a gamemaster must not only create the physical setting for the campaign, but also design the master plots that act in that setting. The gamemaster must construct the major controversies and conflicts, the history and background for them, and the areas in them that are likely to be affected by the player characters.

This product will help ease the burden. It is a campaign world.

ABOUT THE TRIANGLE

The campaign setting is the Triangle, the area of space bounded by the UFP to galactic north, the Romulan Star Empire to galactic east, and the Klingon Empire to galactic west. There are 120 worlds in this vast area of space, roughly 48 parsecs north to south and roughly 30 parsecs east to west at its widest point. In addition to the three major powers that border the area, the Triangle contains four smaller governmental bodies.

This product contains virtually no statistical information about any of the worlds mentioned, about the governments mentioned, or about the personalities that inhabit the Triangle that are not directly connected to the plots described herein. The FASA product **The Triangle** contains all the details of the physical setting required for the campaign. Whereas it would be *possible* to use this campaign world without this supplement, it would be difficult, and probably not satisfactory, in the end. It is strongly recommended that the gamemaster who desires to run **The Triangle Campaign** purchase the companion product.



ABOUT THE TRIANGLE CAMPAIGN

This supplement contains complete descriptions of controversies (called plots hereafter) that overlay the northern part of the Triangle. There are four of these, each involving a different major power in some way. The scope of the plots is vast, with action occurring over a one-year span of game time, and backgrounds for them going back thirty or forty years from the present.

MERCHANT OF DEATH is a plot dealing with the Romulans. A Romulan intelligence operative has set up in the Triangle to act as a conduit for disinformation to Star Fleet Intelligence. She poses as an outcast dealing in heavy arms.

A DOSE OF REVENGE deals with the Klingons. Former Thought Admiral Krador, once in line for the Imperial throne, is a fugitive from Imperial forces. He has grand designs, including precipitating total war between the three major empires, with himself picking up the pieces. The only weapons he has are his extraordinary intellect, his driving ambition and thirst for revenge, several willing accomplices, and a potent mind-control drug. This plot carries on the story line and major character from the FASA adventure **Termination: 1456**.

A FAMILY AFFAIR deals with the Orions. A successful Triangle privateer named R'Zaad has hopes of uniting first all Triangle Orions into a confederation with himself as head, and then all Orions everywhere. He hopes to establish an empire in the Orion sphere within the Federation and the Klingon Empire. He is persuasive enough to do this.

THE CORPORATE GRASP deals with a Terran-based corporation. BioResearch is a totally amoral organization, determined to show a profit no matter what the cost to those with whom it interacts. Thuggery, muggery, buggery, skull-duggery — no act is too base, as long as it brings in cash.

These plots are *NOT* adventures. Rather, they are stories that can spawn adventures. It is assumed that the player characters will be working for Star Fleet Intelligence, gathering information on one (or more) of these plots, which unfolds as the game is played out from adventure to adventure. The plot provides ideas for the gamemaster to create adventures, as the player characters ferret out solutions to the puzzles the plot poses.

Even if *NO* plot is actively pursued by the player characters, the actions detailed in this supplement give life to the Triangle. The player characters may be witnesses to some of the actions detailed or participants in them. Even if they are not, this supplement provides the gamemaster with news bulletins and editorials, intelligence reports and briefings, and rumors that will make the Triangle seem to be an active place, indeed.



CONTENTS OF THIS BOOK

The bulk of this book deals with the four plots of the campaign. Each of these includes a **Plot Synopsis** describing the background and likely progress of the plot. The **Cast Of Characters** provides detailed Character Record Forms on the plot's major personage, his (or her) important associates, and his (or her) major opponents or antagonists; this section not only gives the character's game statistics, but also a complete physical description, a brief personal history, and a detailed discussion on the character's personality. **Planned Encounters** outlines the setting and action for The Hook that will reinforce player involvement with the plot, as well as for any subsequent encounters thought to be required by the plot; these encounters are the only planned interaction between the player characters and the plot. The **Time Line Of Events** gives a detailed step-by-step description of the events that form the background of the situation at the time the campaign begins; it also provides a day-by-day listing of the major events that will take place in the plot, assuming that the player characters make no move to intervene. The **Ripple Effect** details what information the player characters can gain about the plot's events in the form of rumors, news releases, and intelligence reports; each of these is keyed to the time line. **Background Information** acts like the computer library, providing any intelligence briefing on the plot available at the beginning of the campaign and other miscellaneous information that could be of value to the player characters. Gamemastering notes and information is given in **Hints On Play**.

In addition to chapters on each plot, this supplement contains a chapter on the campaign as a whole. In this chapter will be found detailed Character Record Sheets for eight possible player characters, and a description and statistics for the *Tavares* Class II freighter that will be their transportation. A section on the organization of Triangle Sector Intelligence is provided, with detailed Character Record Sheets for the player characters' control and case officers, and two other Intelligence officers that might be important. An overview of the Triangle in general and of each of the plots also is provided, which may be given or read to players before they choose which plot (if any) interests them.

One other chapter is provided, this one giving detailed notes on how to gamemaster role-play campaigns (not adventures). Sections detail how to introduce the plots and prepare the players for the campaign, how to use background information, how to handle the passage of game time and the ripple effect, and how to design tie-in adventures.



Triangle Campaign

TRIANGLE SECTOR INTELLIGENCE

STRUCTURE OF STAR FLEET INTELLIGENCE

The accompanying charts show the structure of the Star Fleet Intelligence Command, as well as that of Triangle Sector Intelligence. As with the structure of Star Fleet itself, the Intelligence Command is broken into three divisions, Administration, Plans And Policies, and Operations. Each of these divisions is headed by a Deputy Chief, who reports to the Chief Of Star Fleet Intelligence Command.

Triangle Sector Intelligence is responsible for all intelligence gathering in the Triangle and the bordering worlds in UFP, Klingon, and Romulan space. It is one of ten such sectors that cover the whole of the known galaxy. Because its sphere of influence overlaps those of Klingon Sector Intelligence, Romulan Sector Intelligence, and Orion Sector Intelligence, these agencies must work closely together, unfortunately more difficult to achieve in practice than is to be hoped.

INTELLIGENCE LOGS

Field Reports

One of the duties of Sector Intelligence's station office is to post the Intelligence Log of past events, adding Intelligence Evaluations as they are received from Star Fleet. When a field report is received, it is posted as it comes in, with no attempt to evaluate its significance. The field agent is required to assess the reliability of his source according to the guidelines provided, appending this assessment to his report. At some later date, the appropriate Intelligence Desk may rate the real intelligence value of the field report. When this is received at the sector station, the Intelligence Officer will post that to the journal kept by his section.

Data Reliability Ratings

After intelligence has been received from a field operative, Intelligence analysts in the Plans And Policies Division assess the data for its intelligence value. They then assign it a Reliability Rating, according to the criteria given below.

Class A: Hard data gathered from physical examination by a Class A source.

Class B: Intelligence projection based on repeated scans/encounters over protracted periods by a Class A source. If hard copy, photos, or plans procured from a Class A source are available, this rating is given to the data.

Class C: Intelligence projection based on repeated scans/encounters by a Class A source, or repeated scans/encounters over protracted periods by a Class B source. If hard copy, photos, or plans procured from a Class B source are available, this rating is given to the data.

Class D: Intelligence projection based on five or fewer scans/encounters by a Class A source, on repeated scans/encounters by a Class B source, or on repeated scans/encounters over a protracted period by a Class C source. If hard copy, photos, or plans procured from a Class C source are available, this rating is given to the data.

Class E: Speculative projection based on hearsay/transmissions from official/semi-official sources, or on five or fewer scans/encounters by a Class B source, or on repeated scans/encounters by a Class C source. No hard copy, photos, or plans are available.

Class F: Speculative projection based on hearsay/transmissions from unofficial sources.

Source Reliability Ratings

When submitting an intelligence report, field agents are required to assess the reliability of their information source using the guidelines given below. This assessment is appended to the report and becomes part of the official record. It may have considerable bearing on the final Reliability Rating that Intelligence analysts give the data.

Class A: Active or retired Intelligence operatives, Star Fleet Officers and enlisted personnel, or UFP diplomats, employees, and contractors with active Top Secret clearance or greater.

Class B: Active or retired Intelligence operatives, Star Fleet Officers and enlisted personnel, or UFP diplomats, employees, and contractors with active Secret clearance.

Class C: Active or retired Intelligence operatives, Star Fleet Officers or enlisted personnel, or UFP diplomats, employees, and contractors with active Classified clearance or inactive Top Secret clearance.

Class D: Active or retired Intelligence operatives, Star Fleet Officers and enlisted personnel, or UFP diplomats and employees with inactive Secret clearance; executives from major corporations, particularly those with government contracts; private citizens with official, semi-official, or prominent positions, who are engaged in travel, correspondence, communication.

Class E: Freetraders or corporate executives from lesser corporations; citizens engaged in travel, correspondence, communication; known or suspected enemy agents; defectors.

Class F: Street informants; captured enemy personnel.

Access To Information

Access to information or intelligence is based on the clearance of the individual concerned and his need to know. No field operative will ever have access to all the data in the Intelligence Logs.

For every mission, the Intelligence Officer maintains a list of operatives and the information that they are cleared to read. In addition, he maintains detailed intelligence reports, briefings, summaries, and orders accessible only by those with high clearance and need to know. The mission control officer usually will have access to this information, and he will pass on such information as he feels is required to the mission, network, or cell members, usually through the agent designated as the mission communications officer.

SECTOR INTELLIGENCE STATIONS

The table below lists the Triangle Sector Intelligence Stations, the Intelligence Officer for that Station, and the Station's location. It should be remembered by field operatives that these stations are places of safety, but that they are well known to all who inhabit the Triangle, and that anyone frequenting such a station would lose his anonymity immediately.

TRIANGLE SECTOR INTELLIGENCE

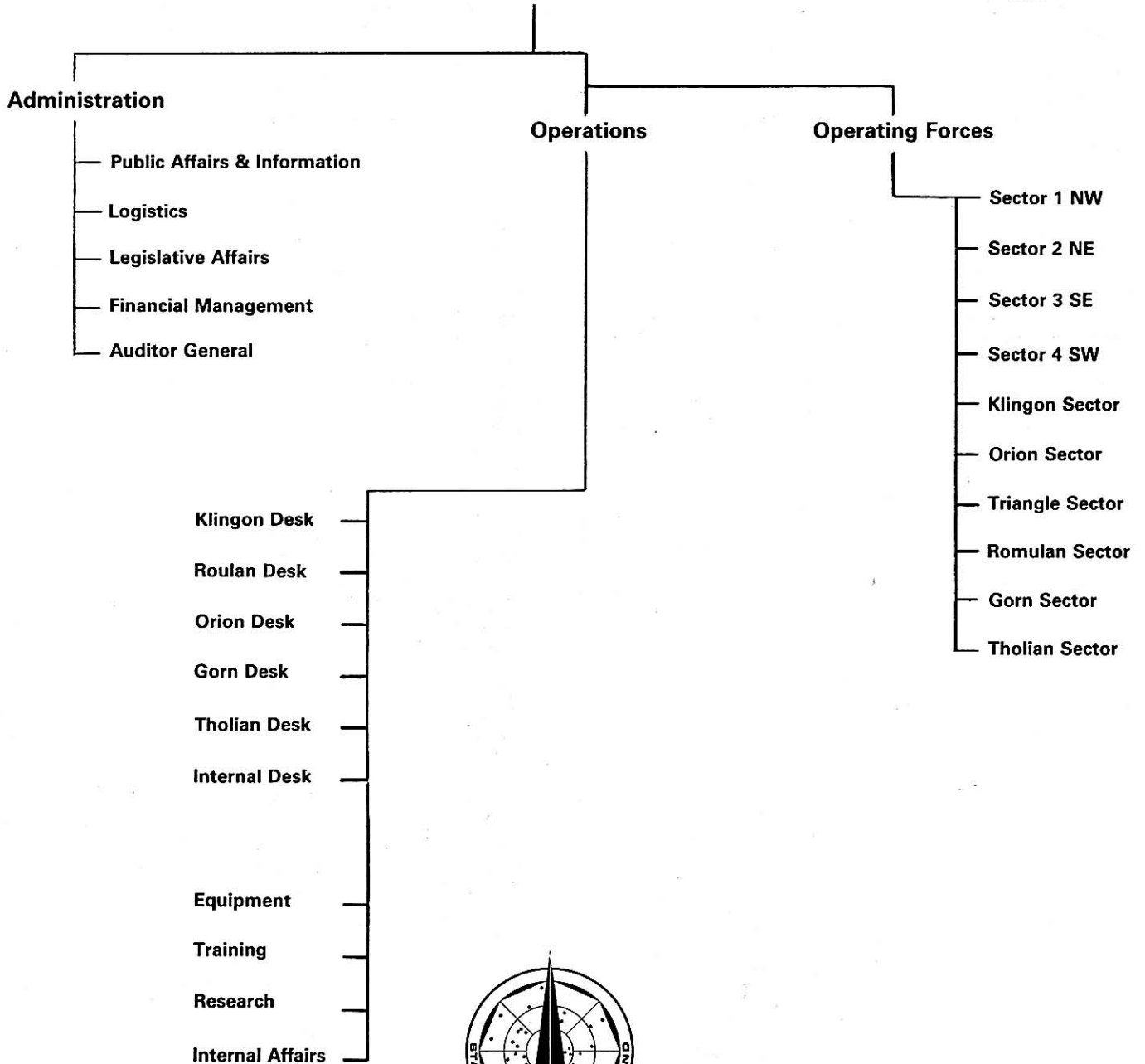
Commanding Officers

Position	Officer	Location
Chief Of Field Operations	Cdr. Barpholomew Horgan Price	Starbase 10
Chief Of Field Stations	Cdr. Franklin P. McGarry IV	Starbase 10

Station Chiefs

Station Name	Intelligence Officer	Coordinates
Starbase 10	Cdr. Jane vander Todd	8.5S 5.6E
Outpost 1	Lt. Cdr. Tenneth	9.0S 4.5E
Outpost 2	Lt. Cdr. Aaron Lackland	8.0S 6.7E
Baker's World	Lt. Cdr. Semak	9.5S 6.2E
Remfrey	Cdr. Serenity Cedrus	10.4S 6.4E

Star Fleet Intelligence Command



SECTOR INTELLIGENCE STAFF

Name: Gwendolyn MARCUS

Rank: Commander

Current Assignment: Star Fleet Intelligence Command,
Triangle Sector Intelligence

Position: Chief of Covert Operations

Cover Assignment: Phoenix Enterprises, Ltd.

Title: Vice President

Position: Head of Procurement

Race: Human

Age: 51

Sex: Female

Attributes:

STR —60	CHA —80
END —70	LUC —95
INT —70	PSI —22
DEX —78	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage:	1D10 + 3
Modern: 62	AP:	11
Knife: 60		
HTH: 67		

Significant Skills:

	Rating:
Administration	40
Bribery	21
Clandestine Operations	26
Computer Operation	46
Forgery	30
Interrogation	35
Language	
Klingon	20
Orion	49
Romulan	36
Leadership	54
Marksmanship, Modern Weapon	46
Negotiation/Diplomacy	29
Personal Combat, Knife	42
Personal Combat, Unarmed	57
Security Procedures	43
Small Vessel Pilot	20
Small Unit Tactics	60
Social Science	
Federation Culture/History	20
Federation Law	30
Triangle Culture/History	49
Streetwise	35
Surveillance	43
Trade and Commerce	45
Value Estimation	38



Distinguishing Physical Characteristics:

Cdr. Marcus stands 5'5" tall and weighs 125 lbs. Her tanned good looks are derived mainly from her distinctive face. Steeply arched brows surmount hazel eyes, and their auburn color is matched in the streaks that fleck her stylishly coiffed, otherwise brown hair. Her strong, white teeth are revealed by her unexpected laugh.

Brief Personal History:

Marcus, born in the Triangle sector, applied to Star Fleet Academy and was accepted. A headstrong young woman, she determined that Security was in need of her talents, and she did quite well in branch school. On her Cadet Cruise, she passed with honors, but her early tours were marred because she was constantly at odds with her superiors. Marcus soon found herself shuffled from Exploration to Military Ops to Colonial Ops and finally to the Merchant Marine Command.

In the Merchant Marine, she found herself in charge of security for an Intelligence operation and knew that the time had come to change her heading. She applied for Star Fleet Intelligence and found herself rejected because of her marginal Officer Efficiency Reports. Infuriated by this, she made a mental adjustment and became an outstanding officer. She distinguished herself in several Triangle operations as a liaison; she became a control officer, taking over when a field operative was killed. This operation allowed the capture of a Klingon decoding device, enabling the Federation to unscramble several communiques of vital import and causing her recruitment into Intelligence.

Intelligence appears to agree with Marcus, for she quickly rose through the ranks. Her knowledge of the Triangle was of immense aid. After years of working as an operative, she was given the post of Chief of Covert Operations. She is now based on Baker's World.

Personality:

Motivations/Desires/Goals:

Marcus is driven to prove that she is better than others. She will go against her superiors' orders if it is something that she feels is correct. Because of this, she has made a few costly mistakes, but those under her will always support her, for she will go out on a limb for them.

Manner:

Marcus is quick-tempered, sharp of tongue, and prone to act on her own. Since she took over the position of Chief of Covert Operations, she is more temperate in her dealings with others. She is very intense, and her job is the most important thing in her personal universe. She spends many long hours behind her desk, doing both her jobs (Intelligence and Cover). She is not insensitive to others, but she does expect them to be as good at their jobs as she is at hers.

Special Knowledge/Powers:

None.

Name: Yonni YONSON

Rank/Title: Lt. Commander (Technical)

Current Assignment: Star Fleet Intelligence Command,
Triangle Sector Intelligence,

Position: Control Officer, Project Blancmange

Cover Assignment: Duncann Nuts

Cover Title: Sales Manager

Position: Sales and promotion

Race: Human

Age: 42

Sex: Male

Attributes:

STR —70	CHA —80
END —72	LUC —81
INT —80	PSI —27
DEX —70	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage:	1D10+3
Modern: 74	AP:	11
Knife: 63		
HTH: 81		

Significant Skills:

Administration	68
Bribery	51
Clandestine Operations	42
Communication Systems Operation	27
Computer Operation	53
Computer Technology	46
Forgery	31
Interrogation	46
Language	
Klingon	38
Orion	58
Romulan	28
Marksmanship, Modern Weapon	78
Personal Combat, Knife	57
Personal Combat, Unarmed	92
Physical Sciences	
Chemistry	46
Computer Science	38
Planetary Science, Geology	66
Social Sciences	
Federation Culture/History	53
Federation Law	47
Triangle Culture/History	69
Surveillance	60
Trade and Commerce	56
Value Estimation	55



Distinguishing Physical Characteristics:

Yonson is tall and heavily built, but moves quietly and softly. He has a long, full, grey beard and longish grey hair going quite thin in the middle. He smiles often, which makes him seem jovial.

Brief Personal History:

Yonson was born to a family of engineers and would have been quite happy becoming an engineer on his own, but while he was away at school finishing his degree, his family was killed in a terrorist attack on the planet where they were working. This caused Yonson to leave school and return to the Triangle where his family were killed. He drifted from world to world attempting to locate the group responsible, becoming quite good at covert operations. It was his skill as a talented amateur that caused Star Fleet Intelligence to recruit him. At first, he was opposed to an intelligence posting, but Barpholomew Horgan Price convinced him that his work would prevent other deaths like his family's. He rose through the organization to the technical rank of Lt. Commander in the office of Control Officer for independent covert agents.

Personality:

Motivations/Desires/Goals:

Yonson is a man driven by the death of his family into an unusual job. He is quite convinced that if he had been with his family that he could have saved them. This is probably true were the event to have occurred now, but it is more likely that he would have died as well had he been with them as the youth he was. His background does not stop him from being an efficient operative. In fact, he is one of the best agents, occasionally returning to the field if an operation could use his talents.

Manner:

Outwardly jovial and smiling, inside he seethes. He smiles and laughs as a part of his facade, but if he thinks no one is around the smiles fade and the cold mask of his true feelings is revealed.

Special Knowledge/Powers:

None.

Name: 'Black' Angus McTAGGART

Rank/Title: Lt. Commander

Current Assignment: Star Fleet Intelligence Command
Special Equipment Section

Position: Section Head

Race: Human

Age: 52

Sex: Male

Attributes:

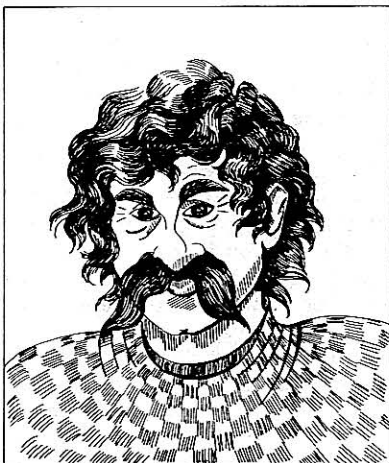
STR — 72	CHA — 60
END — 60	LUC — 91
INT — 83	PSI — 05
DEX — 70	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage	1D10+3
Modern: 58	AP	11
HTH: 45		

Significant Skills:

Administration	40
Artistic Expression, Design	54
Communications Systems Technology	19
Computer Operation	53
Computer Technology	74
Deflector Shield Technology	57
Electronics Technology	96
Environmental Suit Operations	34
Life Sciences, Bionics	43
Life Support Systems Technology	62
Mechanical Engineering	77
Personal Weaponry Technology	68
Physical Sciences	
Chemistry	46
Computer Science	65
Physics	25
Shuttlecraft Systems Technology	27
Small Equipment Systems Operation	61
Small Equipment Systems Technology	70
Small Vessel Engineering	67
Space Sciences, Astronautics	29
Starship Weaponry Technology	20
Streetwise	49
Transporter Operation Procedures	61
Transporter Systems Technology	74
Trivia, British Empire History	11
Warp Drive Technology	43



Distinguishing Physical Characteristics:

McTaggart is a bear of a man, standing 6'7" tall and weighing about 225 lbs. He has unruly black hair, and what he proudly calls an 'RAF Moustache'. His piercing blue eyes are creased at the corners from his open smiles.

Brief Personal History:

From his earliest days, McTaggart demonstrated an extreme affinity for science and technology. His schoolmasters often found him performing experiments in the labs after hours. At age 15, in the depression that followed his parents' death in a ground vehicle accident, he falsified his school records and was accepted into Star Fleet Academy, becoming the youngest Cadet ever enrolled.

Though his Cadet Cruise was aboard a new and prestigious *Constitution* Class starship, where he passed with High Honors, he was assigned to the Military Operations Command for the following eight years. The experience locked him into a military career, and gave him practical experience in actual combat.

On his own time, he frequently altered the appearance and function of small equipment and sidearms, frequently improving on the design. This hobby often was lauded by those who used his modified equipment, and just as often was belittled by those who had not. His skill at using totally unrelated items to repair his ship drew praise from his superiors, and his outlandish engineering techniques drew favorable attention.

He was transferred to Star Fleet Academy for another two tours, in which he taught practical courses in astronautics and small equipment systems repair. Again, in his spare time, he used the Academy labs and shops for his hobby. The devices he created were much sought after by members of the intelligence community, which led to an early relationship between McTaggart and Bartholomew Horgan Price, who was later to become Chief Of Field Operations for the Triangle. After his second tour at the Academy, he transferred to Star Fleet Intelligence at the request of Price, who made him head of the Special Equipment Section.

Personality:

Motivations/Desires/Goals:

Though he seems almost happy-go-lucky, this is just an act. When not in the company of others or in a laboratory, he is deeply somber. His skills at designing the special devices for deep cover operatives has filled a gap felt since the tragic death of his parents. He is very serious about his work.

Manner:

McTaggart is loud and boisterous when he is out on the town with his friends. Some say he causes more injuries by slapping his comrades on the back than two or three barroom brawls will leave. He grins openly, and appears to enjoy the company of others.

In the laboratory, his demeanor is radically changed, his huge hands almost tenderly caressing the instruments and tools. He is quiet, almost subdued. Highly protective of his work, he does not tolerate people who have a less-than-serious attitude for the equipment provided by his section.

Special Knowledge/Powers:

None.

SECTOR STATUS BRIEFING: TRIANGLE OVERVIEW

This section should be given to players at the beginning of the campaign, before they meet Cdr. Gwendolyn Marcus.
Prepared for distribution by Cdr. Barpholomew Horgan Price, Chief of Field Operations, Triangle Sector Intelligence

To understand the Triangle, it is first necessary to understand the groups and races who populate the busiest and richest trade area in the known universe. Like their wares, the inhabitants of the Triangle tend to be varied, and more often than not, flawed with small and deep defects in character. Perhaps this is their greatest strength.

The Golden Triangle, as it is frequently called by the merchants who infest the area, is that space located on the common borders of the three major powers: The United Federation of Planets, the Klingon Empire, and the Romulan Star Empire. Less than 200 years ago, this area served only as a constant source of conflict between the powers. Colonies were established first by the Klingons and the Romulans. Their expansion was designed to provide each with a foothold in the disputed territory, but with every thrust, the opposition would counter-thrust. The results were numerous isolated colonies, scattered and easily forgotten by their sponsors.

Probably the greatest value these solar systems had to offer, when viewed in retrospect, was the isolation and attendant secrecy for all who sought to live within them. Early colonial life was incredibly difficult. Many colonies were established by settlers attempting to break away from the control and persecution of their home governments. Their dreams often were fulfilled within a year of initial planetfall.

But separation, though greatly sought after, was dangerous, for the bordering powers took advantage of this isolation. The Klingons sent campaigns to eradicate the Romulan colonies, hoping to gain the disputed territory once and for all. The Romulans countered with raids and slaughter reaching into the millions. The survivors became disenchanted with the governments who had failed so thoroughly to protect them. It is interesting to note that the settlers wanted absolute freedom from government intervention, but they were angry when their home governments gave them what they wanted.

The survivors were the men and women (there was sexual equality within the Triangle) who became the first of the area's smugglers. They understood the value of survival, and they also understood that life is short and it is best to enjoy it while you can. With their rag-tag ships, they organized the neighboring colonies and joined into trading cartels, trading with anyone willing to do business. That is not to say the Klingon or Romulan Empires didn't attempt to use the tough, ruthless men of the Triangle, only that the coin of influence was now of solid gold rather than the plated coin of 'loyalty' or 'race'.

The smuggling operation grew with the promise of high profit netted from running arms and goods within the void. As is the way with greed, the temptation for even higher profits overshadowed the higher risks associated with smuggling goods between the Klingon and Romulan borders. Even as this early fruit was ripening, Federation ships and outposts began appearing, and disappearing, on the edges of the Triangle. The demand for goods from foreign borders never disappeared, and the smugglers developed trade with these interlopers as they had with the older governments.

As the colonies and their smugglers burgeoned, the merchants established great tolerance for their varied clients. As with any good businessmen, the smugglers developed a fine sense of discretion toward their customers as well. One of

the sayings taught to the youth within the Triangle was, "A man lost in the Triangle is lost to all who seek him, but he is found by any who need." A number of criminals and men came to the Triangle escaping from all types of real and imagined problems, such as execution or marriage. During this period, it was estimated that the number of new settlers exceeded the average immigration of any single known system.

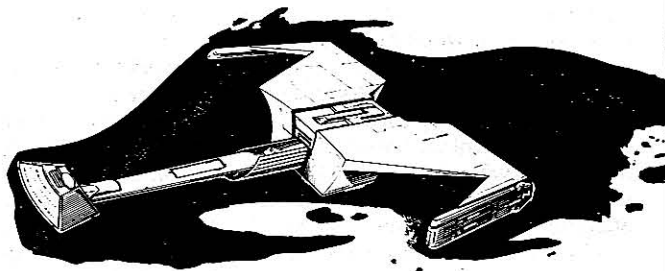
These tainted men who had joined the void fitted easily with the founding fathers. Each had reason to lay down the loyalty for the worlds from which they came for the easier mantle of profit. Each had a reason to distrust the government and the clients who became his customers. Each was consumed by the overwhelming desire for profit.

With the final signature on the treaties establishing the Triangle as truly neutral, the colonies were free to create working governments to attend their needs. These governments served them with the same efficiency their tiny and brittle ships had served before. The governments were a vehicle designed for the single purpose of making a profit. Certainly, the governments did institute laws and projects to improve the populated planets, but only just enough to maintain the necessary forms of government. Commerce was encouraged, and neutrality with the major powers proved a strong enticement for growth in the region. Several of the heavily-populated planets soon became known as trading meccas, and with this growth, the smugglers relaxed into the role of merchants, counting the easy profits made from the bazaars. The need to risk life and limb was now balanced against a profit and loss statement from the exchanges. The majority of the colonists adopted the easy life, but the lessons of the Triangle were never lost on the people. Ruthlessness in business, distrust for governments, discretion in dealings, and secrecy of location and activities were never forgotten by the citizens.

Prior to the unification of the United Federation of Planets, each of the races within the current Federation maintained its own military organization. As the development of the Federation evolved, the Orion family groups near its sphere refused to endorse unification with the UFP. The systems bordering the Orions were outspokenly pro-Federation, and the Orions were engulfed.

The Orions are not capable of concerted action. They may present a united front for awhile, but, if left alone, they will forget the reason for their unification and fall to fighting among themselves. Each family maintains a code of ethics all its own, and primary loyalty resides with the house and its patriarch. The houses, while fiercely loyal within the family, are equally distrustful of those, Orion or not, from outside. It is for this reason that the Orions make such good pirates. They have a deep sense of loyalty and a deep sense of apprehension. They will fight to the death for their own, but they will pass another Orion being dismembered by an angry mob without even turning a hair. To weld this group into a force capable of unified action would take a miracle.

The Orions entered the Triangle before their homeworlds near Rigel were engulfed completely by the growing UFP to coreward and the Klingon Empire to spinward. Since that time, they have developed into tightly controlled family empires with organized armies of raiders and smugglers operating within the region. Seizing the opportunity to enter the high-profit world of contraband, the Orions established themselves as ruthless and daring by crossing the boundaries of all three of the adjacent powers. In each area, they concentrated on the most expensive and most demanded products. The Orions next refined their contacts into several point-to-point routes, with each leg being a drop-off for the goods collected from the previous port. So well-established



are these routes, still in effect, that they can be compared with the Triangle Trade of ancient Terran history.

Each leg of the route insured a profit for the carriers and also wormed the Orions into favor or at least the tolerance of the major powers; continued operation was guaranteed. Not only did the raiders run a closed circuit, but they also freelanced, and, more than once, they made an easy victim of an unsuspecting ship encountered in the vastnesses of space.

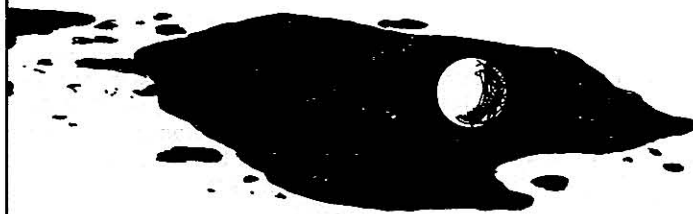
These Orion raiders and smugglers plunder for the good of the Orion families they represent, turning a percentage of the take to support the construction of newer and better ships. The houses, in turn, provide logistical and financial support with bribes to officials within the Triangle. This collusion means that the Orions will be officially unnoticed in their travels, and have even been allowed to establish construction and repair facilities in the far and largely-untravelled sections of the Triangle. The Orions have even established emergency repair facilities on the primary trading planets.

The most recent groups involved in the Triangle are the major powers: the Federation, the Klingons, and the Romulans. Each empire fits into the Triangle uniquely, as they do nowhere else in the universe. Each strives to know the plans of the others and to turn those plans to its own advantage. These plans often are at cross-purposes, and, in the Triangle, with its tentative neutrality, they take on a special flavor all their own.

To understand the involvement of the three primary empires, each must be reviewed against the others. The Klingons had been the enemy of the Romulan Star Empire since the time of space travel; with each group being aggressive and warlike, this was only natural. The introduction of a new spacefaring race tipped the balance. It allowed, or forced, the Klingon and Romulan governments to develop ties for the common purpose of destroying the Federation. Each race had fought a costly and inconclusive war with the Federation, and now they were forced to act in concert for their own survival. The exchange treaties added to the coffers of the Klingon Empire and forced the Federation to deal with two possible enemies.

The Romulans viewed this alliance as temporary, in force only until the Romulan forces could be outfitted with ships and arms. Unfortunately, the Romulan system is an intractable one, and the wealth of the planets is difficult and expensive to extract. So, following the Federation-Romulan War, the Romulan Empire had need to replace the ships and arms lost in the conflict. They came to the Klingons looking to renew the trade agreements for the purchase of arms.

This time, the real price for Klingon support was felt. The Klingons were more than happy to provide the arms the Romulans requested, as long as the Romulans were willing to allow the Klingons all future expansions. If the Romulans were not willing to accept this, the cost of the new weapons would be high, very high. The Romulans refused to bend to the blackmail. Instead, they agreed to purchase the new weapons at the higher, inflated, price. To finance this order



for new ships, they needed more money than the post-war economy could provide. To produce the necessary capital, they turned to the Triangle.

The product for export was Romulan mining equipment. This equipment was considered to be the best available because, if it can mine in the Romulan system, it can mine anywhere. The sale of Romulan ale provided a sideline, and a reasonable profit, but ale was outlawed officially by both the Federation and Klingons and was not a product for open sale.

The Romulans organized a fleet of merchant ships to operate in the Triangle, with a portion of the profits made by these ships being returned to the Romulan military procurement fund. The Klingons began fulfilling their arms sales despite renewed threats of price increases.

Chief buyers of the Romulan mining equipment were Federation merchants. The Federation had been blessed with planets rich in minerals and ready for easy pickings. The Romulan planets were hostile, the minerals found were few, and it was difficult to extract them. This led to the development of sophisticated and sturdy mining engines.

It is widely believed that Star Fleet Intelligence was aware of the arms deal between the Klingons and Romulans, and that they were covertly encouraging the military effort of the Romulans. The motivation for this unusual support, to an enemy with whom a major war had been recently fought, was self-protection. If the Klingons were successful in gaining the allegiance of the Romulans in their expansion, the Federation would be the only force standing in the way. Keeping the Romulans wealthy enough to salvage their own pride did not ensure their friendship, but it did ensure that there would be no love lost between the mighty empires on the borders of the Federation. Peace was expensive, but it was less expensive than war.

The Klingons, true to form, were now recovered from the Klingon-Federation war, and ready to strike out once more in their manifest destiny role of conquerors. It was still too early to engage the Federation directly, but the worlds in the Triangle offered a tempting prize. Luckily for the Triangle, the Klingons had attempted their military might against the Federation first. If they had gone for the Triangle and then the Federation, history could have been very different. The ruthless governments and inhabitants of the Triangle had established their own destiny, and any move against them results in an immediate appeal to the other two sides. The Triangle's governments have been careful to cultivate the value of neutrality.

The Klingons adopted a new technique in their expansionist role. They offered to become builders and developers of the unexplored and unsettled planets of the Triangle. In return for this generous offer, all the Klingons wanted was the right to export a portion of the wealth discovered on the planet as well as immigration rights to the new colonies. With this move, the Klingons sought to gain the good will of the Triangle, for future consideration, while at the same time establishing covert listening posts and advanced bases.

CASE OFFICER'S BRIEFING: THE BAIT

This section should be given or read to players before they choose the plot with which they will become involved. The intention is that it would be presented to the player characters by their case officer, Cdr. Gwendolyn Marcus.

You are about to enter one of the most sensitive areas of Federation diplomatic effort: The Triangle. This is the volume of space that is bounded by the Federation, The Klingon Empire, and the Romulan Star Empire. It belongs to no one and to everyone. In it you will find the best and the worst attributes of the three major civilizations that form its boundaries.

Needless to say, the area is very sensitive to the actions of those who border it. Anything that is done or not done in the area will have vast repercussions within the three contiguous governments. You will be only one of a group of Star Fleet operatives being sent into the area. As with the other cells, you have been given the opportunity to select the mission for which you feel best qualified.

There are four intelligence missions with which you can involve yourselves at this time. I will briefly describe them for you, and then you must select one. After you have made your selection, I will assign you to a control officer, to whom you will report. Your contact with me thereafter will be, for the most part, through your control officer. Your contact with Star Fleet Intelligence will be through me to your control officer, who will pass information to you on a need-to-know basis.

The choice is yours, Project Blancmange.

The Klingons

Star Fleet has received information that former Thought Admiral Krador, a Klingon hero of their last conflict with the Romulans, is now a fugitive, reportedly because he attempted to place himself on the throne of the Klingon Empire. His effort was unsuccessful, though he was reputed to have a storehouse of a particularly potent mind-control drug, and he was put down by a sizeable Imperial force. He appears to have slipped through the net of the termination squad, and has eluded the Admiral thought to have been sent to track him down. There is every indication that he will come to the Triangle, likely to plot revenge.

It is Intelligence analysis that this man is highly dangerous to Triangle stability. It is the analysts' feeling that he would be willing to risk possible confrontation with both the Federation and the Romulans, and to precipitate a civil war within the Empire itself to satisfy his ambition and thirst for revenge.



Intelligence feels that a Klingon civil war would not be to the advantage of Star Fleet at this time, nor would any strain placed on the relations between the major powers in the Triangle. Relations with the Klingons have been normalized for the past decade, and the current government has been mildly friendly with both the Romulans and the Federation. Trade and technical treaties have been or are being negotiated with the current Klingon Empire, and a change of government would not be to the advantage of the Federation.

The mission would be to track down the Klingon Admiral, to assess his potential danger, and to move to prevent any schemes he has for revenge or disruption. He may be working with the Orions. You would also need to confirm or deny the rumor that Krador has access to a more potent mind-control drug than any known presently.

The Romulans

Independent Romulan merchants within the Triangle are relatively rare and seem to have a strong sense of loyalty to the Star Empire. Only very rarely will an outcast appear as a merchant. An outcast named R'Thlana has established a business named Luxury Apparel within the Triangle. She is relatively successful, although she appears to have more income than the business would support. There is some evidence that she is dealing in an illicit arms trade within the Triangle.

Due to the hostile nature of some of the planetary governments within the Triangle, the sale of heavy weapons is quite lucrative. It has been the stated intentions of the contiguous governments that no heavy weapons will be allowed in the hands of the non-aligned population of the Triangle. R'Thlana is working to circumvent this stated goal.

This mission involves stopping the trade but not eliminating R'Thlana. She is a valuable asset through which Star Fleet Intelligence can gain information about the Romulan Star Empire. Should you choose this operation, it will be necessary for some or all of you to pose as prospective purchasers of weapons. A solid background will have to be developed by your group, and you will have to be bold enough to carry off the charade. Weapons dealers have little sense of humor, and they will terminate with extreme prejudice those whom they do not trust.

For this mission, you will be forced to operate under deep cover, and you may need to carry out tasks and missions that would nominally be unlawful. Very little overt help can be expected from Star Fleet if this mission is chosen. This is a mission for those with strong will, excellent nerves, and the ability to wing it with flair.



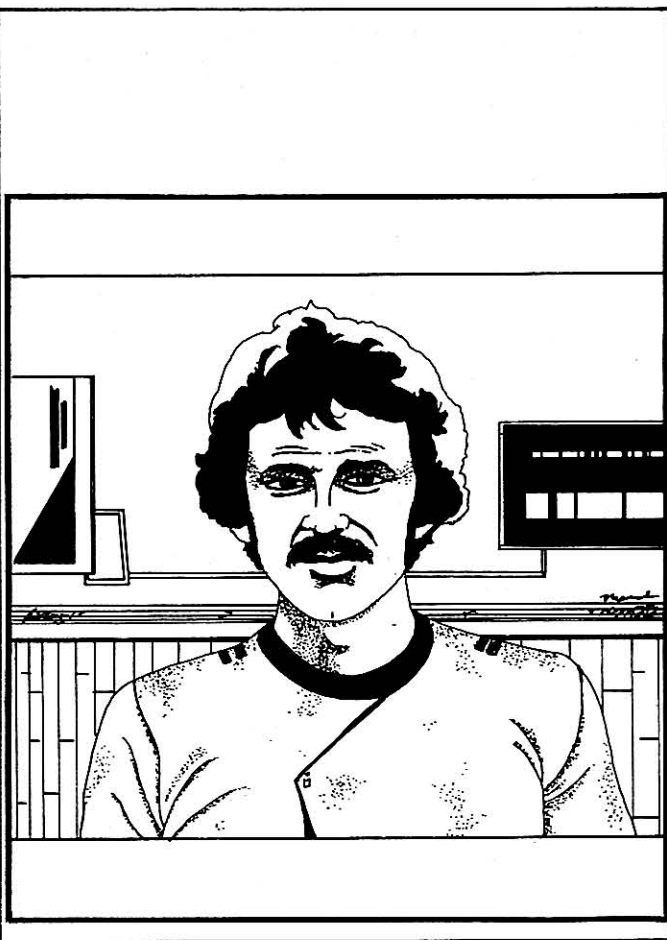
The Orions

The Orions within the Triangle are a strange bunch, given as much to fighting amongst themselves as to anything else. They are well known as the pirates of the area, and they will pluck any target that provides the opportunity for a profit at acceptable risks. They are not, in any way, to be thought of as cowardly. What they have is a strong feeling for a cost-benefit ratio. When well-organized and led, they are a potent fighting force. Luckily for the Federation and the Klingons, along whose borders the Orion Colonies lie, they are more prone to argue among themselves than to set group goals. This may be changing.

Within the Triangle is a successful pirate named R'Zaad. He has been under surveillance by a Star Fleet operative, whose name you will be told should you choose this mission. This man indicates that R'Zaad may be attempting to form a confederation of the Triangle Orions. If he can accomplish this, the effects may be extensive and be felt well beyond the Triangle itself. There are enough young Turks among the Orion families who may be willing to use such a confederation to upset the balance of power on the Klingon border. This would not be advantageous to the Federation at this time. Diplomatic relations with the Klingons are at a high point, but any attempt by the Orions to alter the power balance would inevitably lead to a broadening of the conflict, and a general war could be the result.

Your mission would be to find out if the Orions are attempting to form a confederation, and, if they are, to prevent it. Should you choose this mission, do not, repeat do not, move to eliminate Orion leaders unless absolutely necessary. This mission could be handled by a cell of your size.

Star Fleet would be able to provide little overt aid until the mission is completed. The normal dangers are intrinsic with the mission, and you must remember that you will be dealing with an alien race who have a series of standards and goals that are not yours.



Federation Citizens

A number of corporations chartered on Terra have set up operations within the Triangle. The vast majority of these are working for the joint benefit of the corporate entity as well as the populations of the area, usually in that order. While there is nothing wrong with a corporation making a profit, it is the feeling at Star Fleet that the overt and violent exploitation of the indigenous population is to be controlled.

BioResearch Corporation, a Terran-based company dealing in medical services, has been operating within the Triangle for the better part of a decade. It has been very successful; for a company of this type, the Triangle Division shows an extremely large profit. Intelligence feels that the company needs to be investigated. BioResearch is probably working on a number of projects that could be quite valuable to Star Fleet, as well as to the Klingons and Romulans, but computer search shows little information on their activities.

If you choose this mission, your task will be to find out what BioResearch is really doing and how they are doing it; for the amount of money involved, it is certain to be highly illegal. BioResearch is a vast network of operations, and any attempt to break into the corporate bureaucracy may not be easy or fruitful. If it is possible to penetrate the corporate body, determine what they are actually doing, and exit the company with possible intelligence data, however, the mission could be quite rewarding.

There is every indication that BioResearch is not what it seems. If this is true, any attempt to penetrate the company could be very dangerous. The advantage of missions involving a corporate entity is that there are many employees, and some of them could be subverted.

PROJECT BLANCMANGE

The following detailed characters are provided for gamers and gamemasters who do not wish to create their own characters. These characters have been designed to have

DEEP COVER AGENTS

Name: Earl Wilson CONNOR

Rank: Commander

Current Assignment: Star Fleet Intelligence Command, Triangle Sector Intelligence

Position: Deep Cover Agent, Project Blancmange

Cover Assignment: Freetrader, *No-Luck 11*

Title: Captain

Position: Captain

Race: Human

Age: 31

Sex: Male

Attributes:

STR —52	CHA —47
END —61	LUC —85
INT —72	PSI —11
DEX —63	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10+3
Modern: 70	AP: 10
HTH: 73	

Significant Skills:

Rating:

Administration	59
Carousing	63
Computer Operation	83
Computer Technology	61
Environmental Suit Oper.	14
Gaming, <i>klin zah</i>	31
Intelligence Procedures	16
Language, Klingon	28
Marksmanship, Mod. Weapons	78
Negotiation/Diplomacy	31
Personal Combat, Unarmed	82
Security Procedures	20
Shuttlecraft Pilot	15
Small Equip. Systems Oper.	15
Small Equip. Systems Tech.	10
Small Vessel Engineering	26

Significant Skills:

Rating:

Small Vessel Piloting	52
Space Sciences, Astrogration	18
Social Sciences	
Klingon History	43
Klingon Law	41
Starship Cbt Strategy/Tactics	48
Starship Helm Operation	33
Starship Sensors	22
Starship Weaponry Operation	29
Streetwise	65
Trade And Commerce	26
Trivia, Klingon Trade Proc.	11
Warp Drive Technology	10
Value Estimation	10
Zero-G Operations	11

Distinguishing Physical Characteristics:

Earl Conner is of average height and build. When wearing civilian clothes, he would pass almost unnoticed in public. His dark brown eyes are accentuated by a high forehead with a well-coiffed thatch of dark brown hair. His face is marred by extremely thin lips, a receding chin, and significant over-bite. Conner moves with a fluid grace, and he has been seen to snatch a fly out of the air with one hand.

Brief Personal History:

Conner spent most of his career in the Merchant Marine, operating large transport vessels along the Federation/Klingon border. During that time, he had ample opportunity to study the Klingons as a race and has become something of an expert in Klingon history, law, language, trade, and gaming. He is one of the few officers who can play an acceptable game of *klin zah*. During his last tour with the Merchant Marine, he earned a degree in Business Administration.

Personality:

Motivations/Desires/Goals:

Earl Conner has not been a distinguished member of the Star Fleet community. For the most part, he has plodded along in uneventful missions on the fringes of space. He is a man in search of himself. Two avenues have opened to him in the past three years: independent merchant or Klingon expert.

Manner:

Earl Conner is pleasant and conversant when encountered. With no ego problems of his own, he is willing to listen to everyone, noting in his memory the information obtained. His leadership is shown by the establishing of attainable objectives for his subordinates rather than by personal dash. Although his personal bravery has never been tested, he will stand and be counted when the chips are down.

Special Knowledge/Powers:

None.

the skills essential to interact with all four of the plot lines provided in this supplement. Characters designed by the players and the gamemaster should show a similar mix of skills.

Name: William Bingham ARTZER

Rank: Lt. Commander

Current Assignment: Star Fleet Intelligence Command, Triangle Sector Intelligence

Position: Deep Cover Agent, Project Blancmange

Cover Assignment: Freetrader, *No-Luck 11*

Title: Sensors operator

Position: Science specialist

Race: Human

Age: 35

Sex: Male

Attributes:

STR —47	CHA —32
END —62	LUC —51
INT —73	PSI —16
DEX —44	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage 1D10
Modern: 44	AP: 8
HTH: 30	

Significant Skills:

Rating:

Administration	33
Artistic Expression, Sketching	64
Communications Systems Operation	32
Communications Systems Technology	27
Computer Operation	39
Intelligence Procedures	31
Language, Orion	22
Life Sciences	
Bionics	63
Zoology	13
Marksmanship, Modern Weapon	44
Personal Combat, Unarmed	16
Physical Sciences	
Chemistry	63
Drafting	91
Mathematics	72
Physics	68
Shuttlecraft Pilot	52
Streetwise	23

Distinguishing Physical Characteristics:

William Artzer has a large head on a small frame. Prematurely white hair marks him as older than he really is, and his low dexterity make his movements tentative, like a man of significant age. Unspectacular blue eyes peer from under furrowed brows.

Brief Personal History:

William Artzer in an enigma in a Star Fleet Officers uniform. His high artistic ability, despite his relatively low dexterity, has made him scientific in a world of action men. He became interested in how things work because he had the ability to reduce a machine to blueprints in his head. Most people have the spatial ability to conjure the item from the plan, Artzer has the ability to do the opposite. He has served as a Science Officer on a number of small, exploration ships, but his Officer Efficiency Reports do not mark him as a man on the way to bigger things. If he had stayed with Exploration Command, he would have served out his time on small ships doing small things.

Personality:

Motivations/Desires/Goals:

William Artzer sees himself as an adventurer in a body not equipped for the task. He is a man of great ideas and boldness for whom physical combat is impossible. But he has a brain, and he wants to use it. The position in the Intelligence Branch may be his best chance. He will take any mission, no matter what the risks, if he sees a way to use his intellectual abilities.

Manner:

Artzer will be terribly interested in anyone or anything he encounters. He views each encounter as a step toward the goal of adventure he so ardently seeks. When meeting someone, he will study the face and body as though he were committing it to memory; he is.

Special Knowledge/Powers:

Artzer has almost perfect recall of anything he sees. he can sketch from memory any person or object seen for at least five minutes. His renderings will be flawless.

Name: Carver John PONTAGUE

Rank: Lieutenant

Current Assignment: Star Fleet Intelligence Command,
Triangle Sector Intelligence

Position: Deep Cover Agent, Project Blancmange

Cover Assignment: Freetrader, No-Luck 11

Title: Surgeon

Position: Medical Officer

Race: Human

Age: 29

Sex: Male

Attributes:

STR	—49	CHA	—77
END	—54	LUC	—60
INT	—79	PSI	—39
DEX	—88		

Combat Statistics:

To-Hit Numbers—

Modern: 58

HTH: 71

Bare-Hand Damage: 1D10

AP: 12

Significant Skills:

Administration	21
Carousing	69
Environmental Suit Operation	21
Intelligence Procedures	67
Language, Greek	67
Life Sciences	
Bionics	32
Botany	12
Genetics	56
Zoology	61
Marksmanship, Modern Weapon	18
Medical Sciences	
General Medicine, Human	89
Pathology	58
Surgery	88
Negotiation/Diplomacy	30
Personal Combat, Unarmed	54
Small Unit Tactics	60
Space Sciences, Astronomy	15
Streetwise	52

Distinguishing Physical Characteristics:

John Pontague is a well-muscled man of slightly above average height. His regular features, handsome by any standard, are marred by a scar above the left eye that drops down to the left cheek bone. The scar is quite white and livid, of the sort that would come from a saber.

Brief Personal History:

Doc Pontague has risen to some eminence due to his skill as a surgeon and his excellent bedside manner. He has been held back by an almost total lack of administrative skill or any interest in administration. He performs wonders on the operating table, but he has a tendency to misplace the records of the patients. The scar was the result of an encounter with the edge of a bar when John fell off his stool during his wetting down party, upon being promoted to the rank of Lieutenant. He did not seek surgical help for the resulting wound, preferring to let it heal 'naturally' and thus forming the scar. Pontague is currently between assignments and is serving as a casual officer with Intelligence.

Personality:

Motivations/Desires/Goals:

The bogus saber cut over the left eye is an indicator of the goals of Doc Pontague, who was born two thousand years too late. He would have been happy as a doctor in the great age of sail; his greatest hero is Peter Blood. He feels that it is fine that he be a surgeon, but there should be something for the inner man. He is the type who will always volunteer to accompany the landing party, not so much to use his medical skills as to command it in extremis. His skill in *Small Unit Tactics* comes from extensive reading and study rather than experience.

Manner:

Doc Pontague is interested in any stories of adventure. He will listen with rising excitement to the Intelligence Briefings given at Star Fleet, and, given the opportunity, will volunteer for any mission. He is brave, loyal, and intelligent, and he will not put himself or his companions in untenable positions.

Special Knowledge/Powers:

None.

Name: Llewellyn Smythe GRAHM

Rank: Lieutenant

Current Assignment: Star Fleet Intelligence Command,
Triangle Sector Intelligence

Position: Deep Cover Agent, Project Blancmange

Cover Assignment: Free trader, No-Luck 11

Title: Engineer

Position: Engineering Officer

Race: Human

Age: 45

Sex: Male

Attributes:

STR	—80	CHA	—72
END	—57	LUC	—61
INT	—59	PSI	—42
DEX	—63		

Combat Statistics:

To-Hit Numbers—

Modern: 76

HTH: 67

Bare-Hand Damage: 2D10

AP: 10

Significant Skills:

Administration	33
Artistic Expression, Singing	62
Carousing	77
Computer Systems Operation	20
Computer Systems Technology	29
Electronics Technology	59
Intelligence Procedures	54
Language, Pict	47
Life Support Systems Technology	58
Marksmanship, Modern Weapons	88
Mechanical Engineering	59
Negotiation/Diplomacy	80
Personal Combat, Long bow	22
Personal Combat, Unarmed	70
Physical Sciences	
Mathematics	60
Physics	63
Shuttlecraft Pilot	69
Space Sciences	
Astronomy	32
Astronautics	73
Starship Helm Operations	22
Streetwise	47
Warp Drive Technology	91

Distinguishing Physical Characteristics:

Above average in height and weight, Llewellyn is built like a rock. Broad shoulders and well-muscled arms denote a man familiar with the active life. Close-cropped red hair covers his bullet-shaped skull, and his well-chiseled features are only slightly degraded by his tiny, blue eyes.

Brief Personal History:

Llewellyn Grahm began his career in the Merchant Marine as grease monkey in an over-age ship. He learned his engineering skills the hard way, by doing rather than by study. His perfect pitch, an attribute of his Welsh background, allowed him to 'hear' a problem even before it became apparent on the gauges and CRTs of the engine room. He rose through the ranks of the Merchant Marine and eventually transferred into active Star Fleet service. He is not an Academy graduate. Before this assignment, his presence in Star Fleet was a mild embarrassment, as he was over-age for his rank.

Personality:

Motivations/Desires/Goals:

Llewellyn is a tinkerer, an attribute clearly demonstrated by the numerous gadgets that clutter his quarters. He is perfectly happy surrounded by the machinery of space, and would be more than happy to spend the remainder of his career, or his life, surrounded by mechanical puzzles. Perhaps his Welsh background, the legends of the Welsh hills, calls him to greater projects. His brief service with the Intelligence Branch, Technical Department, has shown him that there are other outlets for his mechanical expertise. He has an almost unexplored interest in glory that is ripe for development.

Manner:

Llewellyn is not personable. Unless the conversation turns to things mechanical, his mind will wander. If the subject of singing is broached, Llewellyn will sing and sing beautifully; he has a trained voice and perfect pitch.

Special Knowledge/Powers:

None.

Name: Darva Sek CHONES

Rank: Lieutenant

Current Assignment: Star Fleet Intelligence Command,
Triangle Sector Intelligence

Position: Deep Cover Agent, Project Blancmange

Cover Assignment: Free trader, *No-Luck 11*

Title: Purser

Position: Helmsman/Trade Specialist

Race: Human

Age: 28

Sex: Female

Attributes:

STR —57	CHA —85
END —62	LUC —59
INT —76	PSI —11
DEX —91	

Combat Statistics:

To-Hit Numbers—

Bare-Hand Damage: 1D10 +3

Modern: 83

AP: 13

HTH: 82

Significant Skills:

Rating:

Administration	30
Artistic Expression, Acrobatics	58
Carousing	95
Computer Technology	20
Damage Control Procedures	12
Intelligence Procedures	66
Language	
Andorian	28
Orion	23
Romulan	23
Tellarite	20
Leadership	45
Marksmanship, Modern	80
Personal Combat, Unarmed	79
Space Sciences	
Astrogation	50
Astronomy	40
Starship Helm Operations	28
Streetwise	17
Trade And Commerce	30
Trivia, Trade Law	22
Value Estimation	20

Distinguishing Physical Characteristics:

At an even five feet, Darva Chones is small even, among women. Her bright, hazel eyes, radiant black hair, and olive complexion are captivating. Her full mouth is further enhanced by pearly white teeth. Her lithe body moves with feline grace.

Brief Personal History:

Darva began her career as the daughter of a trader captain, sitting on his knee as he conned his ship. From him, she learned the rudiments of starship operations. In the pirate attack that took his life, she took control of the ship and was able to repel the attack and bring the damaged ship safely home. At the age of 23, she enrolled in the Star Fleet Academy, and, upon graduation, was posted to the Merchant Marine Command as a Helmsman. She has been very successful.

Personality:

Motivations/Desires/Goals:

Her background as the daughter of a trader captain has left an indelible impression on Darva; she wants to succeed in the same field. Her love is the balance sheet and the feel of the bridge of a merchant vessel under her feet. She sees herself in command.

Under this trader's demeanor, beats the heart of an adventurer. The death of her father in combat, her fight with the pirates, and the rescue of the ship have shown Darva that there is a bigger world out there. She took naturally to the Intelligence Procedures offered at Star Fleet Academy, and she is looking for a place to use her skills.

Manner:

Darva does not suffer fools gladly. Her small stature has made her something of an overachiever, and she will approach every encounter as a challenge. This does not make her unfriendly or antagonistic, but it does mean that she will not shrink from any experience; she is the one who will take the dare.

Special Knowledge/Powers:

None.

Name: Idrianna Alexis PANTAZAR

Rank: Lieutenant

Current Assignment: Star Fleet Intelligence Command,
Triangle Sector Intelligence

Position: Deep Cover Agent, Project Blancmange

Cover Assignment: Freetrader, *No-Luck 11*

Title: Steward

Position: Science specialist

Race: Human

Age: 26

Sex: Female

Attributes:

STR —49	CHA —43
END —64	LUC —58
INT —71	PSI —22
DEX —70	

Combat Statistics:

To-Hit Numbers—

Bare-Hand Damage 1D10

Modern: 48

AP 11

HTH: 46

Significant Skills:

Rating:

Administration	17
Carousing	21
Communications Systems Operation	11
Communications Systems Technology	36
Computer Operation	69
Computer Technology	41
Electronics Technology	29
Intelligence Procedures	38
Life Support System Technology	14
Marksmanship, Modern	26
Mechanical Engineering	19
Personal Combat, Unarmed	22
Planetary Sciences	
Geology	40
Hydrology	31
Meteorology	15
Space Sciences	
Astrogation	09
Astronautics	12
Astrophysics	09
Streetwise	08

Distinguishing Physical Characteristics:

Idrianna is a woman whose charisma is based on physical presence rather than physical beauty; she is plain. Nevertheless, at 5'11", 175 lbs., with blazing red hair and flashing green eyes, Idrianna dominates most rooms she enters. Small hands with unusually short fingers complete her appearance.

Brief Personal History:

Idrianna has been lucky rather than good. Her record up to her posting to Star Fleet Intelligence is remarkable for its lack of comment.

Personality:

Motivations/Desires/Goals:

Idrianna knows that she has been drifting. Her basic expertise is in computer operations, but she has found no real place to use it. She is currently searching for a place to put her talents, and she is willing to break from Star Fleet if the opportunity is presented.

Manner:

Idrianna is enthusiastic about her posting to Intelligence. Willing to try anything once, she is ready to accept any adventure.

Special Knowledge/Powers:

None.



Name: Ambrose Tyronne TELLEMANCHUS**Rank:** Lieutenant**Current Assignment:** Star Fleet Intelligence Command,
Triangle Sector Intelligence**Position:** Deep Cover Agent, Project Blancmange**Cover Assignment:** Free trader, *No-Luck 11***Title:** Stevedore**Position:** Communications Officer**Race:** Human**Age:** 31**Sex:** Male**Attributes:**

STR —62	CHA —37
END —62	LUC —50
INT —89	PSI —44
DEX —29	

Combat Statistics:**To-Hit Numbers—****Modern:** 30**HTH:** 32**Bare-Hand Damage:** 1D10+3**AP:** 6**Significant Skills:****Rating:**

Administration	46
Carousing	36
Communications Systems Operation	78
Communications Systems Technology	79
Computer Operation	47
Computer Technology	44
Electronics Technology	86
Instruction	50
Intelligence Procedures, Electronic	88
Language	
Hebrew	88
Klingon	25
Orion	14
Romulan	21
Marksmanship, Modern Weapons	31
Personal combat, Unarmed	45
Physical Sciences	
Computer Science	33
Mathematics	42
Security Procedures, Electronic	80
Shuttlecraft Pilot	12
Streetwise	62

Distinguishing Physical Characteristics:

The premature grey hair at Ambrose's temples creates an aura of dignity well beyond his years. He looks every inch a successful Star Fleet officer, except when he moves. He is so obviously clumsy as to be painful to the observer. Given the opportunity, he will walk into tables or drop his glass while raising it to his lips.

Brief Personal History:

Ambrose has been a marked man ever since Star Fleet Academy. His high intelligence and psionic ability have made him an expert in the field of communications, and his record's only negative was a rather embarrassing incident at his previous station on Deneb, when he dropped a silver coffeepot into the lap of the the Vice-Consul. This has slowed his meteoric advance.

Personality:**Motivations/Desires/Goals:**

Ambrose yearns for the world of action, a desire achieved after 6 years, 7 months, and 23 days in mundane Star Fleet positions. He recognizes that he is clumsy, but he feels that his accidents are more a matter of luck than anything else. He wants to prove himself in a sphere occupied by heroes.

Manner:

Ambrose is cheerful, friendly, and loyal, very much like a golden retriever. He will follow his leader anywhere, undertaking any mission, and never betraying a confidence.

Meet Ambrose while he is seated and not passing you anything hot. Although clumsy in most circumstances, Ambrose is transformed when communicating. He can fix virtually any piece of communications equipment, and he can play a communicator like a concert grand.

Special Knowledge/Powers:

None.

Name: Holbrook Charmichael BROWN**Rank:** Lieutenant**Current Assignment:** Star Fleet Intelligence Command
Triangle Sector Intelligence**Position:** Deep Cover Agent, Project Blancmange**Cover Assignment:** Free trader, *No-Luck 11***Title:** Stevedore**Position:** Navigator**Race:** Human**Age:** 42**Sex:** Male**Attributes:**

STR —72	CHA —51
END —42	LUC —60
INT —81	PSI —12
DEX —60	

Combat Statistics:**To-Hit Numbers—****Modern:** 71**HTH:** 66**Bare-Hand Damage:** 1D10+3**AP:** 10**Significant Skills:****Rating:**

Administration	21
Carousing	86
Communications Systems Operation	37
Computer Operation	12
Computer Technology	10
Instruction	32
Intelligence Operations	44
Language	
Romulan	31
Vulcan	12
Leadership	40
Marksmanship, Modern Weapons	82
Personal Combat, Unarmed	74
Shuttlecraft Pilot	76
Space Sciences	
Astrogation	72
Astronautics	74
Astronomy	88
Astrophysics	32
Streetwise	56

Distinguishing Physical Characteristics:

Overage and overweight for a Star Fleet Officer, Holbrook shows the marks of a man having come up through the ranks. Although he wears the uniform, and it has been as well-tailored as any, it doesn't seem to fit right. The stain on the tunic front, probably from some exotic beverage, has not been removed, and the slight paunch shows the ash from one of the habitual cigars found clinched between tobacco-stained teeth.

Brief Personal History:

Holbrook Brown began as an enlisted man on small manned transport. His high intelligence and psionic ability made him an asset in the navigator's realm, and he rose through the ranks. By the time he was 40, he held the rank of Senior Chief Warrant Officer. Before his posting to the Education and Training Command, he spent his entire career in the Merchant Marine, and was recognized as the premier navigator of the Merchant Fleet. He is not rated highly as an instructor.

Personality:**Motivations/Desires/Goals:**

Holbrook Brown feels that he "has seen the elephant and heard the owl; been to two hog callings and the county fair," as far as the Merchant Marine is concerned. He knows that he was not successful as an instructor, and accepted a posting with Star Fleet Intelligence just to get back into space.

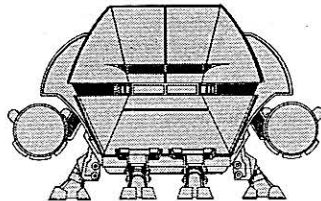
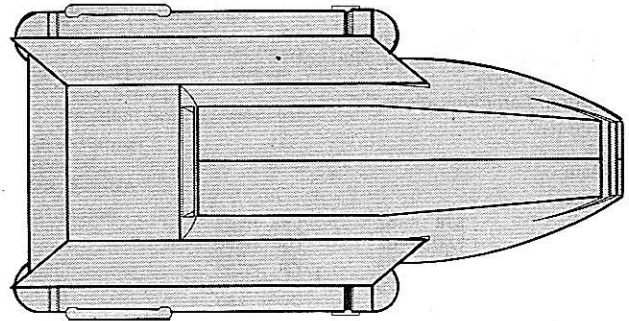
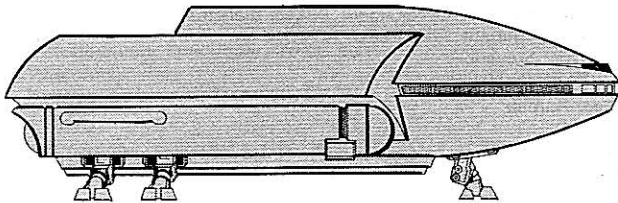
Manner:

Brown will be uninterested in any trivial conversation until it turns to space, navigation, or carousing. His definition of carousing is broader than most, considering any adventure planetside as carousing. He has two definitions of "fun"; either navigating between distant planets by the seat of his pants, or standing amid the wreckage of a bistro, a broken bottle in one hand and a pool-cue in the other.

Special Knowledge/Powers:

Brown has the innate ability to sense his location in space without the need of instruments. He will know where he is 85% of the time, even when he is not on the bridge of a ship.

TAVARES CLASS II COMMERCIAL FREIGHTER



Construction Data:

Model Numbers —	II	Q
Date Entering Service —	2/0008	2/2210
Number Constructed —	1226	7

Hull Data:

Superstructure Points —	3	5
Damage Chart —	C	C
Size		
Length —	65.5 m	65.5 m
Width —	32 m	32 m
Height —	18 m	18 m
Weight —	13,910 mt	14,360 mt

Cargo

Cargo Units —	900 SCU	510 SCU
Cargo Capacity —	45,000 mt	25,500 mt
Landing Capability —	Yes	Yes

Equipment Data:

Control Computer Type —	L-14	L-14
Transporters —		
standard 6-person	1	1
small cargo	2	2
large cargo	1	1

Other Data:

Crew —	4	4
Passengers —	4	4
Shuttlecraft —	1	1

Engines And Power Data:

Total Power Units Available —	22	19
Movement Point Ratio —	2/1	1/1
Warp Engine Type —	FWH-1	FWA-2
Number —	2	2
Power Units Available —	10 ea.	8 ea.
Stress Charts —	Q/R	J/M
Maximum Safe Cruising Speed —	Warp 5	Warp 7
Emergency Speed —	Warp 6	Warp 9
Impulse Engine Type —	FIB-1	FIA-3
Power Units Available —	2	3

Weapons And Firing Data:

Beam Weapon Type —	None	FH-12
Number —		2 in 1 bank
Firing Arcs —		p/f/s
Firing Chart —		R
Maximum Power —		6
Damage Modifiers —		
+2		(1 - 9)
+1		(10 - 16)

Shields Data:

Deflector Shield Type —	FSC	FSB
Shield Point Ratio —	1/1	1/2
Maximum Shield Power —	12	11

Combat Efficiency:

D/WDF	31.2/0	77.1/9.8
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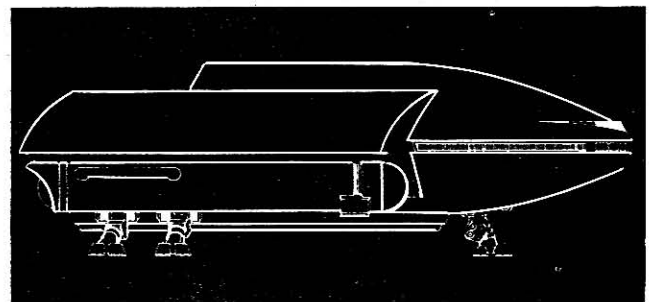
Noteworthy Facts:

Designed as a light freighter, the *Tavares* Class has served Star Fleet for 23 years in that capacity. With a cargo capacity of 45,000 tons, these ships ply the spacelanes carrying out the duties of the Materiel Command. These vessels are not only used by Star Fleet but are also to be found in the civil sector. The 1,226 vessels produced for Star Fleet account for only one-fourth of the total built. These small freighters can usually be seen at any starport throughout the Federation and the Triangle.

The Type Q is a research vessel specially built for Star Fleet Intelligence Command. Though they appear to be identical to visual and casual sensors scan, these ships use a different warp and impulse drive system that allows them to travel at considerably higher warp speeds and gives them a more efficient maneuver capability than the standard model. To get this increase in the vessel's performance, sacrifices were made in the cargo capacity and in some crew comforts. This model carries a bank of two phasers mounted in the bow and disguised in the forward sensor array; this mounting is so well concealed that it is virtually impossible to detect on a sensor scan unless the weapon is operational. Though considered by some to be 'a wolf in sheep's clothing,' the *Tavares* is hardly that, considering its weak superstructure and lack of extensive armament.

Of the 1,226 Type II vessels built for Star Fleet, 985 remain in active service, while 72 have been scrapped, 122 lost for various reasons, 40 sold to the private sector. The seven that were converted to Type Q models remain in operation somewhere.

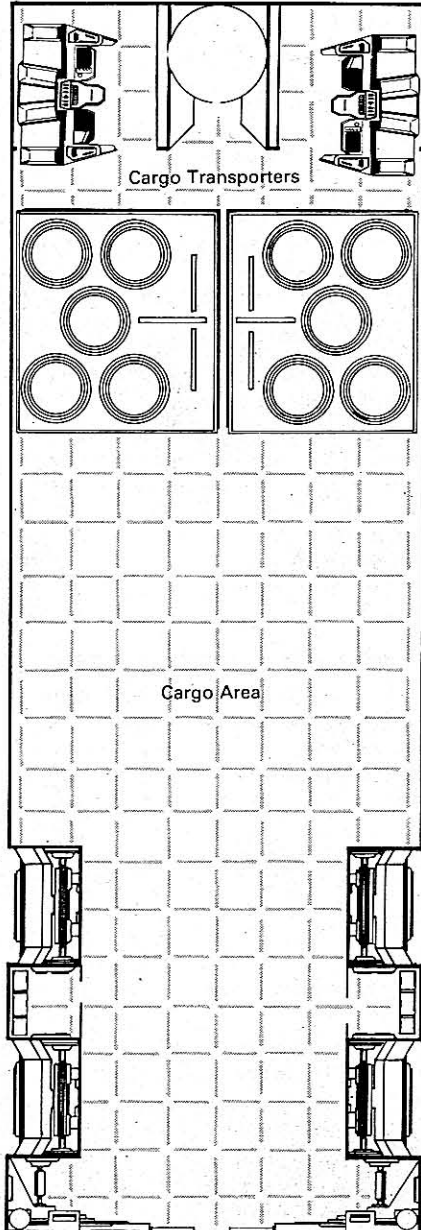
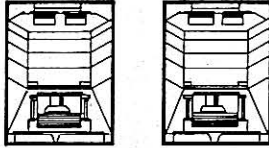
The *Tavares* takes its name from a late 20th-century personality responsible for the Terran movement to populate the nearby planets and thus begin their expansion into the galaxy.



TAVARES CLASS II COMMERCIAL FREIGHTER

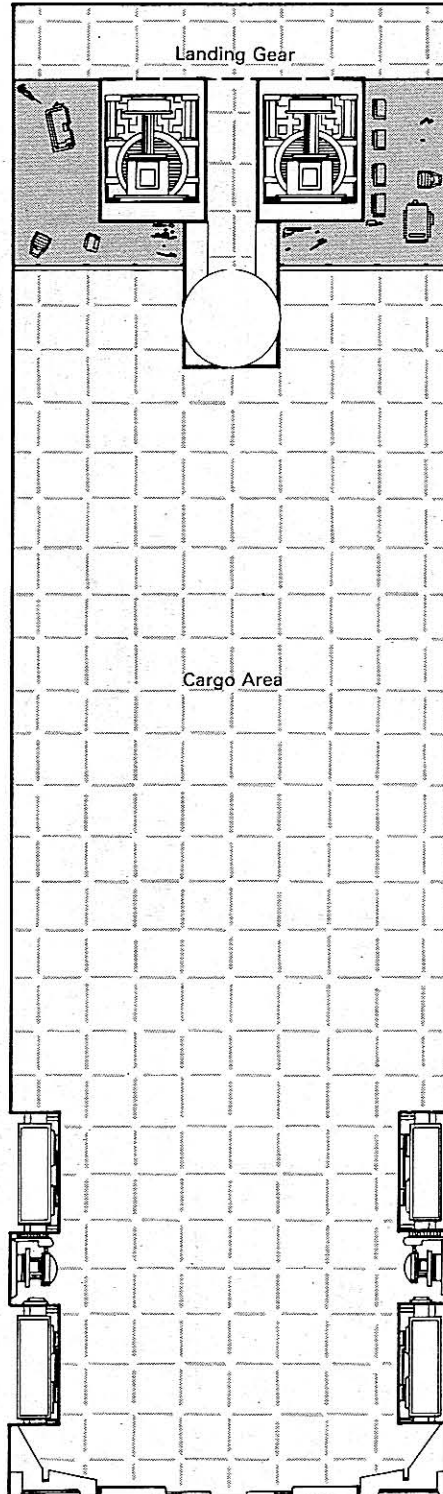
Level 1

Landing Gear



Level 2

Landing Gear



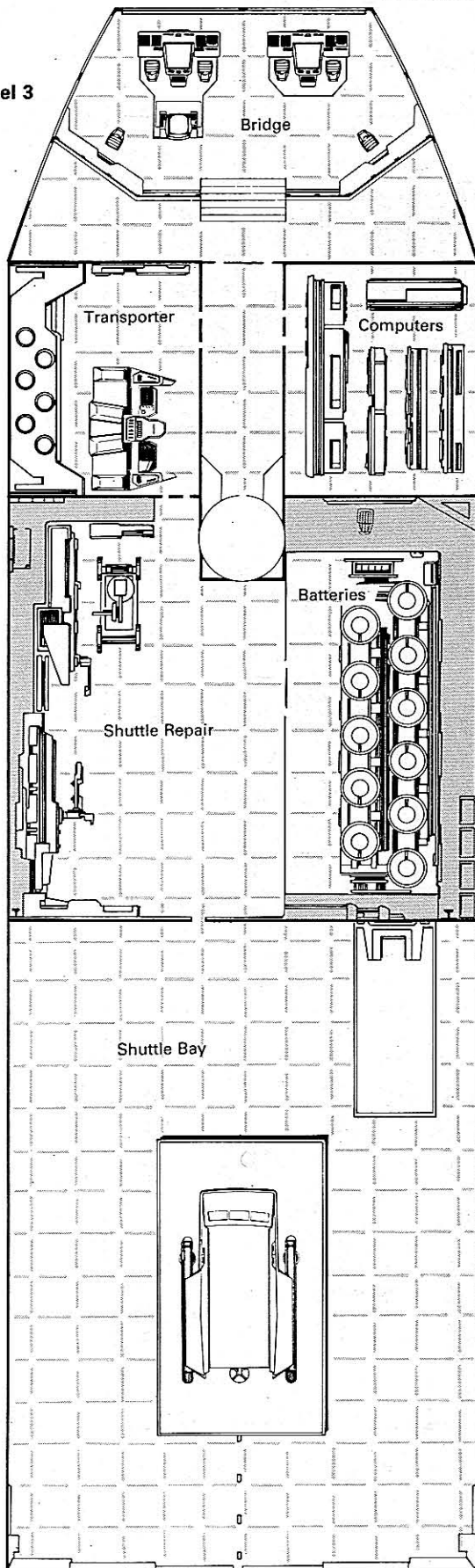
Landing Gear

Each square = 1.5 meters

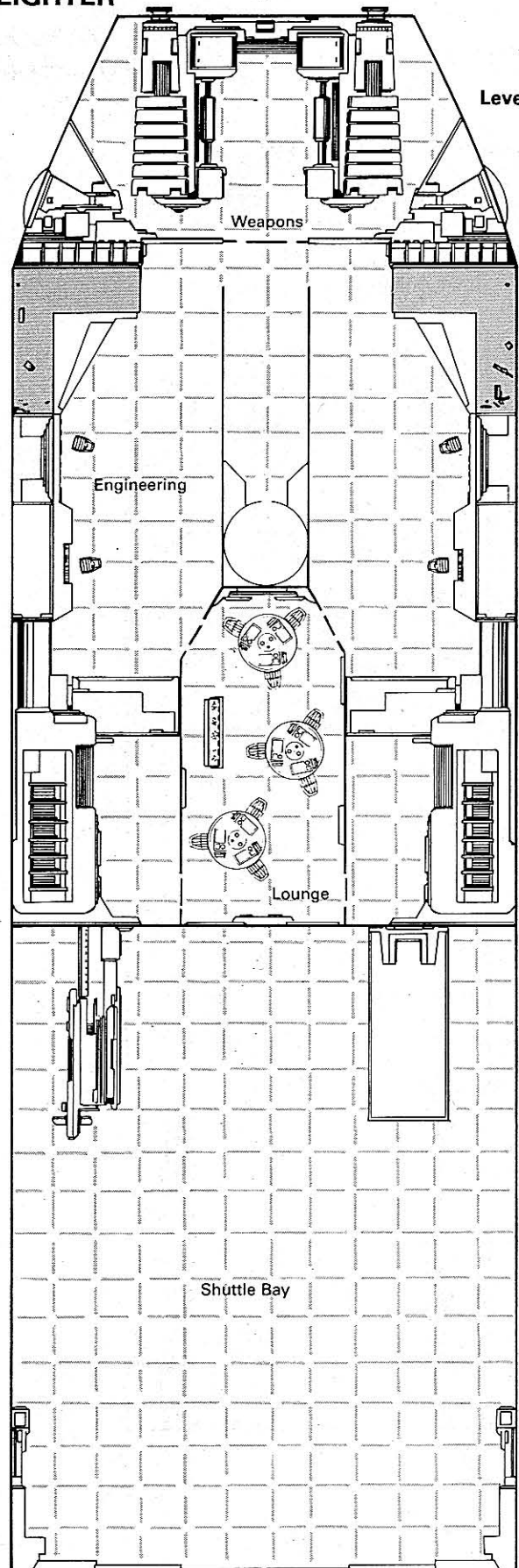
Shaded areas are secret areas

TAVARES CLASS II COMMERCIAL FREIGHTER

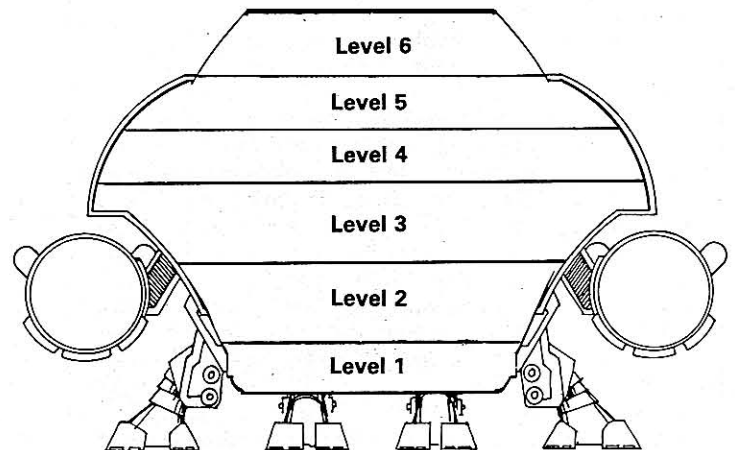
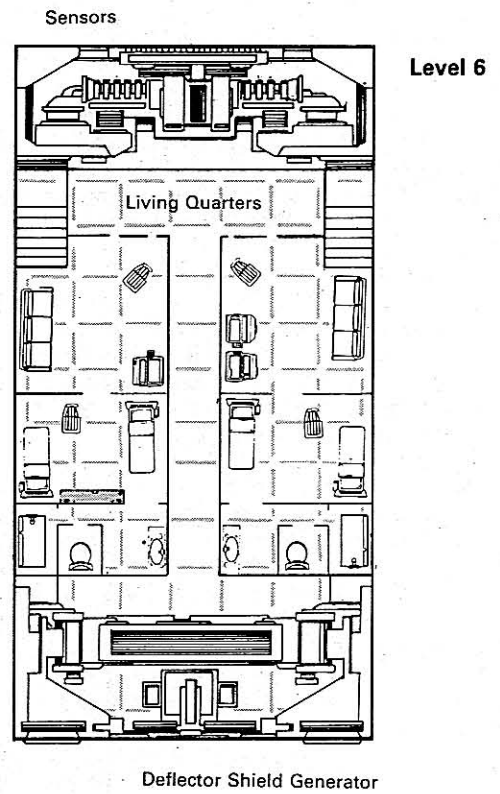
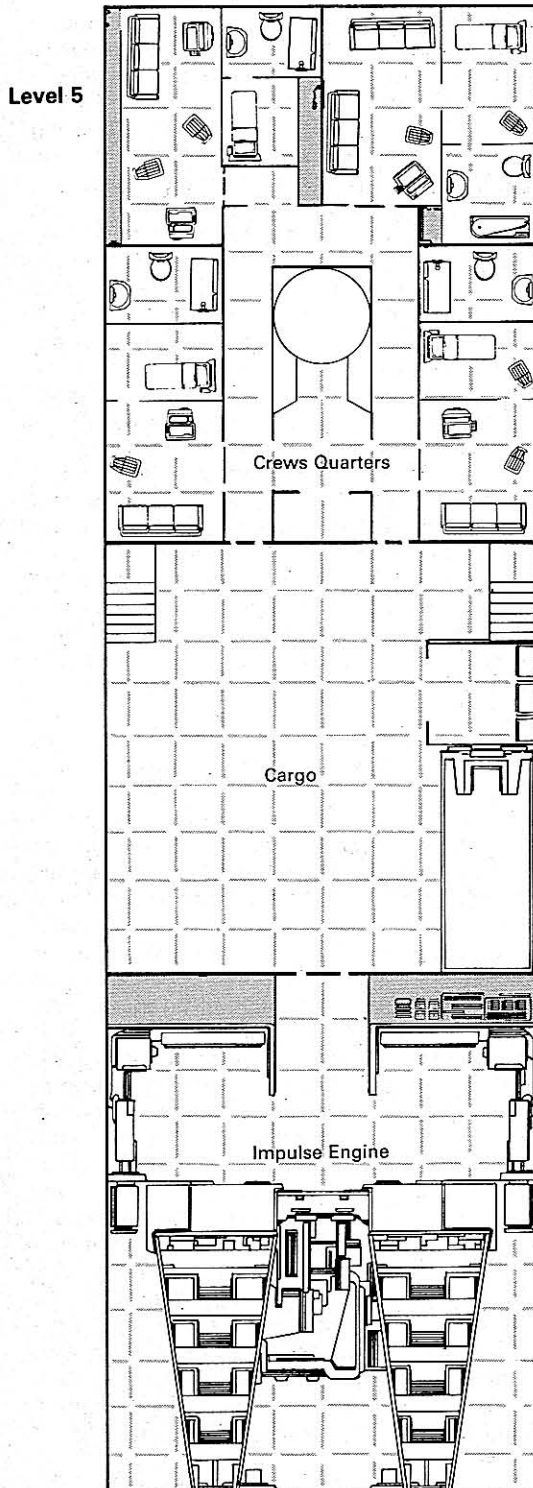
Level 3



Level 4



TAVARES CLASS II COMMERCIAL FREIGHTER



Each square = 1.5 meters



Shaded areas are secret areas

Merchant Of Death

PLOT SYNOPSIS

Romulan culture is well-organized and strict. Children born into this society are dedicated to aiding their race build the Road to the Stars, and any activity not dedicated to this goal is shunned. Efficient use of the limited resources of the Romulan home world is required, and the resources include both the living and the non-living. Thus, it is against Romulan philosophy to waste a piece of paper or a life, and it is equally against their philosophy to waste resources on a project or person seen to be less than productive. From this attitude comes the practice of infant euthanasia, anathema to many members of the Federation.

The process of inculcating the loyalty to the race is started at birth and extends through the first 25 years of life. For the first five of those years, a Romulan child found defective during one of the yearly examinations is quickly and painlessly eliminated. Only those with acceptable levels of physical and mental prowess are allowed to live.

This vigorous pruning of the race is not meant to breed a culture of pure supermen, but a baby with a birth defect is eliminated because it is a waste of resources for the state to keep it alive when it can be of no use to the state itself. The same is true of those with significant mental or emotional problems. If the subject requires more resources from the state to correct a fault than he would eventually return to the state, he is quietly terminated. This is all very logical and speaks strongly of the Vulcan ancestry of the Romulans.

Once a Romulan youth has been deemed acceptable at age five, he is trained to follow a life that will enhance the race. The five years of required military service is part of the process and insures that, no matter what else the individual does, he has rendered at least nominal service to the Romulan Star Empire. All Romulans are expected to have children, but the rearing of offspring in no way hampers a career. Women have as many career choices as men, since to deny them would be a waste of resources.

To break from this tradition of service to the race and state is unthinkable and rarely occurs. When it does, the offending member of society becomes an outcast, a *k'manatram* (literally, unseen one). These people have ceased to exist in the eyes of their fellow Romulans. No one will talk to them, employ them, feed them, or acknowledge their existence in any way. This internal exile is the most severe form of castigation possible to any Romulan, and most of those who have received this punishment spend the rest of their short, miserable lives attempting to regain their former citizen status, most remaining within the Star Empire. Some of the *k'manatri*, however, flee from the Star Empire to other parts of the galaxy, and the Triangle is the closest place they can reach with any safety.

The existence of outcasts in the Triangle is not acknowledged by the Romulans who trade there, nor have they ever been mentioned in any official dealings with the UFP. Star Fleet has heard of the *k'manatri* through rumor and legend, and it suspects their existence within the Triangle. Star Fleet Intelligence operatives within the Triangle are always receptive to any information that would lead them to a *k'manatram*, whom they feel would be of inestimable aid in studying the Romulans. Star Fleet has never been successful in discovering a *k'manatram* who would be willing to divulge information about his race. Outcasts though they may be, they are still Romulans, and they would do nothing to aid the enemy, as they view the UFP.

Star Fleet's efforts to locate and turn a *k'manatram* have not gone unnoticed at the highest levels of Romulan Intelligence. Thus, the Grand Imperial Senate and the Emperor understand Star Fleet's efforts, the value of a *k'manatram* to the enemy, and the difficulties of convincing an outcast to 'spill his guts' about his race. They also understand that there are times when one of the *k'manatri*, especially one living in the Triangle, can be especially useful to the Empire, though their use may not be officially acknowledged in any way.

The Romulans see the UFP as a major enemy that must be dealt with before any other possible adversaries. The relations with the Klingons are very tender, as well. With an unknown, but suspected, menace on the northern border (the Gorn), things have become more tense. To face an adversary and kill or be killed is acceptable, but it is not reasonable nor the Romulan Way to face three at one time.

The Grand Imperial Senate understands full well that, circumstances being what they are, either the risks of war or the number of possible opponents must be reduced. To this end, they have made several treaties with the Klingons in the hope that the territory the Klingons have gained will occupy them for at least a time. The next problem became the UFP. Because the Federation is anxious to find out more about the Romulans before any hostilities occur, the Imperial Senate has decided to feed the UFP information, unimportant and contradictory. It is felt that this will keep Star Fleet Intelligence busy for a time, and while they are busy, no UFP action is expected. This will give the Star Empire time to assess the danger potential on the northern boundary.

The Imperial Senate decided that the best location for the disinformation pipeline would be the Triangle, where a Romulan Intelligence operative could masquerade as a *k'manatram*. The Senate felt that the operation was so sensitive not even the Romulan commanders within the Triangle would be told of the mission, and the operative's presence and true activity would be known to the Grand Imperial Senate alone. They reasoned that if any Romulan commander acted against the supposed *k'manatram*, it would be unfortunate but understandable in view of the security breach possible were knowledge of the mission to be more widespread.

Commander Decartus, Director of Security Operations, Military Division, was given the task of establishing an operative as a *k'manatram* in the Triangle. As an expert on the psychology of the United Federation of Planets, she had the rare privilege of examining a Federation ship with most of its computer memory banks operational. Though she was aware of Human emotionality, she was amazed at the amount of time, energy, and resources spent on the rearing of children, *all* children. It seemed to her that Humans in the UFP spare no expense to keep everyone alive, even those with no chance to become productive members of society. It occurred to her that this attitude contrasted remarkably with the behavior Star Fleet ships showed in combat, where their headlong attacks made it seem as though the Federation captains wanted to attack their enemies hand-to-hand rather than with long range weapons. Very strange.

Using her knowledge of Federation child-worship, Decartus decided that a *k'manatram*, banished for trying to save her defective child, would be the most believable plant to the Federation. To this end, she recruited R'thlana from her position in Colonization Division Intelligence to become an operative for Military Division Intelligence.

When R'thlana was told of her mission, she was appalled, the thought that she must become a *k'manatram*, voluntarily, almost unthinkable. Until she gave her decision, she was segregated from all outside contact, a virus like that which wiped out the station on Eridam given publicly as the excuse. Actually, Decartus decided that if R'thlana objected, she would be eliminated, not only because to refuse would be both an admission on her part that she could not do her best for the state, but also that she might be a security risk. Decartus need not have worried, for R'thlana accepted the mission.

The change in service was not noted on R'thlana's Service Record except in those available at the highest levels, nor did R'thlana give up her position. Instead, she attended Military Division briefing sessions during her off-duty hours. Directed to become pregnant, she complied. At the same time as her own baby's delivery, a child with a minor birth defect was selected and hidden away in Military Headquarters by Commander Decartus. R'thlana's own child took its place.

Records were manufactured to show that although R'thlana's child was found acceptable during its birth examination, problems developed. Childhood disease left the child damaged, and the rest of the plan was placed into action. Records were created to show that the hospital was broken into and that Hermenta, daughter of R'thlana, was abducted. Both mother and daughter disappeared into the tourist quarter of Kanassarum. After a brief search, R'thlana was declared *k'manatram* by the city Senate.

A small, unmarked shuttlecraft left Kanassarum bearing R'thlana and the infant, heading to the Triangle. A *Winged Defender* sighted it entering the Triangle and attempted to hail the vessel, but apparently the communicators of one or both ships were rendered inoperative in an ion storm, and no contact was made.

R'thlana, with a small child in tow, established a small trading company on Satterfeld, an independent world within the Triangle. Ostensibly, the money for the enterprise was provided by Orion families. Actually, most of the money was provided by Decartus before R'thlana ever left the Star Empire. The company, named Luxury Apparel, supposedly is to deal in items too expensive for normal merchants to carry, but the reality is that the business is to be a thinly-disguised front for arms dealing, an occupation that Decartus felt would be more visible for the mission's bait — R'thlana.

Luxury Apparel began trade in items difficult to import, most of which are contraband. As a result, R'thlana came into contact with those who operate slightly to the wrong side of the law outside the Triangle, though their business in the Triangle is perfectly legitimate. This association was wholly according to plan, for it was felt these people would lead R'thlana into the clandestine arms trade and to those who buy and sell information.

By extreme good luck, and the wealth provided by Decartus, everything Luxury Apparel carried turned to credits, and, in less than a year, the company was able to repay the Orion backers with interest. Furthermore, by the end of her first year in operation, R'thlana made her first arms shipment.

Over the next two years, R'thlana became an established, clandestine arms dealer. Her Spartan life-style allowed her to pour the healthy profits back into the business. She gained a wide reputation as being an absolutely ruthless trader, asking and giving no quarter in her dealings with others, but also known to give value for credits spent and to keep her mouth shut. Furthermore, her policy seemed to be that no order, large or small, escaped her personal attention.

Planetary governors, always anxious to expand their own control either over their constituents or their neighbors, began to notice R'thlana. She proved able to obtain almost

any type of weapon on short notice, especially those of Romulan construction, for which she seemed to have a supplier within the Star Empire itself.

R'thlana met Floont Artney, a Federation merchant of shady reputation but extensive connections with arms producers within the UFP. Floont was attempting to make a deal for a huge supply of old-style phaser and laser small arms; although outdated almost everywhere, the deal would be a powerful addition to the private weapons cache within the Triangle. Floont approached R'thlana with a proposition. Though he had the connections, he did not have the cash nor the transport required for the operation's size. He proposed that he would be the lead man, establishing the contacts, and that Luxury Apparel would pay for the goods, pick them up, and store them. Floont would then sell the weapons and split the profits evenly with R'thlana. Although R'thlana was taking most of the risk, she accepted.

The hardware was sold to Galv Trelg, Chief Executive of Paxton III (an AOFW member world in the Triangle). Once the artillery was in place on the Paxton III ships, they attacked and destroyed the lunar settlement on the moon orbiting Paxton IV near his planet. There were no survivors to tell the tale, but the effectiveness of the weapons was proved to all interested parties within the Triangle. Luxury Apparel was firmly established as an arms dealer, completing the second phase of R'thlana's secret mission.

Subsequent arms sales led R'thlana and Floont to sell to competing planetary governments. The partners began to prey on the fears of close neighbors, trumping up rumors concerning the neighbors' aggressive intentions. Business picked up, and Luxury Apparel's reputation as a fair and discreet dealer seemed to be all that was needed to bring the representatives of far-flung governments to its doors.

Recently, demand for heavier weapons has brought the partners to contact a legitimate arms dealer within the Federation and attempt to obtain advanced weapons or the plans for advanced weapons. Open sales were refused, and so the pair attempted to gain the weapons or plans covertly. They chose to subvert an officer of the Maremaunt Corporation, which was having financial difficulty because of a decline in demand for its special weapons. Rodney Maremaunt, the nephew of the corporation's Chairman and a Vice President, became the target, largely because he was a known dilettante constantly in need of funds.

Within the last six months, Floont made contact with Rodney, and a classic blackmail setup was executed. When the campaign begins, Rodney is enthralled by R'thlana, whom he has just met. He opens his heart (and his mouth) to her, telling her more about the financial picture of the corporation and its secrets than was ever thought necessary. The intention is to get Rodney to deliver the plans for advanced weaponry to Luxury Apparel. No attempt is being made to make this a secret, for R'thlana hopes this will get the attention of Star Fleet Intelligence, who will then take the bait that is her true mission.



CAST OF CHARACTERS

Name: R'THLANA

Occupation: Arms Trader

Title: President, Luxury Apparel

Rank: Centurion

Current Assignment: Romulan Intelligence Service

Position: Deep-cover Agent, The Triangle

Race: Romulan

Age: 34

Sex: Female

Attributes:

STR —45	CHA —60
END —65	LUC —27
INT —75	PSI —33
DEX —47	

Combat Statistics:

To-Hit Numbers —

Modern: 61

HTH: 52

Bare-Hand Damage: 1D10 + 5

AP: 10

Significant Skills:

Artistic Expression, Acting

Bribery

Computer Operation

Language

Galacta

Klingon

Leadership

Marksmanship, Modern

Medical Sciences, Human Psychology

Negotiations/Diplomacy

Security Procedures

Starship Combat Strategy/Tactics

Trade And Commerce

Value Estimation

Rating:

73

50

60

35

25

74

53

81

65

63

15

55

57



Distinguishing Physical Characteristics:

R'thlana is tall and slender, with regular features that would be considered plain in Romulan culture. Nevertheless, she is quite attractive in Human terms, and, with a little make-up, she could pass for a Human. Perhaps her outstanding characteristics are her deep, sea-green eyes, her graceful movements, and her soft voice. She wears her lustrous, blue-black hair in long tresses that fall to the small of her back.

Brief Personal History:

During R'thlana's five tours in The Great Service, she gravitated to the Intelligence Section of each Division. Reports on her behavior and attitude showed her to be of the finest quality in physical, mental, and moral attributes, and so she was marked for higher rank.

Soon after these tours had been completed, she was recruited by Commander Decartus to become a deep-cover agent for Romulan Intelligence. Though the initial idea of becoming a voluntary *k'manatram* (outcast) was shocking, once the magnitude of the project was explained to her, she accepted, seeing it to be her Road To The Stars for her race. After thorough training with Romulan Intelligence, she became a *k'manatram*. 'Escaping' to the safety of The Triangle, in reality her assignment, she opened Luxury Apparel, a small trading firm dealing with rare and hard-to-get items. She has made contact with illicit arms dealers, in which trade she has become important.

Personality:

Motivations/Desires/Goals:

R'thlana is a Romulan in thought, word, and deed, completely loyal to the Star Empire, for which she would gladly lay down her life. It was only because of the intensive training by Romulan Intelligence that she has been able to play the part of an outcast. She is in the Triangle only to help prevent a conflict between the Romulans and the Federation until the unknown mystery on the Star Empire's northern border can be solved. She sees her position in the Triangle as an important service she can render to the race, and she will do *anything* to see that cause advanced.

Her interest in Luxury Apparel is only in the use she can make of it to make contact with a Star Fleet Intelligence agent. Once this happens, her interest in the company will decrease markedly. She hopes that the end of her current mission will also be her signal to return home; it will not be.

Manner:

R'thlana is cheerful and easy-going when not conducting business, and she makes social friends easily. This manner is the product of very careful training by Romulan Intelligence. She can be shrew-like and rigid if she is crossed, and those that cross her will find her wrath terrible, indeed. She will hold a grudge forever.

Because of her mission, if she suspects, for any reason, that her acquaintance is connected with Star Fleet, she will begin to feel out his position. When she is assured that the individual is a Star Fleet operative, she will begin to feed him the 'truth' about Romulans.

Special Knowledge/Powers:

R'thlana is an expert on the use of human emotion, and she can play a Human like a musical instrument.

Name: Floont ARTNEY

Occupation: Arms Trader

Title: Vice President, Luxury Apparel

Race: Human

Age: 46

Sex: Male

Attributes:

STR —32	CHA —14
END —33	LUC —44
INT —84	PSI —11
DEX —54	

Combat Statistics:

To-Hit Numbers—

Modern: 44

HTH: 54

Bare-Hand Damage: 1D10

AP: 9

Significant Skills:

Administration

Bribery

Language

Romulan

Klingon

Negotiation/Diplomacy

Personal Combat, Unarmed

Streetwise

Trade And Commerce

Value Estimation

Rating:

66

79

35

15

82

55

87

84

65



Distinguishing Physical Characteristics:

A low, sloping forehead, a weak chin, small eyes, and a large, pointed nose, give Floont the facial characteristics of a rat. His frail and shrunken body add to his rodent-like appearance, as do his long, almost claw-like hands. So strong is this resemblance, in fact, that it is not unusual for people, upon meeting Floont, to look behind him for the tail they expect to see.

Floont dresses in a style that could charitably be called random, though he has enough personal presence to carry it off. It is almost as though he piles his clothes on the floor at night, and then crawls through them in the morning. Whatever sticks on, he wears.

Brief Personal History:

Floont escaped to the Triangle 32 years ago, just ahead of Federation law and, so the story goes, an irate father. (The law is easy to understand; the irate father is a little more difficult.) Like so many others in the Triangle, Floont became an independent businessman, his intelligence and native ability making him a success, if not wealthy. Conducting himself with the idea that if a deal sounded too good to be true, it probably was, he has gained impressive skill as a trader.

When he met R'thlana 18 months ago, he saw an opportunity to make it big. His connections and knowledge combined with her obvious luck could make both of them wealthy. He has been at her side ever since, assuming second-in-command duties at Luxury Apparel.

Personality:

Motivation/Desires/Goals:

Money and power are the driving forces that propel Floont. His experiences in the Triangle since age 14 have proven to him that power is the only attribute worth having. He has seen that good looks and a winning personality only go just so far, and, after that point, personal power holds sway.

Thus, to him, other people are mere stepping stones for advancement. Even so, he does use an individual and then discard him, as he sees no need to destroy those who have been of service. If there are people to destroy, they are the ones who stand in his way now, not those who no longer figure in his plans.

Manner:

Floont gives an initial picture of dignity and good taste (aside from dress). He knows enough, and is experienced enough, to understand that first impressions are lasting ones, and so he strives to be neither too friendly nor too brusque, but having just enough of each to leave the acquaintance feeling that Floont is an important, busy man: a person to know better and appreciate more. He more frequently than not misses the mark.

He uses his appearance to his benefit, however, playing upon it to inspire belief. He is very shrewd about his business dealings, always sticking to the letter of the agreement. For these reasons, his word is widely believed in the Triangle, even if his acquaintances count their change twice.

Special Knowledge/Powers:

Floont is an expert in making deals. One tells him what one wants to buy/sell and the money number in mind, and he will consummate the arrangement, for a fee, of course.

Occupation: Arms Dealer**Title:** Generic Luxury Apparel Branch Manager**Race:** Any except Romulan**Age:** Varies**Sex:** Male**Attributes:**

STR — 40 + 2D10 CHA — 30 + 2D10
 END — 40 + 2D10 LUC — D100
 INT — 40 + 2D10 PSI — D100-50
 DEX — 40 + 2D10

Combat Statistics:

To-Hit Numbers — Bare-Hand Damage: 1D10 + 3
Modern: 40 + 2D10 AP: 9
HTH: 30 + D10

Significant Skills:**Rating:**

Bribery 40
 Security Procedures 30
 Trade And Commerce 40
 Value Estimation 40

Personality:

All of these men will be smooth in dealings with the public, but tough when and if the need arises. They recognize that they are in a rough business and are prepared for trouble.

Name: T'GROTIUS**Occupation:** Merchant**Race:** Romulan**Age:** 45**Sex:** Male**Attributes:**

STR — 53 CHA — 39
 END — 47 LUC — 25
 INT — 65 PSI — 31
 DEX — 57

Combat Statistics:

To-Hit Numbers — Bare-Hand Damage: 1D10 + 7
Modern: 59 AP: 9
HTH: 43

Significant Skills:**Rating:**

Administration 66
 Bribery 35
 Language, Galacta 30
 Marksmanship, Modern 61
 Security Procedures 37
 Trade And Commerce 43
 Value Estimation 42

Distinguishing Physical Characteristics:

T'Grotius is tall, for a Romulan, and good-looking. His thick, white hair is worn in a very short, military cut, even though he mustered out of the navy ten years ago. He has the widely flaring eyebrows common to Romulans, and these are jet-black. His face shows deep creases above the eyes and around the nose, as though he had seen great difficulty and overcome it. His eyes, almost hidden, are shiny black.

Though he most often wears soft, casual-clothes, the shirts open at the throat, he looks like a military man.

Brief Personal History:

T'Grotius, who served extensively in the Romulan fleet, has had occasion to fight ships from both the Federation and the Klingon Empire with equal success. A wound received at the hands of the Klingons convinced him that he should leave the fleet, because he felt that he would not be able to perform up to the rigorous standard he set for himself. Since that time, he has been a trader, first within the Star Empire and now within the Triangle.

Occupation: Security Guard, Luxury Apparel**Race:** Any except Romulan**Age:** Varies**Sex:** Male**Attributes:**

STR — 55 + 2D10 CHA — 20 + D10
 END — 50 + 2D10 LUC — D100/4
 INT — 30 + D10 PSI — D100/4
 DEX — 50 + 2D10

Combat Statistics:

To-Hit Numbers — Bare-Hand Damage: 1D10 + 8
Modern: 40 + D10 AP: 10
HTH: 40 + D10

Significant Skills:**Rating:**

Streetwise 40

Personality:**Motivation/Desires/Goals**

During his service in the Romulan fleet, T'Grotius set standards for himself that were higher than any demanded by the Star Empire. He felt that in this way he would be able to establish himself; he might even achieve the status of a hero. Now, the wound that prevented him from accomplishing his goals within the fleet has channelled his driving personality into trade, but he still wants to be a hero. It is this drive that leads him to suspect the motives of R'thlana and to become the willing pawn in the attempt to assassinate her.

Manner:

T'Grotius' every action proclaims his military bent. Erect, his shoulders well back, head up, eyes straight, he enters a room as though he were the first assault wave across an enemy bridge. He treats people he meets, most of whom he considers subordinates, the same way. There are those who are meant to give orders, himself among them, and those who are meant to take them, including most everyone else not a Romulan. He has very little time for those who are not direct.

Because he knows about R'thlana's outcast status, he cannot really think about her or talk about her. He believes, however, that she is selling Romulan secrets to the enemy, and so he hates her and everything she stands for. This attitude, and his attitude about strangers, will make it very difficult for him to talk about the problem of R'thlana with the player characters, but once he begins, he will pour out the whole tale.

Special Knowledge/Powers:

None.



Name: Rodney MAREMAUNT

Occupation: Corporate Executive, Maremaunt Corporation
Title: Vice-President For Consumer Relations

Race: Human

Age: 37

Sex: Male

Attributes:

STR —57	CHA —55
END —63	LUC —12
INT —68	PSI —09
DEX —43	

Combat Statistics:

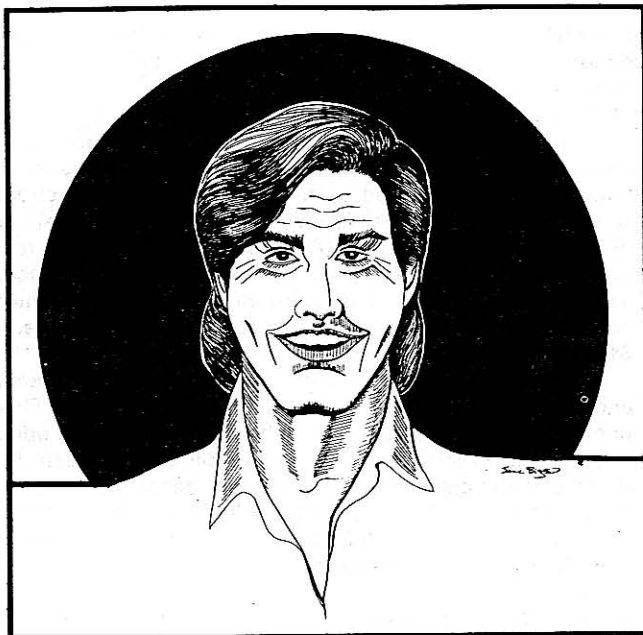
To-Hit Numbers —	Bare-Hand Damage: 1D10+3
Modern:31	AP: 10
HTH:21	

Significant Skills:

Artistic Expression, watercolors
Bookkeeping
Carousing
Computer Operation
Gaming
Negotiation/Diplomacy

Rating:

32
57
12
57
11
15



Distinguishing Physical Characteristics:

At 37, Rodney is a slightly aging member of the jet set. He has kept himself in good physical shape if only for the many females he squires through the expensive restaurants of the galaxy. He always dresses with impeccable taste, even when in casual clothes. His well-cared-for brown hair is worn long and carefully shaped to give maximum effect to his arched eyebrows, deep brown eyes, and wide mouth. He has exquisite teeth that he shows when he talks and laughs, and he does both a great deal.

Brief Personal History:

Rodney is a product of the finest Academies and Universities in the Federation system. A member in good standing of the 'old boy' network, he has never received a grade higher than a 'Gentleman's C' in any academic area. When his uncle, Chairman of Maremaunt Corporation, finally despaired of Rodney's ever becoming more than a drain on the family fortune, he took him into the business. Rodney did surprisingly well, making the bookkeeping branch of the corporation more efficient.

At the same time, he made repeated passes at every woman in the office. His reputation finally forced his uncle to take steps. Rodney was given the position of Vice President for Customer Relations, a job with little real power to influence the company. Now, he lives under the watchful eye of his uncle. He is always in need of money.

Personality:

Motivations/Desires/Goals

Rodney's goal is to live life to the fullest — seeing everything, doing everything, meeting everybody.

Manner:

Rodney is a nice man to meet. He is conversant about almost anything, and he is a willing listener. He asks intelligent questions about everything from politics to chemistry. This information is stored away for future conversations, but not for future use, for he never thinks about it.

He flits from one project to another like a butterfly, always with great ideas, never completing anything. He leaves behind him groups of people who think highly of him, but none of them can really tell you why. He will talk for hours with his acquaintances, and he makes them laugh easily. Rodney is actually quite shy, but he hides this well through aimless talk.

Special Knowledge/Powers:

None.

TIME LINE OF EVENTS

Stardate 2/18

In a move to transmit disinformation to Star Fleet Intelligence and occupy the UFP, Romulan Military Division Intelligence decides to transform an operative into an outcast, who will make contact with the UFP intelligence community. Commander Decartus recruits R'thlana to become a voluntary *k'manatram*. R'thlana becomes an operative for Military Division Intelligence, but the change in service is not noted on her service record. R'thlana attends training sessions during her off-duty hours.

Stardate 2/19

R'thlana gives birth. At the same time, Decartus purloins a child with a minor birth defect, switching the child marked for extermination with R'thlana's daughter.

Stardate 2/20

Records show that a childhood disease left R'thlana's child damaged. R'thlana steals her child from the nursery and disappears, eventually making her way into the Triangle. After a brief search, she is declared *k'manatram* by the city Senate.

Stardate 2/21

R'thlana, with a small daughter in tow, establishes Luxury Apparel on Satterfeld, an independent world within the Triangle. The business, financed partly with money provided by Orion families but largely by Romulan Military Division Intelligence, prospers. In less than a year, R'thlana repays the Orion backers with interest. By the end of the year, R'thlana makes her first arms shipment.

Stardate 2/21 through 2/23

R'thlana, through Luxury Apparel, becomes an established, clandestine arms dealer. Becoming known as a ruthless trader, she also is known to give value for credits spent and to keep her mouth shut. She demonstrates that she can obtain almost any type of weapon on short notice, especially those of Romulan construction.

Stardate 2/2108

R'thlana meets Floont Artney, agreeing to become his partner in a large arms deal for old-style laser and phaser sidearms.

Stardate 2/2110

The hardware, labelled "Rome Plows", arrives in the Triangle. Chief Executive Trelg of Paxton III in Baker's Dozen purchases the complete inventory of heavy weapons. Once the artillery is in place on his private ships, he attacks and destroys the lunar settlement on the moon orbiting Paxton IV.

Stardate 2/2112

Pieter Petrovich Relesky, chairman of the War Council of Paxton IV, fearing the possible expansionist plans of Paxton III, approaches Luxury Apparel hoping to purchase phasers, a photon torpedo, or plasma weapon. Though this deal is carried out in secret, R'thlana insures that the information falls into the hands of Trelg, encouraging the fear that these two ambitious governors have for each other. By doing this, she hopes to be able to impoverish both of them while she becomes wealthy and powerful. When it works out well, she spreads rumors of other imaginary sales. Business booms.

Stardate 2/2207

Demand for heavy weapons causes Floont to suggest that contact be made with a legitimate arms dealer within the Federation, attempting either to purchase weapons or weapon plans directly, to purchase them covertly, or to obtain the plans through blackmail. Rodney Maremaunt, of the Maremaunt Corporation, is chosen as the target.

Stardate 2/2212

Floont has first meeting with Rodney, complete with a classic blackmail set-up. The pictures are stored for further use.

Stardate 2/2304

Floont introduces Rodney to R'thlana, who captivates him. Rodney rambles on and on about the developments at Maremaunt, all of which is captured on tape.

Stardate 2/2306.01 (Day 1)

The events after this date occur during the play of the campaign. They may be altered by the player characters. Only if unaltered will these events actually transpire. The hook for this plot line, *The Heavy Chemise*, should occur sometime before Day 30, when next the player characters hit dirt on a planet in the Triangle.

Stardate 2/2306.03 (Day 3)

Rodney meets with Floont and R'thlana and is shown all the blackmail material they have against him. They are quite reasonable, explaining that they really want nothing more than he has already given them. As a sign of their good faith, they will be willing to return all the incriminating evidence in return for the plans of just one of the older weapons designed by Maremaunt. They suggest that the plans for the old-style FP-1 would be adequate. Devastated by the revelations, Rodney departs for corporate headquarters.

Stardate 2/2306.21 (Day 21)

T'Grotius, a Romulan merchant who recently arrived in the Triangle from the Star Empire, recognizes R'thlana and remembers that she is *k'manatram*. True to his teachings, he ignores her, as of yet having no idea that she is actually involved in trading Romulan arms.

Stardate 2/2307.15 (Day 45)

Paxton III and Paxton IV square off against each other using weapons provided by Luxury Apparel. There is more noise than damage, and both forces beat a hasty retreat while they still have their pride. Both are quickly in search of heavier weapons. Luxury Apparel is the obvious source. The only real casualty was a small trader who happened, unfortunately, into the line of fire. Rumor of the encounter will spread, naming Luxury Apparel as the weapons source.

Stardate 2/2307.23 (Day 53)

Rodney breaks into Maremaunt Corporation's research and development office and steals the plans for the FP-1 photon torpedo. He does a wretched job of it, taping open doors behind him. The electrician's tape used to keep the doors open is discovered by a security guard. Rather than accost Rodney in the act, the Security Chief decides to let Rodney steal the plans, follow him, and capture the contact as well. When Rodney makes good his escape, Maremaunt Security calls in Star Fleet Intelligence.

Stardate 2/2307.27 (Day 57)

Star Fleet Intelligence discovers that plans for the FP-1 have been stolen from the Maremaunt files and picks up Rodney Maremaunt's trail. An investigation is launched into Rodney's recent activities and the possible destination for the plans.

Stardate 2/2307.28 (Day 58)

T'Grotius accidentally discovers that R'thlana is actually the most prosperous arms dealer in the Triangle. He learns not only that she is selling Romulan weapons he suspects are stolen, but also that she is dealing with the Federation. He is concerned that she is giving away more secrets about the Romulan Star Empire than is good for his race. He begins to brood on this.

Stardate 2/2308.17 (Day 77)

T'Grotius delivers the information he has collected on R'thlana and her dealings with Federation citizens to the Romulan consulate on Satterfeld. The consul-general, Vig-inatum, is dismayed that an outcast is receiving stolen weapons from the Star Empire, and she is furious that these may be falling into the hands of Star Fleet Intelligence.

Stardate 2/2309.02 (Day 92)

Viginatum calls T'Grotius into her office and tells him that an elimination must be performed for the good of the Empire, giving him the impression that it is his duty to carry out the act. T'Grotius agrees.

Stardate 2/2309.13 (Day 103)

Rodney Maremaunt appears at the Luxury Apparel home office with the plans for the FP-1. He receives the incriminating documents and cash as payment. Floont convinces him that now that he is a confirmed thief, he should steal plans for more-advanced weapons. After much discussion about the payment for this theft, Rodney agrees.

Stardate 2/2309.14 (Day 104)

Rodney departs for Maremaunt headquarters. R'thlana sends a copy of the plans to the Romulan embassy on Satterfeld, "from a friend." She sets out for Geisling with a small fleet of Luxury Apparel freighters, where she plans to set up a production line for the torpedoes. Floont puts out a hiring call for weapons technicians. For the next 20 days, weapons technicians are seen about the Luxury Apparel offices throughout the Triangle; the best of these begin to make their way to Geisling.

Stardate 2/2309.17 (Day 107)

R'thlana's fleet is attacked by an Orion pirate, who is unceremoniously drubbed. Only the Orion pirate chief's vessel is unscathed. He puts out the word that Luxury Apparel freighters are heavily armed.

Stardate 2/2309.28 (Day 118)

R'thlana arrives on Geisling with her small freighter fleet, which offloads into the Luxury Apparel warehouse. She immediately begins to set up the Luxury Apparel warehouse as an arms factory, purchasing only a small amount of the needed supplies locally. Her presence is noticed, and her activities are watched quietly by the planet's information brokers.

Stardate 2/2309.30 (Day 120)

A team of technicians begins to build a torpedo and launch system at the Luxury Apparel warehouse.

Stardate 2/2310.04 (Day 124)

R'thlana, surrounded by security teams, begins a much needed, two-day vacation on one of the deserted beaches of Satterfeld. T'Grotius, however, has discovered her plans. Though he must attack from long range, he tries to kill R'thlana with a disrupter rifle. The range proves too great to do more than stun R'thlana, but the shot is powerful enough to kill the child. News of the attack will filter through the Triangle underground.

Stardate 2/2310.06 (Day 126)

R'thlana is not upset by the death of the child, which was, after all, defective and merely a prop. After giving it thought, however, she is worried that someone would try to kill her. She suspects that it is another arms dealer, never thinking that it might be a Romulan. She decides to reduce the competition.

Stardate 2/2310.17 (Day 137)

Chief Executive Trelig and War Council Chairman Reslesky are notified that a new weapon will be available soon from Luxury Apparel for a very high price. Security leaks on their planets spread the word.

Stardate 2/2310.19 (Day 139)

Trelig of Paxton III offers to buy the weapon immediately, regardless of price. Though further testing is needed, the offer is accepted.

Stardate 2/2310.22 (Day 142)

Simultaneously on many planets throughout the Triangle, Luxury Apparel operatives sweep through the warehouses of other illicit arms dealers, warning those who will listen and eliminating those who will not. The message is simple: stay out of the way of Luxury Apparel or face the consequences. The word of this activity spreads far and wide.

Stardate 2/2311.03 (Day 153)

Paxton III accepts delivery of a photon torpedo system already installed in one of his cruisers. The ship departs and immediately engages a starship from Paxton IV. The launching ship is destroyed in the attack, due to internal failure in the targeting system, but the target vessel is eliminated as well.

Stardate 2/2311.05 (Day 155)

After he hears about the confrontation, Chief Executive Trelig considers the test a rousing success, freely boasting about the destruction of the starship while squelching rumors about damage done to his own equipment. He immediately orders more photon torpedoes, demanding, not surprisingly, a reduction in the price. Floont, while not conceding that the self-destruction was in any way Luxury Apparel's fault, agrees to the lower price.

Stardate 2/2311.13 (Day 163)

The news that Paxton III has a new weapon of awesome power has spread quickly throughout the Baker's Dozen and elsewhere in the Triangle. The other planetary executives turn to R'thlana for equalizing hardware. Even the Romulan representatives in the Triangle are interested, and consul Viginatum is ordered to purchase the new weapons for the the Romulan Star Empire itself. Viginatum, dismayed at the prospect of having to deal with a *k'manatram*, protests strongly and is told to deal with Floont.

**Stardate 2/2311.26 (Day 176)**

The sale of the FP-1 torpedo are better than expected, and demand has been so great that Luxury Apparel has not had time to complete thorough testing. The buyers do not seem to care whether or not the torpedoes have been tested. With business brisk, Luxury Apparel is turning huge profits. Three additional warehouses have been purchased, and torpedo production on Geisling is now highly visible, particularly in view of the enormous influx of capital it has brought. Deliveries no longer are made in secret, and the warships of half a dozen worlds may be found in orbit near Luxury Apparel's newly purchased repair facility. Floont basks visibly in the affluence.

Stardate 2/2312.10 (Day 190)

Business takes a nose dive for Luxury Apparel. The high initial demand for the torpedo has vanished as the market became flooded. Floont and R'thlana meet to discuss the possibilities for future sales and profits. Floont is adamant about having more and better weapons to keep business high. R'thlana, on the other hand, does not see her purpose for being in the Triangle as having been accomplished. Floont leaves, determined to push Rodney Maremaunt for more information.

Stardate 2/2312.15 (Day 195)

Spurred on by contact with Floont, Rodney spends the next several days studying the Maremaunt Corporation's new security system.

Stardate 2/2312.18 (Day 198)

Rodney breaks into the Maremaunt research office. Having little knowledge of the developments currently in the design stage, he photographs anything that looks special and unusual. Instead of photographing weapons, Rodney actually steals the plans for an electronic toy.

Stardate 2/2312.05 (Day 205)

The following will occur only if the player characters have not made contact with R'thlana by this date.

R'thlana makes contact with Landasor Wenkion, a known Star Fleet agent within the Triangle. Without telling him that she knows what he is, R'thlana makes contact and becomes friendly. For the duration of her life in the Triangle, these two will meet on a regular semi-weekly basis. At these meetings, R'thlana will treat her new friend as a sounding board, pouring out her 'feelings and frustrations' about being a Romulan outcast. She will pass on disinformation, as planned by Decartus.

Stardate 2/2402.09 (Day 249)

R'thlana and Floont, having continued on their divergent courses, agree to alter their business arrangement. Floont has become strident about his plans for the future and how Luxury Apparel can make greater profits. R'thlana, on the other hand, has begun to see the company as a hindrance rather than an asset to her real mission. She decides that her best course of action would be to turn Luxury Apparel over to Floont and become a silent partner. She broaches this plan, and Floont is quite pleased.

Stardate 2/2403.06 (Day 276)

Rodney arrives on Geisling with the stolen plans and turns them over to the partners at Luxury Apparel. They are pleased with the quantity of the material, but because they assume that it is a weapons system, they do not see that the items pictured are actually toys.

Stardate 2/2403.08 (Day 278)

Design work begins on the production facilities for the new weapon. Since there is no overview of what the device is to look like when complete, the design team has had to arrange the plans in what seems the most logical order. By borrowing parts from the older FP-1 and combining them with the newer designs, a weapon is developed.

Stardate 2/2403.18 (Day 286)

T'Grotius, keeping careful if distant surveillance on R'thlana, discovers her regular meetings with Wenkion. T'Grotius does not know of Landasor's Federation contacts until Viginatum tells him. She conveys to him that the situation has now become serious, and that R'thlana may be telling the Star Fleet Intelligence agent too much.

Stardate 2/2403.29 (Day 299)

Construction begins on the new weapons systems brought by Rodney.

Stardate 2/2405.11 (Day 341)

Floont announces that the new weapon is for sale. His announcement is not greeted with the same enthusiasm as had greeted the announcement for the FP-1. Problems that developed in the launching system as built by Luxury Apparel have led to the destruction of almost as many launching ships as targets. This lack of reliability has led to an understandable reluctance on the part of prospective buyers.

Stardate 2/2405.20 (Day 350)

Floont begins an aggressive advertising campaign. He announces that he will equip his own ship with the new torpedo and fire it against a target. Those who would like to witness this example of advanced technology are invited to attend.

Stardate 2/2405.28 (Day 358)

Floont installs the first weapons system on board his private cruiser. As a safety precaution, he also installs a back-up system designed to launch a photon projectile that will give the appearance of a torpedo. This launch device is harmless and will impact on the target with no effect. To give a convincing demonstration, the target is rigged to explode at the slightest disturbance. The inner construction is weakened, and the interior is filled with combustibles.

Stardate 2/2406.05 (Day 365)

Rodney has gone through all the money he has received from Luxury Apparel. Emerging from his 90-day alcoholic haze, he begins to see what he has done. Not only are the private citizens arming themselves as though there is going to be a major war, but Rodney himself has also given them a new and more powerful weapon. Deeply despondent, he begins to contemplate suicide.

Stardate 2/2406.11 (Day 371)

Floont conducts the first demonstration of the new torpedo. Without firing the real weapon, he releases the photon charge against the side of the rigged target ship, which explodes in a most satisfactory way. News of the experiment spreads quickly through the Triangle, and orders for the weapon are received the same day.

Stardate 2/2406.22 (Day 382)

R'thlana is sure that the weapon is unreliable. Fearful of another fiasco like the one that followed the sale of the FP-1, she refuses to allow Floont to sell the new weapon until it has been tested to her satisfaction. The resulting reluctance to sell, far from relieving the pressure on the company to produce the promised weapon, only serves to increase interest. Orders continue to pour in.

Stardate 2/2407.05 (Day 395)

Rodney Maremaunt, aware that production of his weapon is not far away, commits suicide by crashing his shuttlecraft into the side of the Luxury Apparel research building on Satterfeld. The accident does no damage to the project, but Floont and R'thlana use it as an excuse to postpone delivery.

Stardate 2/2407.18 (Day 408)

R'thlana, having completed her mission, is ordered to disappear. She will become Flavia, a Vulcan merchant operating on the UFP border. Her orders are to set up a network within the UFP itself.

Stardate 2/2407.22 (Day 412)

With sales of the new weapon delayed yet again, interest in the weapon declines. The buyers, having raised the exorbitant funds required for the torpedo, find that there are other dealers with whom they can do business. Floont is now desperate. Certain that only a successful test will save Luxury Apparel, and needing a way out should it fail, he rigs a test in the Luxury Apparel production facility on Geisling. Floont closes the firing circuit by remote control, and the building disappears in a flash of light. Viginatum and T'Grotius assume that R'thlana and Floont are killed in the blast. Floont goes underground.

THE RIPPLE EFFECT

Day 47

NEWSFAX FLASH: 2/2307.17

In a bid for supremacy in the Paxton system of the Triangle, the warships of Paxton III and Paxton IV, said to have been equipped with recently-purchased phaser weapons, locked horns on Stardate 2/2307.17, with inconclusive results. Chief Exec Trellg of Paxton III and War Council Chairman Relesky of Paxton IV both claim that a major victory was accomplished by their forces, each of which repelled and decimated superior numbers of the enemy. This conflict points to an increase in available arms within the Triangle, some of which are said to have come from Federation sources.

The following should be given to the players as a rumor.

Rumor has it that Luxury Apparel provided the phaser weapons used in the territorial conflict between the Baker's Dozen worlds of Paxton III and Paxton IV. The weapons are said to have come from a Federation arms manufacturer.

Day 59

STAR FLEET INTELLIGENCE BRIEFING: 2/2307.29

Plans for the FP-1 Photon Torpedo were stolen from Maremaunt Corporation Stardate 2/2307.27. Rodney Maremaunt, profligate nephew of the corporation's Chairman, is believed to have the plans in his possession. He headed toward the Triangle with them, likely to attempt contact with one of the arms dealers there. Surveillance established on Maremaunt hoping to establish his contact was unsuccessful. Operatives are alerted to advise Star Fleet Intelligence of any unusual activity by known arms dealers that might indicate they have received the stolen plans. Operatives are directed to report the location of Rodney Maremaunt, holo attached.

Day 106 to Day 124

At any time during this period, the following information should be passed to the players as a rumor.

If any weapons tech needs work, all he needs to do is to head toward a Luxury Apparel office. They must have a big thing going, because Floont Artney won't deal with just anyone.



Day 116

STAR FLEET INTELLIGENCE BRIEFING: 2/2309.26

Triangle operatives report that Luxury Apparel seems to have purchased the FP-1 plans referenced in IB 2/2307.29. Unusual hiring activity has been noted, with weapons tech specialists logged in at several widespread offices of that company. Unusual traffic has been noticed in the area of Geisling. Operatives are directed to determine if Luxury Apparel does have the stolen plans, and to report any attempts made either to sell the plans or the weapons.

Day 112 to Day 130

At any time during this period, the following information should be passed on to the players as a rumor.

Don't mess with any ships belonging to Luxury Apparel. Even their freighters are heavily armed. The word is that an enterprising Orion learned this the hard way near Geisling; only his own ship escaped unscathed.

Day 121

TRIANGLE SECTOR INTELLIGENCE BRIEFING: 2/2310.02

A fleet of freighters belonging to Luxury Apparel have arrived at Geisling along with R'thlana, the company's CEO. Most of the goods were offloaded by transporter into a company warehouse, which apparently is the site of major construction.

Day 126 to Day 130

At some time in this period, the following information should be given to the players as a rumor.

There seems to be trouble brewing between the Triangle's arms dealers. R'thlana, head of Luxury Apparel, was shot at Stardate 2/23010.04 while she was vacationing on one of the deserted beaches of Satterfeld. Her daughter, whom she became an outcast to save, was killed.

Day 140 to Day 160

At some time in this period, the following information should be given to the players as a rumor.

Luxury Apparel will soon be selling a new weapon. The word is that the price is as great as the weapon's damage.

Day 145

TRIANGLE SECTOR INTELLIGENCE BRIEFING: 2/2310.24

Operatives are alerted to major conflict between Triangle arms merchants. On Stardate 2/2310.22, the warehouses of arms dealers on many planets throughout the Triangle were attacked. Luxury Apparel operatives have been given the credit, likely in retaliation for the attempted assassination of their CEO, the Romulan named R'thlana, on Stardate 2/2308.04. Though she was uninjured, her daughter was killed in that attempt. Operatives are directed to report any other retaliatory steps leading to escalation of the conflict.

Day 158 to Day 165

At some time in this period, the following information should be given to the players as a rumor.

Luxury Apparel's new photon torpedoes are really successful. Galv Trellg, Chief Executive of Paxton III, was the first to buy from them, and he is boasting freely about their power. It is rumored that they are a version of the Federation's FP-1.

Day 178

TRIANGLE SECTOR INTELLIGENCE BRIEFING: 2/2311.28

Operatives on Geisling report that Luxury Apparel's production facilities for their version of the FP-1 are being expanded; the company has purchased and refurbished a mobile repair facility to use for ship refits for their new systems. It is suspected that this is being done with the complete support of the planetary government, likely for a healthy rake-off and a supply of the missile weapons. Operatives are advised that many Triangle ships, particularly of Orion registry, heretofore lightly armed, may be expected to be armed with photon missile weapons as powerful as the FP-1.

Day 207

TRIANGLE SECTOR INTELLIGENCE BRIEFING: 2/2312.27

Operatives are directed to gather and report information on R'thlana, the Romulan female head of Luxury Apparel. This must be done as discreetly as possible, to avoid alerting the target. Particular emphasis should be placed on finding information about her activities prior to Stardate 2/21.

Day 350 to Day 370

At some time in this period, the following information should be given to the players as a rumor.

Luxury Apparel is really trying to sell their new torpedo system. Sales must be slow, probably because their first system was so unreliable. Floont Artney has invited anyone interested to a demonstration Stardate 2/2406.11 near Geisling.

Day 373 to Day 385

At some time in this period, the following information should be given to the players as a rumor.

Floont Artney fired one of Luxury Apparel's new photon torpedoes on Stardate 2/2406.11. The word is that it was a great success, demonstrating firepower much greater than the company's first model. The waiting list for the new weapon system is really long, but delivery will not be until 2/2407, at least.

Day 396

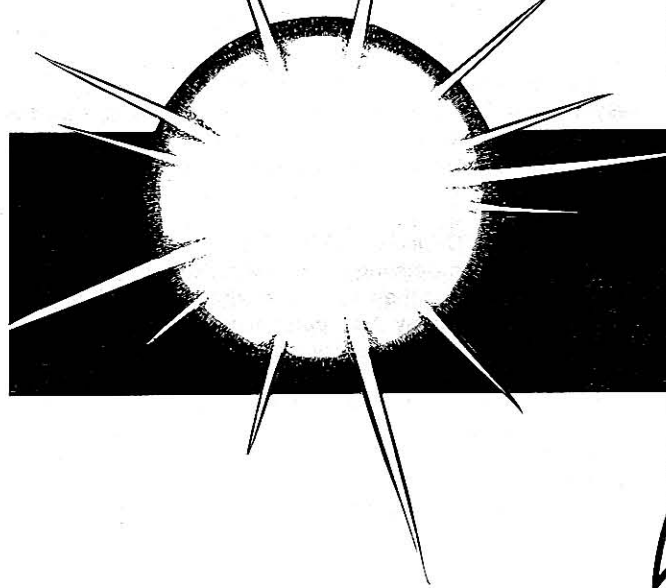
NEWSFAX FLASH: 2/2407.06

Rodney Maremaunt, Vice President of Consumer Relations for the prestigious Maremaunt Corporation, supplier of heavy weaponry to Star Fleet, died Stardate 2/2407.05 when his shuttlecraft crashed into the side of the Luxury Apparel research building on Satterfeld in the Triangle. Sources close to the deceased observed that he had not been himself for some time before the accident, but declined to speculate on the possibility of suicide. The Chairman of Maremaunt Corporation, the deceased's uncle, was unavailable for comment on the speculation that Maremaunt was implicated in the theft of photon torpedo plans reported several months ago.

Day 411

NEWSFAX UPDATE: 2/2407.21

Tremendous explosions rocked Geisling when production facilities of the Luxury Apparel Corporation were mysteriously destroyed. Twenty-seven employees are dead or missing, including company principals Floont Artney and R'thlana. Planetary officials declined to comment on the rumors that the Luxury Apparel facilities were producing photon missile weapon systems and torpedoes, though the planetary security chief announced plans to look into the matter.



PLANNED ENCOUNTERS

THE HEAVY CHEMISE

This minor encounter is meant to whet the adventuring appetite of the players and to initiate contact with the plot concerning R'thlana. It need not be emphasized, for other planned encounters are intended to set the hook. The encounter should occur within the first 20 days of the campaign, at a time when one or more of the player characters have just hit the spaceport on a planet new to them.

While passing near an offloading freighter, the party will witness a heavy shipping container drop from the loading dolly and break open. Cases will pour onto the ground from the fractured shipping container. Request a Skill Roll against the witnesses' rating in one of the following, whichever is highest: *Streetwise*, *Security Procedures*, or *Weapons Technology*. It will be obvious to any whose character makes a successful roll that the cases contain phaser sidearms.

The shipping container is addressed to Luxury Apparel and marked "Organdy Chemise." Before anyone can react, the container will be surrounded by employees of Luxury Apparel. When next seen, the container will be full of beautiful, deep red shirts, and no weapons will be found. If approached later, Luxury Apparel employees will be cagey.

Before they will be allowed through customs, the player characters will be asked to register any personal weapons. Through conversation at this point or later, they will be able to learn that it is illegal to transport weapons other than for personal use into the planet. At some later time, a noticeable influx of sidearms will have occurred, all traceable to Luxury Apparel, of course.

THE HOOK: WANNA BUY A WATCH?

This encounter is to reinforce the nature of Luxury Apparel's business in a direct confrontation with the player characters. The encounter does not bring the player characters face-to-face with any of the plot's principal NPCs, but it does give them another reason for getting involved.

In the streets of a city in which Luxury Apparel has an office, the party is approached by a seedy little man who will try to sell them extra weapons. The salesman will explain that these are the last of his current stock, and that he will let them go at no profit to make room for a new consignment. He will explain that it is illegal to carry unregistered weapons on the planet, but if they ever are in a tight spot, the party can use the ones he has for sale, throw them away, and they cannot be traced.

The salesman will do his best but will not become too aggressive. The party is not the only group interested in arms, and he has no real pressing need of the sale.

As soon as the salesman and the party break contact, three security men from Luxury Apparel will appear. Without giving the party time to react (a Saving Roll against the average of LUC and DEX will allow one shot), they will open fire on the salesman and disintegrate him.

As the smoke clears, assuming that the player characters did not interfere and become part of the fire-fight, the Luxury Apparel thugs will approach the party, weapons still at the ready. When they are within easy speaking range, they will tell the player characters that if they want weapons, they should deal with the most reputable dealer in the Triangle. Handing a Luxury Apparel card to one of the members of the party, they will depart.

BACKGROUND INFORMATION

CORPORATE PROFILE

Name: MAREMAUNT CORPORATION

UFPSC Symbol: MRC

Home Office Location: Tautallus III

President/CEO: Eustace Maremaunt

Chartering Organization: UFPSC

Founding Date: 1/7912.28

Principal Divisions

Division Name: InterGalactic Armaments

Division Head: Jerrod Kallatian

Chief Product: Weapons research

Division Name: Synthesis Limited

Division Head: Jordweis Mann

Chief Product: Toy and game development

Division Name: Photonics

Division Head: Knute Danason

Chief Product: Photon torpedos

Stock Profile:

Price/Date: 19.75 Cr on 2/2301.01

Dividend: 1.33 Cr

Balance Sheet, Year Ended: 2/2301.01

Cash	Assets	Liabilities	Ratio
432Mcr	6,778Mcr	6,791Mcr	.998

Business Summary:

Maremaunt Corporation is currently in a weak financial position due to the loss of several lucrative contracts in photon weaponry. The emphasis on the production of these weapons built the company into one of the wealthiest Terran-based organizations. Specialization allowed the company to devote all of its capital to the development of several major production facilities. The drop in demand for the weapons produced has degraded the dividend ratio. The corporation is currently attempting to regain its foothold in other areas of production, with limited success.

COMPUTER SEARCH

Keywords: R'Thlana, Luxury Apparel, Romulan, Triangle.

STAR FLEET INTELLIGENCE BRIEFING: 2/2301.15

R'Thlana is a Romulan *k'manatram* who entered the Triangle about 2/21 from the Romulan Star Empire. Little is known about this very secretive individual beyond that she is currently the president of Luxury Apparel, a small but rapidly-growing export/import enterprise specializing in rare and costly items. She apparently fled the Romulan Star Empire as the result of the Romulan philosophy concerning pedicide for less-than-acceptable children; this may have something to do with her daughter, who lives with her but is seldom seen. She has very few acquaintances outside the business and no known friends or associates.

UFPSC REPORT: LUXURY APPAREL

UFPSC Symbol: None

Home Office Location: Satterfeld

President/CEO: R'Thlana

Chartering Organization: None listed

Founding Date: circa 2/21

Chief Product: Import/Export Service

Stock Profile: None issued

Balance Sheet, Year Ended: None available

Business Summary:

Business expansion has proceeded at a rapid rate, but the company is extremely secretive about the source of their wealth. The Orions who reportedly backed startup were repaid within the first year of operation.

END OF SEARCH 2 entries found.

HINTS ON PLAY

The party should be able to attack the Romulans within the Triangle without much difficulty. The elimination of Rodney Maremaunt so that he cannot steal the second set of plans would be the easiest way to accomplish the mission. However, it would be better for the party to try to get through to R'Thlana to discover her real mission within the Triangle and to learn more about the Romulans.

T'Grotius

The position of T'Grotius is unimportant. He is in the scenario to allow the party to meet and deal with a Romulan who can help them discover the status of the elusive R'Thlana. If it is the intention of the gamemaster to play more Romulan scenarios, it would be a good idea to allow the party to meet and deal with R'Thlana as an individual. It would probably be a good idea to allow R'Thlana to live since she can become a springboard for future adventures, perhaps pursued endlessly by T'Grotius. The party would be forced to try to keep R'Thlana alive while they used her as a source of information about the Romulans.



A Dose Of Revenge

PLOT SYNOPSIS

In the final days of the events transpiring at Muldor IV (detailed in the FASA adventure module **Termination: 1456**), the schemes of Thought Admiral Krador zantai Rrilac were utterly disrupted. The Admiral had spent nearly fifteen years amassing the material and manpower necessary for overthrowing the Emperor. The keystone to his plan was the use of a mind control drug. From his headquarters on Muldor IV, where he was Military Governor, Krador marshalled his forces, awaiting the opportune moment to launch his coup. Unfortunately for Krador, the Emperor became suspicious, decided that the Admiral had become expendable, and dispatched a force to raze Muldor IV and either kill or capture Krador.

Years of planning were, in a relatively short time, reduced to the idle daydreams of a dissatisfied Military Governor. That Krador survived the Emperor's retaliation at all was something of a miracle. In the chaos that engulfed Muldor IV during the assault of Klingon forces loyal to the Emperor, Krador escaped on board an auxiliary vessel that managed to depart the planet almost exactly when the shooting started.

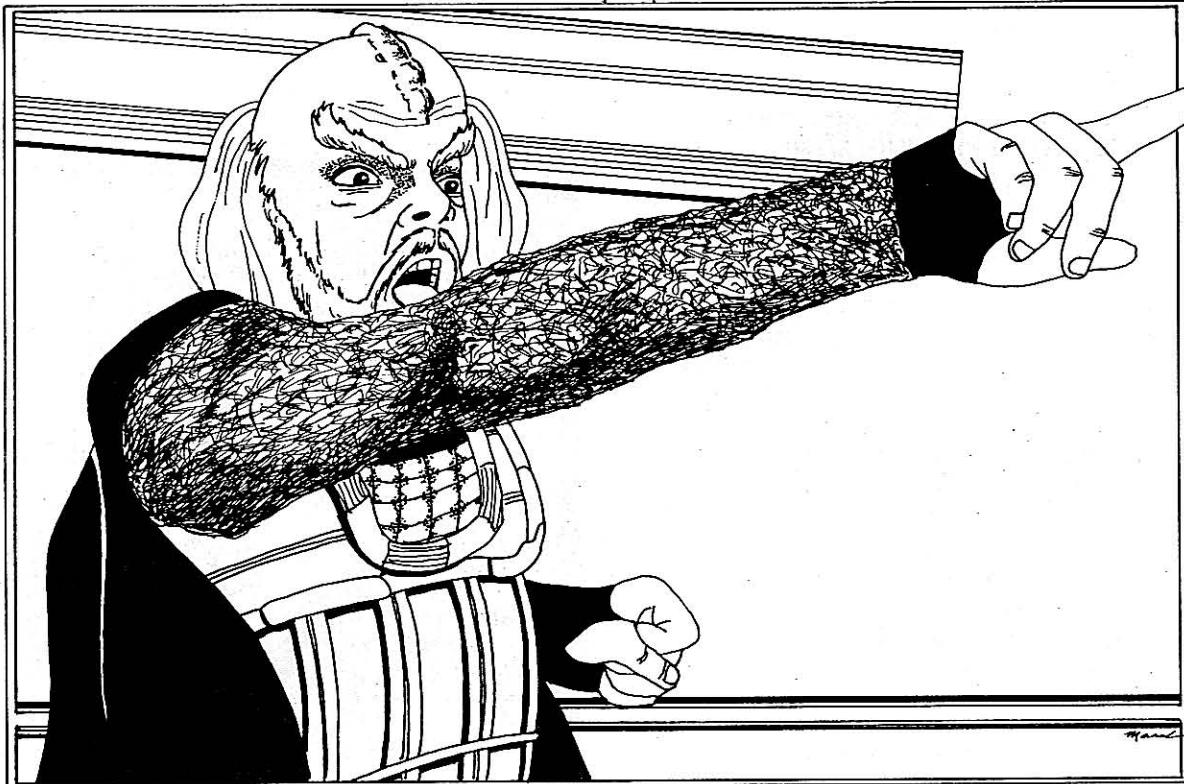
Stripped of his loyal staff and aides, however, Krador could do little more than swear revenge. During his flight from Muldor IV, he had little else to do than to plot his vengeance. Plots and schemes formed and took shape, only to be replaced by others that were more sophisticated.

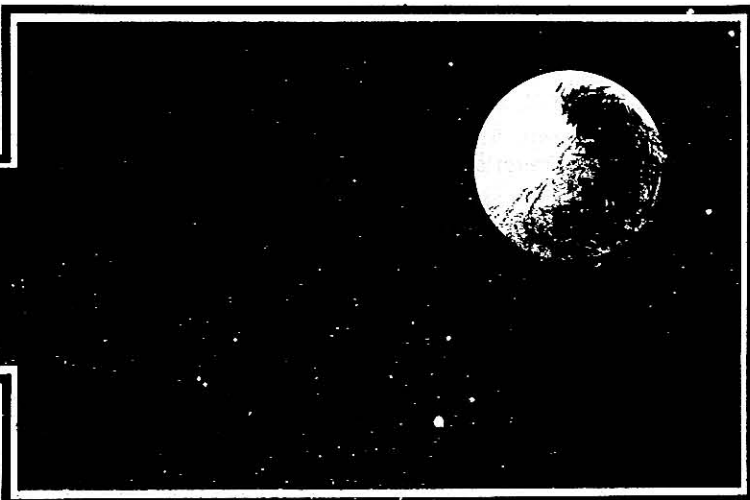
The first consideration was, of course, to find a safe base. With all of the Klingon Empire seeking his body to lay before the Emperor, Krador realized that he had no choice but to leave Klingon space. By simple process of elimination, Krador concluded that if he were ever to complete his plans, he was going to have to go to The Triangle. He realized that once in the Triangle he would be relatively safe, even though he was severely lacking in funds and material.

Though Krador had lost nearly everyone in his organization, including all of the personnel that he could trust, the very foundation for his scheme to seize the throne was still in his possession: the formula for the mind-control drug. All that was necessary was for him to do was to reacquire trustworthy manpower to aid him in its manufacture and distribution.

With the handicaps he had hanging over his head, he concluded it would require him to be patient. All things considered, that would be the easy part — after all, had he not spent fifteen years waiting for the right moment to seize power? The fact that his attempt had been foiled was merely an unfortunate turn of events, not directly related to his planning and execution.

The most difficult part of the plan was going to be getting competent assistance to help him along. He decided to call in a relative, former Fleet Admiral Kreetan. The fact that the Fleet Admiral was Krador's uncle undoubtedly meant that he was under close surveillance. Therefore, Krador would have to be extra crafty in contacting Kreetan, which, in turn, meant that it would be even longer before he could arrange a rendezvous in the Triangle.





To complicate matters even more, the Emperor was not satisfied with the sack of Muldor IV. Until such time that Krador's body was presented to him, he decided to assume that the traitor was still alive and still seeking the throne. Therefore, the Emperor decided to maintain a fleet that had, as its sole purpose, the goal of finding Krador. That fleet was not many steps behind Krador as he fled.

Thus began Krador's flight to vengeance.

Fleeing for his life, Krador paused long enough to dispatch his uncle a plea for assistance. With the distances involved, Krador was well aware that it was going to be at least two years before his uncle could come to his aid, but time was becoming of little importance. Krador was now working for vengeance instead of mere personal gain. Many of his trusted aides had died on Muldor IV, and people that can be trusted are a rare commodity to Klingons. Not to mention that plans that had been culminating for 15 years were utterly destroyed in less than 15 hours.

Having dispatched his message, Krador continued his flight to the Triangle. He arranged passage with an Orion trader who eventually identified his passenger. Vastok, the Orion captain, who had some other ideas on how to turn a profit, took Krador prisoner and notified the Romulans, who wanted Krador for numerous war atrocities. The Romulans were quick to promise a large reward if Krador were turned over to them.

Even though he was a prisoner, Krador was still resourceful. He managed to persuade the Orion captain that perhaps the two of them might be able to work out a deal. Because Krador was probably the only person still alive that knew the formula for the mind control drug, he himself was a valuable commodity to the Orions — something that they could not capitalize on if he were surrendered to the Romulans. Vastok was quick to understand that he would not be able to get possession of the formula unless Krador gave it to him willingly. As a matter of good business, Vastok decided that it was preferable to cancel the deal with the Romulans rather than risk losing an item that would make him the most irresistible trader in the galaxy. Vastok and Krador formed a partnership.

There was something of a complication, however. When the Romulans learned that the Orions had Krador in the Triangle, they immediately agreed to a "purchase" and dispatched Fleet Admiral Romdar — a man whose entire family had been vaporized by Krador's flagship. The Fleet Admiral, extremely motivated for a mission of this sort, commanded a squadron of warships, meant more for keeping Krador once they had him than for getting him in the first place. Romdar represented a factor that most definitely had to be dealt with. Krador and his new partner decided that Romdar must be convinced that Krador had escaped.

Appropriate measures were set up and the stage was prepared for Romdar's arrival. The 'escape' consisted of sacrificing another Orion ship by placing explosive charges in areas around the brig, indicating a breakout attempt. Because it is difficult to think of an Orion deliberately destroying his own ship, the partners were counting that the Romulans would conclude that Krador had been rescued by Klingons and returned to the Klingon Empire.

During the planning for dealing with Romdar, a Federation tramp trader named Fester Dunton stumbled onto the Orion base where Krador was present. He was, of course, taken into custody, and the freighter seized. This unforeseen occurrence got Vastok to thinking.

Obviously, Krador and Vastok would have to frame someone for capturing the Federation trader, probably the Romulans. But if mischief were done to the Romulans and someone else were blamed, the opposing groups would be at each other's throats. War might possibly occur, in which case Vastok could sell war material to both sides. And with the use of this mind control drug, the belligerents could be firmly convinced that events occurred as Vastok told them they had occurred. What a perfect set-up for starting a war!

Vastok conferred with Krador about the idea. Krador became excited about the possibilities. He elaborated on the theme; he projected the turn of events; he saw vast horizons that were beyond Vastok's narrow scope. Without Vastok knowing it, the partnership had been dissolved. From that moment onward, Krador's plans would dominate — to the detriment of all.

If he managed to succeed in his plans for revenge, Krador reasoned, what exactly would the situation be after his vengeance was complete? At best, he would be on the throne, and a substantial amount of the Klingon military would have been destroyed. That being the case, how long would it be before the Romulans and the Federation capitalized on the weakened Klingon condition? On the other hand, what if the Romulans and the Federation were weakened before he seized power? Wouldn't it be likely that the Klingon Empire would await the moment when the two original belligerents had worn themselves down and then enter the fray? The situation would undoubtedly be massively confused, with units disappearing everywhere as unchronicled skirmishes became commonplace. In such a setting, it would be very easy for Krador to use his mind-control drug to 'recruit' ships and troops from all three of the combatants, and then use those recruits as 'Trojan Horses' to seize bases, ships, material, and even entire planets. How much sweeter a revenge could Krador garner than to become Emperor of all three major empires?

It is at this juncture that the campaign begins.

CAST OF CHARACTERS

Name: KRADOR, zantai-Rrilac

Rank/Title: Former Thought Admiral

Position: Traitor sought by the Klingon Empire

Race: Imperial Klingon

Age: 55

Sex: Male

Attributes:

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

Combat Statistics:

To-Hit Numbers— Bare-Hand Damage: 1D10+7

Modern: 50 AP: 10

Knife: 40

HTH: 55

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
Starship Combat Strategy/Tactics	81
Starship Sensors	25
Streetwise	13
Surveillance	38
Transporter Operation Procedures	20
Trivia, Drugs	28



Distinguishing Physical Characteristics:

Tall for a Klingon, with proportional weight, Krador is as regal an Imperial Klingon as one could be, always well-groomed and dressed impeccably. His hair is white, but trimmed and styled to enhance his regal image. When looking into his eyes, a viewer would perceive a sense of determination, controlled by intelligence and cleverness.

Brief Personal History:

Formerly a bright star in the Klingon Empire because of a number of brilliant victories during the last Romulan-Klingon War, Krador has had ill fortune of late. For a long time it appeared that he was in direct line for succession to the throne, but the Emperor viewed Krador as too ambitious and transferred him to a frontier post on Muldor IV. For the next 15 years, Krador manipulated his disgraceful situation to his advantage by having key personnel and large numbers of relatives transferred to his command. Utilizing these talented people, Krador developed a mind-control drug that he intended to use to seize the Klingon throne.

As the date approached when he would launch his bid for power, his scheme was uncovered by Admiral Konuu, Commander of the Fourth Frontier Security Area and staunch supporter of the current Emperor. As a result, the Emperor authorized Termination Order 1456, which effectively destroyed Krador's power structure and made Krador a fugitive fleeing for his life. Eventually, Krador made his way to the Triangle where he has reestablished a base of operations. His long-range goal is to foment a general Romulan-Federation-Klingon war in which he will have the opportunity to use his mind-control drug to take control of all three empires.

Personality:

Motivations/Desires/Goals:

After his disgraceful dismissal from the Imperial Court, Krador had decided to seek revenge on the Emperor, on the aides who sold him out at that time, and in general, on those in power within the Klingon Empire. Now, after Muldor IV was sacked by Klingons supporting the Emperor, nearly everything Krador holds dear has been violently stripped from him. Loyal retainers, as well as large numbers of Krador's family line, have either been killed or captured. At this point, Krador would gladly die if only he had the happy information that he was responsible for the utter destruction of the Klingon Empire.

Being the ambitious individual that he is, however, Krador has decided that the setback was a blessing in disguise. Had he continued with his original plan, he might very well have been sitting on the Klingon throne — and be having difficulty maintaining the Empire's borders. Now that he is in the Triangle, he is in an ideal location to become the most powerful Emperor in the major empires, for it will be he, with his unique genius, that will have melded them into the greatest empire to have ever existed! And once he has control of that great empire, how much longer can it be before he becomes the ruler of the entire galaxy? Historians for thousands of generations to come will tremble in fear and respect as they record the glorious deeds of him and his descendants! Obviously, Krador has become somewhat unbalanced lately.

Manner:

Krador, despite his mental unbalance, is still quite a charismatic leader: haughty, but fair. The only subject that is likely to make him 'blow his cool' is the suggestion that his schemes might fail. His normal approach to events is to stand back and absorb whatever obvious facts that are available, draw out whatever information is easily obtainable, and then apply his uncanny intuition to draw some quick insights concerning what actions are called for. Lately, however, he has been inclined to discount the severity of threats to his plans. In all things, Krador's attitude is that he will succeed, no matter what happens.

Special Knowledge/Powers:

Krador is the only person still alive who knows the formula for the mind-control drug.

Name: KONUU zantai-Mogodush

Rank/Title: Thought Admiral

Current Assignment: Commander, Fourth Frontier Security Area, Detached; First Imperial Special Investigative Unit

Position: Unit Commander

Race: Imperial Klingon

Age: 62

Sex: Male

Attributes:

STR —58	CHA —43
END —39	LUC —57
INT —91	PSI —03
DEX —54	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 1D10 + 7
Modern: 45	AP: 9
Knife: 23	
HTH: 37	

Significant Skills:

	Rating:
Administration	65
Bribery	44
Carousing	11
Computer Operation	56
Electronics Technology	42
Forgery	39
Interrogation	65
Language	
Galacta	40
Romulan	33
Leadership	61
Marksmanship, Modern	42
Negotiation/Diplomacy	24
Personal Combat, Knife	19
Personal Combat, Unarmed	22
Security Procedures	75
Small Unit Tactics	12
Social Sciences	
Klingon History	20
Klingon Law	70
Starship Combat Strategy/Tactics	20
Streetwise	57
Surveillance	64
Zero-G Operations	11



Distinguishing Physical Characteristics:

Konuu is about average height for an Imperial Klingon, but somewhat overweight. Insomnia and worry have carved deep crow's feet on his face, and put bags under his eyes. When he is concentrating on something, his eyes burn like a fanatic's; otherwise, they are dull, as if he were daydreaming. His hair is white and rarely groomed. His attire looks like he probably slept in it — which is indeed the case. He has a habit of unexpectedly darting his gaze in a direction away from what he is concentrating on, a result of his suspicions about his subordinates.

Brief Personal History:

Konuu was once close to the Imperial Court, carrying on security functions there. Several years after Krador was sent to Muldor IV, Konuu managed to irritate the Emperor and was farmed out to the Fourth Frontier Security Area, which included Muldor IV. Hopeful of getting the opportunity to return to the Court, Konuu realized that Krador was out of favor with the Emperor, so Konuu paid extra attention to Krador's activities. Eventually, Konuu perceived that something was going on on Muldor IV, and he reported that to the Emperor. The Emperor responded by assigning Konuu the task of rectifying the situation.

During the operation, Konuu lost track of Krador's whereabouts. In response to Konuu's inability to produce Krador's body, the Emperor assigned Konuu to the First Imperial Special Investigative Unit, a squadron of ships and troops with the single goal of locating Krador. The Emperor's final directive to Konuu was "either return to me Krador or his corpse, or I will sentence you to the fate that I have in mind for him."

Personality:

Motivations/Desires/Goals:

Konuu has an excellent idea what kind of fate the Emperor has in mind for Krador, so he is quite determined to pursue his investigation forever, if need be. However, he also realizes that if he takes too long, the Emperor will get impatient. If Konuu succeeds, he anticipates that a grateful Emperor will permit him to return to Court. If he fails, he will become a fugitive like Krador, and he realizes that he does not have as many resources at his disposal as Krador has.

Manner:

Konuu has been gnawed by the prospect that the Emperor will tire of the delay and order Security to take him into custody. This has made him increasingly irritable and suspicious of his subordinates. He is developing insomnia, and it is showing on him physically and in his behavior. He has a tendency to get glassy-eyed during quiet moments, snapping at whoever is responsible for bringing him out of it.

Special Knowledge/Powers:

Because of his suspicions about his subordinates, Konuu has used his Electronics and Surveillance skills to plant monitoring devices throughout his command. Many of these devices have inevitably been found by his subordinates (which is what Konuu wanted) and has made them extremely cautious about saying anything behind Konuu's back. This crimp in communications has hindered the usual Klingon intrigue directed at commanders.

Name: KREETAN hardur Rrilac

Rank/Title: Fleet Admiral

Current Assignment: Retired

Position: Fleet Liaison for repair facilities

Race: Imperial Klingon

Age: 76

Sex: Male

Attributes:

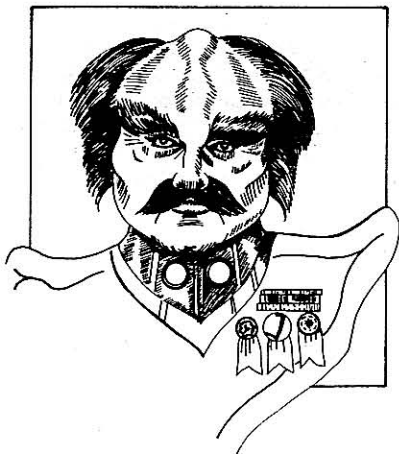
STR —54	CHA —53
END —48	LUC —57
INT —77	PSI —09
DEX —69	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 1D10 +5
Modern: 55	AP: 8
HTH: 35	

Significant Skills:

	Rating:
Administration	33
Bribery	18
Carousing	22
Computer Operation	44
Deflector Shield Operation	61
Electronics Technology	43
Forgery	27
Interrogation	42
Language	
Galacta	20
Romulan	18
Leadership	43
Marksmanship, Modern	29
Personal Combat, Unarmed	23
Security Procedures	25
Shuttlecraft Pilot	62
Small Vessel Pilot	27
Social Sciences	
Klingon History	30
Klingon Law	30
Space Sciences	
Astronautics	18
Astronomy	29
Starship Combat Strategy/Tactics	78
Starship Sensors	37
Streetwise	22
Surveillance	14
Transporter Operation Procedures	25
Zero-G Operations	47



Distinguishing Physical Characteristics:

Short and tubby for an Imperial Klingon, Kreetan gives the image of a paper-pusher who used to be a warhorse. That is, he knows all of the procedures in The Book by heart, and he has numerous anecdotes to substantiate why those procedures are in The Book. He normally wears a full uniform with all of his decorations displayed. He is obviously excitable and impatient. Though he is getting on in years, he looks about 20 years younger than he actually is.

Brief Personal History:

Kreetan has served in the Imperial Klingon Navy for nearly his entire life. During that time, he has continually been a loyal supporter of whomever sat upon the throne, a dependable tool to the Emperor. Since his nephew Krador fell out of favor, however, Kreetan has been flying a desk, a task that he greatly dislikes as he is the classic warhorse, eager for battle. His primary hope was that Krador would return to favor with the Emperor, which would permit Kreetan to be reassigned to a combat command.

Fifteen years passed with no change, and then came word of the destruction on Muldor IV. That seemed to clinch the situation — Kreetan would be lucky if he were allowed to live! But for some reason, it seemed no one was concerned with him. Puzzled, Kreetan continued with his routine and awaited developments. Nearly a year later, he received a message from Krador asking for assistance, and to rendezvous in the Triangle. This suited Kreetan just fine. The aspect that he would be consorting with a wanted criminal was of little concern; he was going back into action! Pulling a few strings, Kreetan arranged the use of a D-7M for an apparent tour of repair facilities along the Triangle border.

Personality:

Motivations/Desires/Goals:

Kreetan's way of life demands that when he dies, it should be because of wounds received in battle, not because of hardening of the arteries from sitting behind a desk too long. Kreetan believes that Krador is now gathering forces in the Triangle, intending to make a more direct assault on the throne, guile having failed. He reasons that being at Krador's side will assure that either he will die his warrior's death during Krador's attempt to seize the throne, or else he will become his nephew's right-hand man when Krador assumes the throne. Kreetan feels that there is a fair chance of success because he believes in Krador's competence, not only because Krador managed to elude the trap sprung for him on Muldor IV, but also because, despite his losses, Krador hinted in his message that he still had a means for seizing power.

Furthermore, Kreetan believes that the Emperor was largely responsible for annihilating a large percentage of the Rrilac family. Though Kreetan has always been a loyal retainer, family still comes first — a fact the Emperor seems to have overlooked.

Manner:

Kreetan is basically a crotchety old man. Fifteen years stuck in an office when he really wanted to be at the bridge of a starship has left him frustrated and cranky. At one time, Kreetan was viewed as a role model for what an ideal starship commander should be; now, people avoid him in order to avoid his quick temper.

Special Knowledge/Powers:

None.

Name: Grundar VASTOK**Rank/Title:** Captain**Current Assignment:** Freetrader**Race:** Orion**Age:** 47**Sex:** Male**Attributes:**

STR — 71	CHA — 54
END — 58	LUC — 72
INT — 63	PSI — 60
DEX — 44	

Combat Statistics:**To-Hit Numbers—** Bare-Hand Damage: 1D10 + 7*Modern:* 75 AP: 9*Knife:* 43*HTH:* 59**Significant Skills:**

	Rating:
Administration	45
Bribery	64
Carousing	70
Computer Operations	32
Forgery	37
Interrogation	19
Language	
Galacta	92
Klingon	46
Romulan	37
Leadership	39
Marksmanship, Modern	29
Personal Combat, Knife	48
Personal Combat, Modern	47
Personal Combat, Unarmed	31
Shuttlecraft Pilot	22
Small Vessel Pilot	56
Social Sciences	
Federation Law	46
Klingon Law	33
Romulan Law	26
Triangle Law	18
Space Sciences	
Astronautics	62
Astronomy	59
Starship Combat Strategy/Tactics	41
Starship Sensors	34
Starship Weaponry Operations	37
Streetwise	44
Transporter Operation Procedures	19
Zero-G Operations	13

**Distinguishing Physical Characteristics:**

Physically average in all respects, Vastok dresses smartly, but functionally. He maintains a large wardrobe, and will rarely be seen in the same outfit twice. His face displays intelligence, and in conversation he is witty. He is about as jovial as an Orion can get, almost to the point of being flippant.

An observer who watches Vastok's eyes closely can see the whole image is meant to disarm an observer's suspicions. The Orion's eyes actively examine his surroundings and look for signs of weakness.

Brief Personal History:

Vastok has run a trade route along the border areas between the Klingons and Federation for the last twenty years, dealing extensively in the Triangle. All that time, smuggling and intrigue have been his way of life. Though the Vastoks are small as far as Orion families go, Grundar has done much to increase its wealth and status. His long-term dream has been of a lucky strike that would catapult the Vastok family to the forefront of the Orion clans.

Shortly after the sack of Muldor IV, Vastok picked up a passenger on a border world who was looking for passage to the Triangle. Along the way, he pieced together information concerning the turmoil in the Fourth Frontier sector, where Thought Admiral Krador was sought for treason. Furthermore, he remembered that an Admiral Krador had been responsible for a number of atrocities during the Romulan-Klingon War. He reasoned that Krador would be greatly sought after by the Romulan government, and he suspected that his passenger was none other than this Admiral Krador.

Once Vastok substantiated his passenger's identity to his satisfaction, he placed Krador in the brig and contacted the Romulan government via subspace radio. After a relatively short period of negotiation, Vastok felt satisfied that he had squeezed the Romulans for as much he could, and he arranged a rendezvous in the Triangle.

As the trip towards the Triangle continued, Krador attempted to persuade Vastok to agree to a more lucrative deal. Krador informed Vastok that he had in his head the formula to a mind-control drug, which Vastok could use to become the penultimate trader in the galaxy. It was not very long before Vastok's prisoner became Vastok's partner. Vastok would use his connections in the Triangle to set up a production facility for manufacturing the mind control drug. In return, Krador would give Vastok one-half of the drug supplies produced. Additionally, when Krador became Emperor, he would give Vastok a considerable amount of 'considerations' in the Klingon Empire. Upon arrival in the Triangle, Vastok steered his vessel to a well-camouflaged Orion base on Workday, a world in The Turnstile. Almost immediately, he and Krador began constructing the drug production plant.

Personality:**Motivations/Desires/Goals:**

Grundar Vastok has a strong desire to improve the status of the Vastok family. He sees his relationship with Krador as temporary, lasting only until he can steal the formula for the mind-control drug. As things stand, Vastok is well aware that it is impossible to get a Klingon Thought Admiral to divulge information unless he wants to divulge that information: hence the partnership. Once Vastok gets the formula and is assured that it works, then he plans to sell Krador to the Romulans, and, at the same time, slip them some mind-control drug so he can use them as his foothold in the Romulan Empire.

Manner:

Vastok sees himself as a fox or wolf. He is content to stand back and observe, but when he sees an opportune moment to strike and gain advantage, he will do so. Generally, he seems a quiet sort of person, merely watching what goes on around him. But once he has revealed his true intentions, as long as no one else is around to see him, he is likely to gloat long and loudly.

Special Knowledge/Powers:

Vastok is one of the few individuals who knows the exact location of the secret Vastok base on Workday.

Name: Clavius ROMDAR**Rank/Title:** Fleet Admiral**Current Assignment:** Special Emissary to Grundar Vastok**Race:** Romulan**Age:** 58**Sex:** Male**Attributes:**

STR — 64	CHA — 58
END — 57	LUC — 21
INT — 73	PSI — 41 (temporarily 81)
DEX — 51	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 1D10 + 6
Modern: 60	AP: 8
Knife: 42	
Sword: 39	
HTH: 48	

Significant Skills:

Administration	48
Cloaking Device Operations	29
Computer Operation	31
Deflector Shield Operation	28
Electronics Technology	26
Interrogation	22
Languages	
Galacta	44
Klingon	40
Leadership	67
Marksmanship, Knife	27
Marksmanship, Modern	51
Negotiation/Diplomacy	31
Personal Combat, Knife	55
Personal Combat, Sword	22
Personal Combat, Unarmed	45
Shuttlecraft Pilot	23
Small Vessel Pilot	12
Social Sciences	
Romulan History	73
Romulan Law	54
Starship Combat Strategy/Tactics	66
Starship Sensors	41
Starship Weaponry Operation	35
Transporter Operation Procedures	16
Trivia, Blade Weapons	33
Zero-G Operations	25

**Distinguishing Physical Characteristics:**

Tall for a Romulan, but lean, Romdar dresses as nobly as his position permits. He wears an amulet, the device in which is a signet (his family's) superimposed on a field the color of Romulan blood. His face does not show the ravages of age.

When dealing with the men in his command, he looks thoughtful, attentive, intelligent, and forceful. When confronted with problems, he appears intense, as if all his attention were focused on solving the problem. When left to himself, he looks haunted, distant, and pained, as if he were recalling the sights he beheld upon returning to his home and discovered the wreckage wrought by Krador. If the subject of Krador is brought up, he looks fanatical and single-mindedly intense.

(Players might correctly deduce that the amulet indicates the wearer has vowed to perform an act of vengeance on behalf of the denoted House or Clan.)

Brief Personal History:

Romdar is a career officer and a very competent fleet commander. In the last Klingon-Romulan conflict, the planet on which the majority of his relatives lived, and on which the majority of his family's wealth was located, was destroyed by the Klingon Admiral Krador. Romdar became obsessed with destroying the Klingon Empire. The Romulan High Command was quick to recognize Romdar's discomfiture and, accordingly, they transferred him to less demanding posts where his actions would not provoke another war.

Presently, when the High Command was notified that an Orion had Krador in his possession and was willing to sell the Klingon to them, a great cry was heard that the murderer be brought to justice, no matter what the cost. Also, Romulan justice required that since Romdar was the individual that had suffered the most at the hands of Krador, that Romdar be the one to bring Krador before the Tribunal. (It would also serve as a good test of Romdar's will power.) Accordingly, Romdar was given the assignment to fetch Krador. In order to facilitate this mission, and in order to safeguard against any Orion treachery, Romdar has been given command of a squadron of *Gallant Wings* and *Winged Defenders*.

Personality:**Motivations/Desires/Goals:**

At this instant, the only thing in the Universe that matters is that he take Krador into custody. After years of fearing that he would never see justice done, he is elated that Krador is at last being brought to trial. He is a raging turmoil of twisted emotions: on the one hand, his duty calls for him to bring Krador to trial; on the other, he feels the desire to personally kill Krador — slowly.

Romdar is at peak perceptiveness; his high PSI score is actually only temporary, elevated owing to the intensity of this mission for him. As long as he is not taken by surprise, he will most definitely follow the dictates of duty. But if, for the slightest instant, he should be allowed an emotional outburst, he is likely to be overcome by bloodlust.

Manner:

Outwardly, Romdar appears to be calm and thoughtful, hiding his inner turmoil. Any obstacles that are likely to come up during the execution of this mission he is likely to blast right through.

Special Knowledge/Powers:

For as long as Romdar is pursuing the mission, he will unknowingly be exercising latent psionic ability. Facades and ruses are not likely to work against him, though he will have a difficult time explaining why.

TIME LINE OF EVENTS

The following timeline shows the chronological sequence of pertinent events that led to this overall situation, as well as the sequence of events that will occur provided the players do not interfere.

Before Stardate 2/2203.20

See the time line of events given in **Termination: 1456**.

Stardate 2/2203.20

Loyal Klingon forces take over Muldor IV, and destroy Krador's plans to seize the throne. Krador escapes and flees for his life. All other personnel in the scheme are killed or captured.

Stardate 2/2203.28

Admiral Konuu finishes the mopping up operation on Muldor IV, but fails to find Krador's body. He sends a message to the Emperor that Krador's body was probably destroyed in the battle.

Stardate 2/2204.01

The Emperor sends Konuu a message that in the absence of Krador's body, he wants the ashes. Failing that, Konuu had better not return to Klinzhai until he can produce either of the two. Konuu throws himself deeper into the investigation, spending more time doing deep mental probes on the survivors in an effort to get an accurate idea where to find Krador's body.

Stardate 2/2204.19

Krador decides to invest the time necessary to get to the Triangle before actively renewing his plans to seek revenge. He dispatches a message to his uncle, Admiral Kreetan, at Klinzhai. The message uses a family code so only Kreetan will grasp its significance. Krador resumes his journey to the Triangle.

Stardate 2/2204.22

After intensive interrogations, Konuu comes to the grim conclusion that Krador might very probably have escaped, but he is uncertain to where. The investigation continues.

Stardate 2/2205.10

Krador meets Vastok on a border world and arranges transport to the Triangle.

Stardate 2/2207.30

Vastok finally realizes exactly who he is transporting to the Triangle. He starts plotting on how he might capitalize on the situation.

Stardate 2/2208.10

Konuu realizes that he has no real idea where Krador went. Concluding that Krador will seek revenge, he decides to parcel out some of his force to establish surveillance on Krador's few remaining relatives, on the off chance that Krador might contact them.

Stardate 2/2209.30

After Kreetan elatedly receives Krador's message, he quickly starts to arrange a tour of repair facilities on the Triangle border.

Stardate 2/2211.15

Vastok takes Krador prisoner and sends a radio message to the Romulans arranging a rendezvous in the Triangle. With very little dickerings, the Romulans agree to the terms.

Stardate 2/2211.20

The Romulan High Command assigns Fleet Admiral Romdar to fetch Krador. Romdar's squadron readies itself to depart for the Triangle.

Stardate 2/2211.22

Romdar heads for the Triangle.

Stardate 2/2211.25

Kreetan departs for the Triangle. Konuu is advised of the event. He concludes that perhaps his surveillance has paid off.

Stardate 2/2211.27

After weighing his options, Konuu decides his best course of action is to trail behind Kreetan. He orders his forces to meet at Outpost 1 in the northwestern edge of the Triangle border.

Stardate 2/212.08

Krador persuades Vastok to become partners. Krador is released from the brig, and the two start hashing out details for setting up production of the mind-control drug.

Stardate 2/2305.10

Krador and Vastok arrive at the Orion base in the Triangle. They start setting up production facilities and arranging for a ruse to get the Romulans to turn around and go home.

Stardate 2/2305.28

A tramp Federation trader run by Fester Dunton stumbles onto the Orion base. Dunton and his ship are taken prisoner. Krador and Vastok start to plot more ambitious schemes.

Stardate 2/2306.01 (Day 1)

The campaign begins.

Stardate 2/2305.15 (Day 15)

Krador slips mind-control drugs to the Orions and puts them under his control. He decides that the ruse they are planning to use on the approaching Romulans would be more convincing with some bodies in evidence.

Stardate 2/2306.17 (Day 17)

Krador leads two Orion ships to a location near the upcoming rendezvous with Romdar. He deliberately cripples one of the ships and slaughters the crew, leaving the bodies and derelict as future evidence.

Stardate 2/2306.19 (Day 19)

Krador has Vastok send a message to Romdar explaining that Krador has escaped, rescued by a Klingon assault squad that took them by surprise. As evidence, Romdar is given coordinates where the ambush took place, so that he can examine the wreckage of the Orion ship.

Stardate 2/2306.22 (Day 22)

Romdar arrives at the location of the Orion wreck. Though the sight is impressive, he wonders how it is that Vastok knew the exact location, and if he knew it why he did not retrieve the bodies and items of value. He commences sweeping the area, trying to locate the Orion base he instinctively knows must be nearby.

Stardate 2/2308.25 (Day 85)

Kreetan arrives at Kannaga on the Triangle border, his rendezvous point with Krador. However, Krador is nowhere in sight. Kreetan decides that he is just going to have to wait awhile.

Stardate 2/2308.28 (Day 88)

Konuu arrives at Outpost 1, not too distant from Kreetan's present location, and reunites his forces.

Stardate 2/2308.30 (Day 90)

No longer able to sit around, Kreetan decides to start an active search for Krador.

Stardate 2/2309.03 (Day 93)

Krador simultaneously learns that Romdar is not giving up and returning home, that Kreetan has arrived in the Triangle (an event that he had entirely forgotten had been prearranged), and that Kreetan was trailed by a force of Klingons. Krador concludes that Kreetan is bad medicine right now and that he had better avoid contacting his uncle. He decides to wait and see what happens.

Stardate 2/2309.25 (Day 115)

Kreetan has a brush with one of Konuu's frigates. Realizing he is being tailed, he engages the frigate and destroys it before it can send a message. Kreetan then initiates some random navigating in order to throw off any pursuit.

Stardate 2/2310.20 (Day 140)

Having no luck locating the Orion base, Romdar conducts a systematic planet-by-planet search. He is not terribly gentle in his interrogations, nor does he let anyone know exactly what he seeks.

Stardate 2/2311.05 (Day 155)

Krador decides that the time is ripe to stir things up between the Romulans and the Federation. He programs the old tramp freighter to intercept the Romulan squadron. It is set to self-destruct when it is near the Romulan vessels, causing a massive secondary explosion because of the cargo of munitions that Krador had jammed into the hold. The incident will, he hopes, cause the Romulans to drop their interest in Krador and spur some retaliation against the Federation.

Stardate 2/2311.06 (Day 156)

The freighter intercepts the Romulan squadron, but Romdar smells a trap. He has one of his ships shoot to cripple the freighter, but the shot trips the detonators in the hold. The Romulan ship receives superficial damage. Despite appearances, Romdar concludes that somehow, Krador was behind the incident. The search continues.

Stardate 2/2311.10 (Day 160)

Krador releases the thoroughly drugged and brain-washed Fester Dunton in a lifeboat meant to get Dunton to someplace where he can spread a tale of death, destruction, and torture at the hands of the Romulans. Unless intercepted, Dunton will arrive at Wall, inside the Federation border, on Stardate 2/2312.30 (Day 210).

Stardate 2/2312.05 (Day 185)

Romdar's squadron and Konuu's forces encounter each other near Lanroche VIII. They have a tense conference, wherein each of them tries to get information from the other while not giving away any themselves. The exchange of useful information amounts to zero. Locals in the area witness the conference and conclude that the Romulans and Klingons are joining forces in the Triangle, probably in order to split the territory and cut out the Federation and local residents. Rumors begin to fly.

Stardate 2/2312.15 (Day 195)

By a freakish turn of events, Vastok manages to shake off the mind-control drug. Realizing what has occurred and knowing that Krador deliberately killed many of his relatives, friends, and employees, Vastok decides that he is going to have to kill Krador. He knows, however, that this will do him no good if he is attacked by one of the other drugged Orions afterwards, and so he begins secretly to free other Orions from the drug's influence.

Stardate 2/2312.30 (Day 210)

Kreetan has another brush with one of Konuu's ships. He does not win quite as handily this time, and his *D-7M* takes considerable damage. Furthermore, he was not able to keep the opposing ship from sending a message. Realizing just how grim things are starting to become, Kreetan limps off toward Freeloader with his damaged ship, looking for someplace to effect repairs.

Stardate 2/2401.01 (Day 211)

Krador hears about his uncle's battle and its outcome. He realizes that, without assistance, Kreetan is likely to be taken prisoner by the pursuing Klingon force, if not killed outright. But if Krador provides that assistance, there is a good chance that the pursuers will trail Krador back to his base. On the one hand, Krador has his ambitions at stake; on the other is the fate of one of his few surviving relatives. Against his better judgement, Krador dispatches a pair of Orion ships to retrieve his uncle.

Stardate 2/2401.03 (Day 213)

Kreetan meets the Orion ships near Freeloader. They convince him that they are serving Krador and then take his damaged vessel in tow.

Stardate 2/2401.05 (Day 215)

Krador and Kreetan meet at Workday. They have as joyful a reunion as two Klingons can have. Repairs are begun on Kreetan's damaged *D-7M*.

Stardate 2/2401.08 (Day 218)

Romdar discovers the wreckage of Kreetan's most recent victim. He also discovers traces of another damaged Klingon vessel. He ponders the puzzle of one Klingon ship destroying another Klingon vessel. He arrives at the conclusion that it has something to do with Krador.

Stardate 2/2401.10 (Day 220)

Kreetan starts getting antsy, wondering why Krador is taking so long launching his bid for power. Also, he is puzzled by the absence of the army of followers that Krador should have been recruiting. Krador tries his best to calm Kreetan and make him feel important. He charges Kreetan to form an elite strike force, using the crew of his ship as a nucleus. Kreetan reluctantly agrees. Secretly, Krador advises the Orion repair crews to drag their feet fixing the *D-7M*.

Stardate 2/2402.10 (Day 250)

Romdar and Konuu have another meeting, this time on Hadalib V. Though Romdar has strong suspicions about what is going on, Konuu is still not giving anything away. Once again, locals conclude that something sinister is going on. Rumors fly and there is much talk of activating militia units.

Stardate 2/2403.05 (Day 275)

Kreetan, tired of sitting on his hands while waiting for his ship to be repaired, throws a temper tantrum. Reluctantly, Krador informs his uncle about the mind-control drug. Despite assurances that everything will work out, Kreetan is still not satisfied. He conveys his need to fight, giving as his reason that his men need a battle in order to acquire that fine edge that makes elite troops. Once again, Krador reluctantly agrees to let his uncle have his way, as soon as the *D-7M* is fully repaired. Once again, Krador secretly tells the Orion repair crews to drag their feet.

Stardate 2/2403.06 (Day 276)

Vastok, who has thus far managed to keep control of himself by filtering his food, frees a dozen other Orions the same way. He decides to gamble on playing the two Klingons off one another. He tells Kreetan how long Krador knew his uncle was in the Triangle before contacting him. The gamble pays off, and Krador and Kreetan explode into a massive argument.

Stardate 2/2403.07 (Day 277)

Krador orders the repairs on the *D-7M* to be completed ASAP. The only compromise he can make with Kreetan is to let his uncle go on a few commerce raids.

Stardate 2/2403.10 (Day 280)

Romdar has some run-ins with ships from Paxton III. He is forced to destroy a few small vessels, but he takes most of their crews captive. After satisfying himself that they know nothing of Krador, he lets them go with the warning that he was merely present in the Triangle in order to retrieve "something"; people that got in the way risked being hurt.

Stardate 2/2403.14 (Day 284)

Konuu has a run-in with ships from Paxton IV, but loses another frigate in the process. He just exterminates the hostiles and dumps their bodies on Paxton IV with a warning about what happens to people that interfere with Klingons peacefully going about their business.

Stardate 2/2403.30 (Day 300)

Having gotten nearly two dozen Orions out from under the influence of the mind control drug, Vastok makes a break for freedom, seizing a *Wanderer* Class blockade runner. Losing only two of his followers in a skirmish near the dock, Vastok makes good his escape. Before Krador can respond, Kreetan piles his crew into the *D-7M* and pursues.

Stardate 2/2404.02 (Day 302)

Kreetan catches up with Vastok and a battle commences. The battle is interrupted, however, when a couple of Romdar's ships enter the area. Both the Klingon and the Orion flee, leaving the Romulans to scratch their heads.

Stardate 2/2404.05 (Day 305)

Kreetan and Vastok meet again, and Vastok succeeds in executing a ruse. He sets his ship up to self-destruct before evacuating the ship and hiding from the Klingons in the lifeboats. As the *Wanderer* passes close to the *D-7M*, it explodes causing serious damage. Kreetan concludes the Orions are dead and goes limping home.

Stardate 2/2404.09 (Day 309)

Kreetan arrives back at Workday, and repairs commence once again.

Stardate 2/2404.10 (Day 310)

Vastok arrives at Freeloader and warns the Turnstile government about Krador's plans.

Stardate 2/2404.12 (Day 312)

Discovering the debris of the climactic battle between Kreetan and Vastok, Romdar decides he wants to know what the connection is between the Orions and the Klingons. He issues orders to his ships to capture every Orion ship they encounter and to interrogate the crews.

Stardate 2/2404.30 (Day 318)

Repairs on the *D-7M* are completed, and Kreetan insists that he wants to go out raiding. Krador objects and an argument ensues, but this time Krador does not yield.

Stardate 2/2405.03 (Day 333)

Konuu continues to have problems with the people of Baker's Dozen, having more skirmishes.

Stardate 2/2405.05 (Day 335)

Romdar has problems with the Orions in the Turnstile. After some initial skirmishing, the Orions manage to get the message through that they would like to set up a parley.

Stardate 2/2405.07 (Day 337)

Romdar parleys with Vastok and several other Orion leaders. What the session boils down to is that the Orions claim they can still produce Krador, provided the price is right. Nothing solid is concluded.

Stardate 2/2405.10 (Day 340)

The Orions manage to get a message through to Konuu and arrange a parley with the Klingons. Konuu agrees.

Stardate 2/2405.15 (Day 345)

Konuu and the Orions have their parley on Doo III. Konuu agrees to paying a large reward for the capture of Krador.

Stardate 2/2405.20 (Day 350)

Krador and Kreetan blow up at each other again, primarily because Kreetan is anxious to get the fight started. Krador, on the other hand, desires to wait until he can arrange a major incident between the Federation and the Romulans. The major incident he has in mind is to go to one of the Romulan colonies in the Triangle and drop enough mind control drug in the water to cause the entire population to do his bidding. After sorting out the people he wants to keep, he will induce the others to commit suicide, after which, he will plant evidence that the Federation was responsible. The only problem is that such an incident would require more drug than he has available at the moment.

Stardate 2/2406.10 (Day 370)

Vastok raids his secret base on Workday intending to capture as many drugged Orions as possible, and maybe even the drug manufacturing plant. He succeeds in getting a lot of the Orions, but fails to capture the plant.

Stardate 2/2407.05 (Day 395)

Kreetan, who cites the reduced personnel and the assurance that the enemy knows their location, urges Krador to withdraw from the base. Because he is close to having produced the quantity of drug that he needs, Krador wants to hold out for at least a few more days.

Stardate 2/2407.10 (Day 400)

Having concluded that Krador had reached his level of incompetence, Kreetan decides that he can no longer follow a madman, even if he is a blood relative. In order to cover his tracks, and to be assured that the mind-control drug (something he never fully understood anyway) would not fall into the wrong hands, Kreetan sets timed explosives around the drug facility. He quietly departs for the Klingon Empire, leaving Krador to his own devices. When Krador first realizes that there were no other Klingons around, he knows instinctively what has occurred. He rushes to the drug facility to assure himself that it is intact, entering the plant just as the explosions start. All that remains afterwards is a burning crater, leaving Konuu safe to assume that Krador (with the formula for his mind-control drug) is utterly and finally destroyed.



THE RIPPLE EFFECT

Day 1 to Day 30

At some time during this period, the following rumor should be passed to the player characters.

An old Federation ex-trader named Dunton seems to be missing. Dunton has been plying his trade in the Triangle for over 20 years now, and locals have come to expect him as regularly as the change of seasons. However, his normal ports-of-call have not seen him or his tramp freighter *Goldie* for over a month now.

Day 19

The player characters will intercept the following radio message, transmitted in the Romulan tongue:

Kind sirs! I am sorry to report that I am unable to fulfill our trade agreement. It seems that my special cargo intended for the Star Empire turned out to be considerably more explosive than I had anticipated. If you need verification, you may dispatch your representative to 9.6S 5.2E to inspect the wreckage. I am sorry for the inconvenience this causes you — nearly as much as I am sorry for the loss of profit it represents to me. End of message.

Day 22

The player characters will intercept the following radio message, transmitted in the Romulan tongue and in a cipher from the Romulan-Klingon conflict that has been broken for several years:

I have inspected the wreckage of the Orion vessel that was transporting Krador. Despite the fact that the vessel does appear to have suffered considerable damage, I seriously wonder why the Orions failed to salvage the vessel, or, if Krador had succeeded in taking control, why he failed to salvage the vessel, or, if Krador had succeeded in taking control, why he failed to cover his tracks better. I am commencing a search of the area to see what information can be uncovered. Romdar out.

Day 85

Sometime after this date, the following rumor should be passed to the player characters:

A rather sharp-looking Klingon cruiser arrived near the Turnstile. The ship goes under the name of the *Destructor*. Word is that if you value your ship, you should steer clear.

Day 90

KLINGON SECTOR INTELLIGENCE REPORT: 2/2308.28

Source Reliability: Class A

A Klingon task force has arrived at Jonny's Retreat, 9.9S 5.1E, just inside the Triangle border. No apparent reason is known by area residents. Class C rumors give the commander as Admiral Konuu zantai-Mogodush, Commander, Fourth Frontier Security Area. If this is the case, he is operating far outside his district.

Day 120

KLINGON SECTOR INTELLIGENCE REPORT: 2/2309.25

Source Reliability: Class B

Transmission beamed toward Outpost 1: Admiral Konuu, we cannot seem to locate the frigate *Furious*. It was performing a scouting sweep in advance of the squadron, but currently is failing to respond to messages. We have dispatched a cruiser to investigate. End of transcription.

Day 140

At some time after this date, the following information should be given to the player characters as a rumor.

A Romulan squadron that arrived near Hadalib V some time back has started to make a few landings in the Triangle near there. The Romulan commander seems bent on finding something, but no one has been able to determine anything about the object of his search except that, whatever it is, the Romulan thinks it's important enough to leave a few bruises on the people he interrogates.

Day 160

ROMULAN SECTOR INTELLIGENCE REPORT: 2/2311.06

Source Reliability: Class B

Transmission beamed toward the Romulan interior: I must report that one of the vessels in my command sustained damage today. We were approached by a Federation freighter named the *Goldie*. I directed that we send the standard 'steer clear' message, but the *Goldie* failed to acknowledge. Perceiving that the vessel had no apparent damage, I suspected that something was amiss. I directed the *Claw* to fire a shot into the *Goldie's* engines, at which point in time the *Goldie* exploded. This explosion delivered a considerable amount of structural damage to the *Claw*. Investigation of the wreckage revealed that there were no crew on board. I suspect that the vessel was programmed to approach my flagship and self-destruct, but the *Claw's* shot tripped the detonator. I am currently investigating the matter, but I will not interrupt my primary mission in the meantime. Romdar out. End of transcription.

Day 190

NEWSFAX FLASH: 2/2312.10

It has been reported that the Klingon flotilla and Romulan squadron that have been harassing citizens of the Baker's Dozen and the Turnstile for the last several weeks have held a secret conference today. Subject matter at the conference has not been revealed, but speculations are that the two Empires have become concerned about piracy in the Triangle. Whatever the real agenda, it bodes ill for independent Triangle worlds if the Romulans and Klingons start working in conjunction.

Day 210

NEWSFAX FLASH: 2/2312.30

Captain Chester Dunton of the Federation-registry freighter *Goldie* was recovered from his ship's lifeboat today adrift near Wall, just inside the Federation border of the Triangle. Dunton and the *Goldie* had been reported missing nearly six months ago, supposedly lost in space enroute to the Turnstile.

Dunton was somewhat incoherent, but conveyed the message that his vessel was seized by a Romulan vessel while he was conducting business in the Triangle. He stipulates that he was subjected to a severe interrogation, but managed to escape. He also states that two passengers were tortured to death by the Romulans in an attempt to persuade Dunton to divulge unspecified information. Dunton is currently under psychiatric observation.

Day 215

TRIANGLE SECTOR INTELLIGENCE REPORT: 2/2312.30

Source Reliability: Class B

Klingon Transmission beamed toward Outpost 1: The cruiser *Mayhem* encountered the *Destructor* today and engaged in combat. We have ascertained that the *Mayhem* inflicted considerable damage on the *Destructor* before being destroyed. Units have been dispatched to pursue the *Destructor* and search for survivors from the *Mayhem*. Konuu out. End of transcription.

Day 220

ROMULAN SECTOR INTELLIGENCE REPORT: 2/2401.08

Source Reliability: Class B

Transmission beamed toward Romulan interior: I have located the wreckage of a Klingon cruiser identified as the *Mayhem*. Evidence indicates that the *Mayhem* was destroyed by another Klingon vessel. Somehow, I believe Krador is behind the incident. I am accordingly continuing my investigation. Romdar out. End of transcription.

Day 252

NEWSFAX FLASH: 2/2402.12

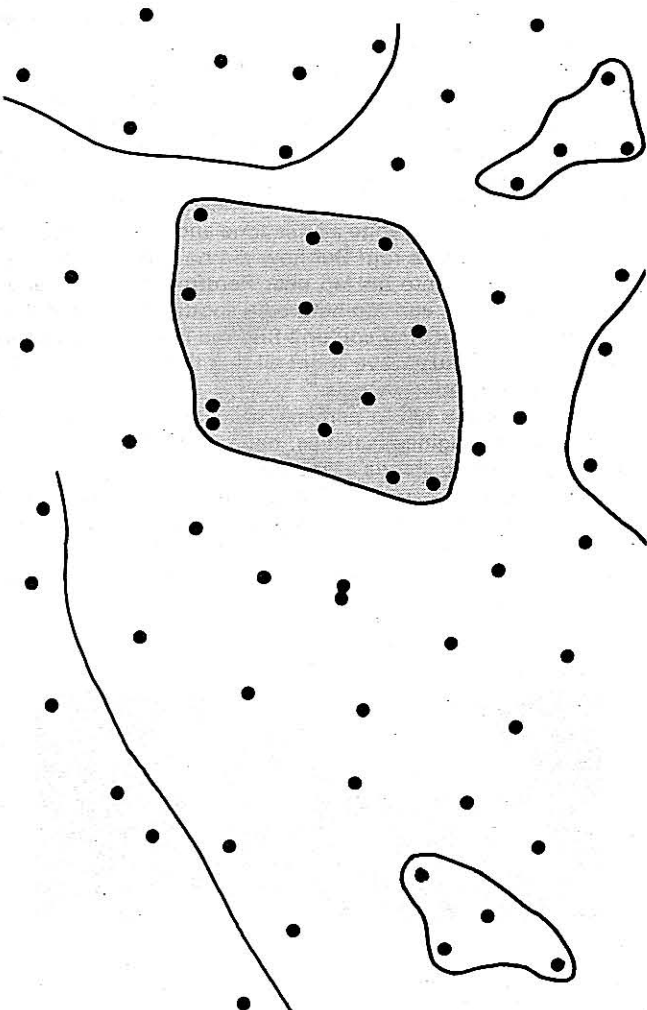
The Klingon flotilla and Romulan squadron operating between the Turnstile and Baker's Dozen have once again held a conference near Lánroche VIII 2/2402.12. As before, subject matter at the conference was kept secret. Indications are that the Romulan and Klingon Empires are most definitely working cooperatively, and some speculate that additional Klingon and Romulan forces will be brought into the Triangle.

In a related story, two vessels from the Paxton system engaged the visiting Romulan squadron when the Romulans demanded that the ships halt to be boarded for inspection. When the two ships refused, shots were fired and a battle ensued. One of the Paxton ships was destroyed, and the other severely damaged. The crew of the two vessels were taken prisoner, interrogated, and dropped on Paxton III with the admonition (in the words of Captain L. Len Wilkerson) that "it is better to cooperate with us so we can find what we came here for and then go home and leave you all to your own problems."

Day 286

NEWSFAX FLASH: 2/2402.16

The strife in the Baker's Dozen continues with another space battle that took place 2/2402.14. Ships from Paxton IV engaged elements of a Klingon flotilla. The Paxton IV vessels were utterly destroyed, but only after having inflicted serious damage on the Klingons. After the battle, the Klingons collected many of the bodies of the Paxtonians and delivered them to Paxton III, with the message "Get in our way and die." Examination of the bodies indicates that not all of the victims died immediately.

**Day 305**

ROMULAN SECTOR INTELLIGENCE REPORT: 2/2404.02

Source Reliability: B

Transmission beamed toward Romulan interior: Today several of our ships came upon a battle in progress between a Klingon D-7M and an Orion vessel. The Orion vessel would have undoubtedly lost, but when our ships approached, the two vessels broke off the engagement and fled in separate directions. Unfortunately, our ships were still too distant to pursue with success. Upon analysis, I conclude that perhaps the Orion Vastok has decided to hold Krador and then play us off each other with the Klingons, driving up his sale price. Perhaps he is merely waiting for an appropriate time to arrange the bidding. I am now also searching for Vastok. Rom-dar out. End of transcription.

Day 306

NEWSFAX FLASH: 2/2404.06

Reports have been received that yet another Klingon atrocity has occurred in the Triangle, this time between a Klingon D-7M — as yet unidentified, but assumed to be part of the 'visiting' Klingon flotilla — and an unidentified Orion vessel. The Orion ship was understandably destroyed in the encounter, but it is rumored that the Klingon ship was also extensively damaged.

Day 315

ROMULAN SECTOR INTELLIGENCE REPORT: 2/2404.12

Source Reliability: B

Transmission beamed toward Romulan interior: Today we investigated the wreckage of a battle between a Klingon vessel and an Orion ship; the battle took place seven days ago. Though it was reported that all the Orions on board had been killed, we have discovered, after thoroughly searching the debris, that no bodies nor lifeboats were on board at the time the ship was destroyed.

Considering the report that the Klingon vessel was heavily damaged, I am inclined to believe that the Orion crew abandoned ship before the engagement commenced. I also believe that the ship had been programmed to close and self-destruct to inflict severe damage on the Klingon ship. After the explosion, I think it likely that the Klingon commander concluded that all on board the Orion ship were dead, and limped off for repairs.

Because Orions are loath to destroy their ships unless all is lost, I believe that Vastok was in command of that ship. Only Vastok would feel it worthwhile to self-destruct his own ship merely to damage a Klingon vessel, and then only to throw off pursuit. I conclude that Vastok is once again in the company of his Orion associates. Hence, I have decided to stop and search all Orion vessels that my squadron encounters. If need be, I will consider holding those ships until the Orions surrender Vastok and Vastok's prisoner to me. Rom-dar out. End of transcription.

Day 335

NEWSFAX FLASH: 2/2405.05

Once again the Klingon flotilla 'visiting' the Triangle has had a brush with citizens of the AOFW, but this time things did not go lightly for the Klingons, who encountered a battle-ready squadron of AOFW naval militia. When first encountered, the Klingons issued their usual demand for the AOFW vessels to halt and permit inspection. The AOFW squadron commander refused and countered by demanding that the Klingons should halt and permit inspection. Understandably, fighting commenced. Most recent reports indicate that losses for the Klingons consist of two cruisers and two frigates. Losses for the AOFW unit have been tentatively placed at one cruiser and one frigate, with several other vessels also taking damage.

Day 336

TRIANGLE SECTOR INTELLIGENCE REPORT: 2/2405.06

Source Reliability: A

Transmission beamed toward Freeloader: Have encountered Romulan vessels. Sister ship *Farseeker* seized. Received message from Romulan squadron commander. Message reads: Give me Vastok or there won't be an Orion ship left in the Triangle. Message is signed 'Romdar'. Please advise. *Wanderlust* out. End of transcription.

Day 339

ROMULAN SECTOR INTELLIGENCE REPORT: 2/2405.09

Source Reliability: B

Transmission beamed toward Romulan interior: My strategy of seizing Orion vessels has paid off. I was contacted by Vastok, who contends that he was taken captive by Krador shortly after having contacted High Command. Vastok claims Krador used him to seize Vastok's base of operations, but Vastok has supposedly effected an escape and managed to elude his Klingon pursuer. These claims correspond with the evidence that I uncovered.

At this time, Vastok is still unwilling to merely tell us where to find Krador. He contends, however, that if we permit him two months, he can recapture Krador. He proposes to surrender the Klingon to us for a more reasonable price than he originally suggested.

Despite the fact that Vastok is an Orion, I am inclined to believe him. As a partner in the capture attempt, I would not feel safe with Vastok at my side. As a contractor, I believe he will do his utmost to fulfill the contract. Additionally, he has made arrangements that, if he should fail, a packet of information detailing his base's location and defense specifications will be delivered to us. Considering how much time we have invested in this operation, I am willing to invest another two months. In the meantime, I would appreciate it if High Command would forward to me any information concerning Vastok or his base. Romdar out. End of transcription.

Day 340*Intercepted radio transmission*

Greetings Admiral Konuu. My name is Vastok; you might know of me. I know whom you seek here in the Triangle, and I know where he is. I can get him for you, if the price is right. If you are interested, send a message to Freeloader, and we'll arrange a meeting. End of transcription.

Day 348

KLINGON SECTOR INTELLIGENCE REPORT: 2/2405.18

Source Reliability: A

Transmission to Klingon Starbase 1, in Klingon Security code: It must be noted that on 2/2405.15 Admiral Konuu bargained with an Orion named Vastok, likely the same Vastok purported to have access to Krador.

The Admiral's conference was not monitored, and we strongly suspect that Konuu is holding back something important. The conference room used had been placed under surveillance shortly before the meeting. After the meeting, we checked the room again and found our devices in place. Either Vastok was carrying an improved security device, or Konuu has his own agents nullifying our surveillance. We are continuing to look into the matter. Security out. End of transcription.

Day 400

At some time after this date, whenever the characters are near the Turnstile, they should be provided with this rumor:

Did you hear that Vastok has attached himself to the Liban family for a while? Fine thing for a man who used to be hot stuff in the Turnstile. I heard that his own base has been blown sky-high by some crazy Klingon. Probably that loon that was cruising around here grabbing ships.

PLANNED ENCOUNTERS**THE HOOK: THE DYING GASP**

Any time after Day 22, the players will receive a subspace SOS from a freighter in distress named the *Glory's Fortune*. The message will read that the ship has lost power and the life-support systems are failing. It will very conveniently turn out that the only vessel that can reach the *Glory's Fortune* before the crew will be dead is the player characters' ship.

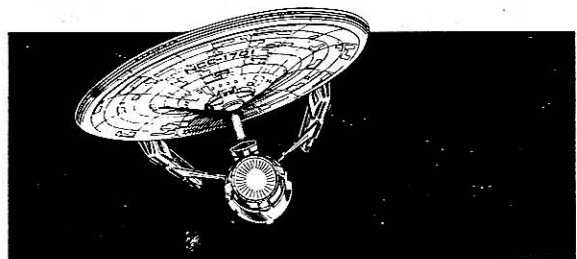
When their ship arrives near the *Glory's Fortune*, the player characters will note that it is obviously a Triangle Freetrader registered to a corporation headquartered in the Turnstile. There will be no direct response from the ship except for the weak automatic signal broadcasting the distress signal.

When boarding parties are sent over, they will discover that nearly everyone has died from asphyxiation. The sole survivor is the Captain, a Klingon by the name of Karstan; his deceased crew was composed of Humans and Orions. While inspecting the physical evidence, the player characters' Engineer will note that the crew of the *Glory's Fortune* had removed several safety devices from the warp engines in order to boost the speed. As a result, the engines had burned out, and with them went the power for the life-support systems.

If any player character tries to revive Karstan, he will succeed in bringing Karstan to consciousness. Delirious, Karstan will feverishly babble in the Klingon tongue. After babbling for a while, Karstan will die, despite any medical attention he has been given. (If none present at the time speak the language, assume that a recording device is present and operating so that the player characters can review the conversation later.)

The following is the transcript of what Karstan babbles: "He's here! After all these years! They said the Romulans stuck him behind a desk. But he's here! With a whole squadron! They said he was burned out! Would the Romulans stick a burned-out Admiral in charge of a combat squadron? They're not that crazy! It can only mean that Romdar has been planning his revenge all this time and now we're going to be rolled up like a rug! But how did he know I was here? I nearly dropped into his lap near Remfrey, but I managed to cut the safeties and run before he spotted us. How did he find me? Even Security couldn't find me here after all these years. Romdar must have spent all that time locating us. I'd hate to be in Krador's shoes."

If the players fail to perceive the significance of a ship bypassing its engines' safeties, have an NPC mention that any ship doing so stands a 50/50 chance of destroying itself. For the captain to have decided to take such a step indicates that he thought his and/or his crew's chances of survival were considerably worse in the spot they were attempting to leave. Karstan must have felt the devil himself was getting close — or an avenging angel.



BACKGROUND INFORMATION

COMPUTER SEARCH

Keywords: Muldor IV, Klingon border, Admiral Krador, Termination Order, Fugitive.

STAR FLEET INTELLIGENCE BRIEFING: 2/2204.1

Sources report that the Klingon Military Governor of Muldor IV, Admiral Krador, has become the subject of an Imperial Termination Order. Krador was one of the heroes of the last Klingon-Romulan War and reportedly was standing high on the list of Imperial succession. According to area sources, Imperial forces reestablished order on Muldor IV through a surprise attack on their own military base Stardate 2/2203.20. The Klingon desk interprets the action as an internal power struggle for the Klingon throne.

KLINGON SECTOR INTELLIGENCE REPORT: 2/2205.10

Source Reliability: Class C

An Orion trader normally working the Triangle came through 6.0S 4.8W approximately 20 days ago. When he left, he had a flashy Klingon booked as a passenger. The Klingon looked like he was on the run.

KLINGON SECTOR INTELLIGENCE REPORT: 2210.10

Source Reliability: Class A

Transmission beamed toward Muldor IV: Pursuant to Admiral Konuu's orders, Admiral Kreetan has been kept under surveillance. Today it was reported that Admiral Kreetan has made arrangements to make a tour of ship repair facilities. This will make the first time in over six years that Admiral Kreetan has left his office to make a field inspection of any kind. End of transcription.

KLINGON SECTOR INTELLIGENCE REPORT: 2211.25

Source Reliability: Class A

Transmission beamed toward Muldor IV: Admiral Kreetan departed today on his inspection tour of repair facilities. He is travelling on board the *D-7M* Class cruiser *Destructor*, an elite ship manned entirely by Imperial Klingons. End of transcription.



KLINGON SECTOR INTELLIGENCE REPORT: 2211.27

Source Reliability: Class A

Transmission beamed toward Klinzhai from Muldor IV: All units in my command are directed to rendezvous at 9.9S 5.1E. Units are advised to maintain a low profile while in transit. Any commander that attracts attention on the way will be answerable to me, personally. Admiral Konuu out. End of transcription.

END OF SEARCH 5 entries found.

COMPUTER SEARCH

Keywords: Klingon-Romulan border, Triangle, Klingon Admiral, Admiral Krador, Fugitive.

ROMULAN SECTOR INTELLIGENCE REPORT: 2212.01

Source Reliability: Class A

Transmission beamed toward Outpost 1: Greetings! I am a merchant who has an item that your Empire seems to want quite badly. Rumor has it that during the last Klingon-Romulan War, there was a certain Klingon admiral who caused your military units a considerable amount of grief. He is also rumored to have been responsible for several atrocities on Romulan planets. It just so happens that I am currently in a position to place this individual in your hands, for a substantial price. If you are not deterred by the cost, send a negotiator with a cargo-hold of dilithium crystals to 9.7S 5.7E, and we'll see what deal we can arrange. End of transcription.

STAR FLEET INTELLIGENCE BRIEFING: 2212.01

Sources report that Fleet Admiral Romdar has been reactivated. Romdar was a rather dynamic officer in the Romulan command structure up until the last Romulan-Klingon feud. At that time, Romdar's family was more or less exterminated by forces commanded by Klingon Fleet Admiral Krador. The Romulan desk interprets Romdar's deactivation to be due to his vehement anti-Klingon feelings. The interpretation of his reactivation is unknown, but he has been assigned command of a full squadron and dispatched to the Triangle.

END OF SEARCH 2 entries found.

COMPUTER SEARCH

Keywords: Vastok, Orion, freetrader, smuggling, Triangle
ORION SECTOR INTELLIGENCE BRIEFING

The Vastok Family operates primarily in the border area near Muldor IV. As far as Orion clans go, it is moderately wealthy, mostly from gun-running. Most weapons are sold to subject races Klingons that are attempting to revolt. However, a long time ago, the family realized that weapons were also in high demand in the Triangle. Therefore, a base was established, and a family representative was appointed Trader-in-Residence. Every five years, the TIR has to go home with a copy of the books. If the clan is satisfied with his performance, he retains his post and returns to the Triangle.

The goal of the Vastok family is to keep the unrest in the Klingon Empire an ongoing problem. As long as the power on the Klingon throne is shaky, there will be unrest, which will keep the Vastok clan well-stocked with customers. The clan wants very much for the Triangle to be a bone of contention between the three empires, and to foster a feeling of nationalism within the residents of the Triangle. That way there will always be customers available, no matter who has the upper hand.

END OF SEARCH 1 entry found.

COMPUTER SEARCH

Keywords: Karstan, Klingon, Krador, Klingon-Romulan war.

Captain Karstan sutai-Marsh commanded the flagship of Thought Admiral Krador during the last Klingon-Romulan war. Five years ago, he retired and moved to the Triangle. He is believed to be using his connections in the Klingon Empire to make himself rich on trading activities. He operates the vessel *Glory's Fortune*.

END OF SEARCH 1 entry found.

HINTS ON PLAY

This plot has five distinct vectors: 1) Krador's plans to carve out an empire, 2) Vastok's plans to make a credit and regain control of his base and operations, 3) Romdar's quest to find and capture the Klingon responsible for the destruction of his family, 4) Konuu's desire to capture Krador and return him to the Emperor before the Emperor becomes impatient and puts Krador's sentence on Konuu, and 5) Kreetan's dreams of 'getting back in the saddle again' by rendezvousing with his nephew and then going on a campaign of conquest.

As the players enter the area, they are bound to stumble on evidence of several of the vectors by direct observation of evidence, or by second-hand reports. However, all such evidence is viewed from the perspective of whichever vector is currently under investigation. Furthermore, rumors and speculation have a tendency to confuse perceptions of The Big Picture. It should take a while before the players realize each of the vectors intersect at Krador.

The gamemaster should lay facts out in front of the players at the appropriate times, but should not confirm or deny any of their speculations on what is going on. He should let them jump to their own conclusions and pursue them as they will.

USING RUMORS

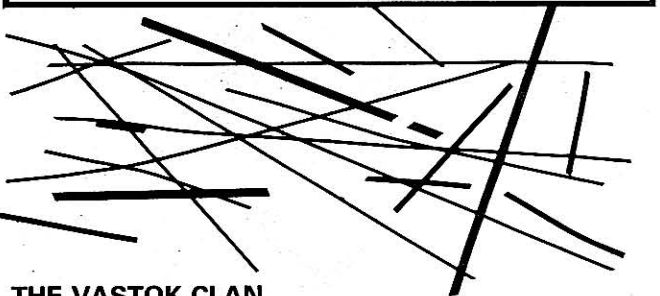
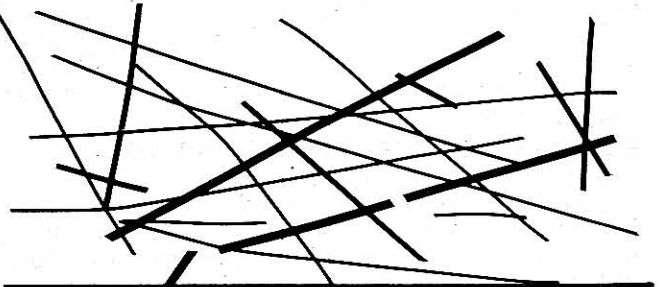
Whenever the opportunity arises, the gamemaster should tantalize the players with partially accurate rumors from the locals, such as: 1) Yes, it could be that Krador is hiding in the Triangle, but he must be hiding out alone someplace because somebody as outstanding as that would be bound to be noted by someone. 2) Vastok must have something cooking; he hasn't been seen for quite awhile. 3) There's some crazy Romulan kicking around the Triangle looking for something, but he's not saying what. 4) There seems to be a Klingon reconnaissance-in-force going on, judging by the way a certain Klingon flotilla keeps examining planets and ships in the usual Klingon heavy-handed fashion. 5) Some Klingon renegade has fled into the Triangle with a crack ship and crew, judging by the way a certain *D-7M* keeps trouncing other Klingon ships. Some of the best rumor misdirection that's available is from the paranoia of the locals: with the unexplained meetings between Romulan and Klingon forces in the Triangle, it is obvious that they are making plans to simultaneously invade the Triangle and divide it between the two Empires.

It may be possible that the players choose to ignore the Krador plot-line. On a take-it-or-leave-it basis, this would be understandable. However, the strength of this plot is the lack of solid information. If the players knew exactly what was happening along any of the vectors, they would be able to make a reasonable value judgement about whether they should investigate further, or let someone else take a look at that vector. But when all they know is that something *big* is going on and that it bodes ill for the Federation, curiosity and duty should make them look more closely. If that is insufficient to make them investigate any of the vector subplots, the gamemaster can use The Hook encounter to draw them in.

The player characters would realize that the principle parties appear to be more than willing to turn the Triangle into a battlefield, which would, incidentally, damage Federation interests in the sector. The gamemaster should gently point this out if the players fail to see it.

INFORMATION AVAILABLE FROM STAR FLEET INTELLIGENCE

After The Hook has occurred, the players have three names to investigate: Karstan, Romdar, and Krador. Both Krador and Romdar have Star Fleet Intelligence files that are accurate to Stardate 2722, with specific updates; there is far less information on Karstan. A computer search on these characters will reveal the information provided in the **Background Information** section, as well as most of the information on these characters in the **Cast Of Characters** section.



THE VASTOK CLAN

Prior to the appearance of Krador, the clan had only six ships in the Triangle, operating from a hidden base. After the Krador episode, the clan will have neither ships nor base in the Triangle. What is worse, it will be nearly a year before the clan learns of the sad state of affairs, and still another year before an expedition can be mounted to reestablish the tradeport. It would not be unlikely for the clan to put a reward out for the capture of the Trader-In-Residence who was responsible for the debacle, which could provide for additional play after the plot has run itself out.

A Family Affair

PLOT SYNOPSIS

The concepts of peace and war are difficult to grasp; we say that we are in a time of one only because the other does not exist at the time. Humans, being a simple-minded race, like definition in their lives, and thus want to be in a clearly-defined state of one or the other. Unfortunately, this is not always possible or desirable.

For a very short period of Terran history, it was possible to say that countries were in one or the other. This existed for only half a century, however, during the 20th century, when global communications were almost instantaneous and Terrans were willing to accept the definitions established by the great powers. Prior to that epoch, the dividing line between war and peace was ill-defined, and most nations were in that broad band that separates total conflict from absolute tranquility.

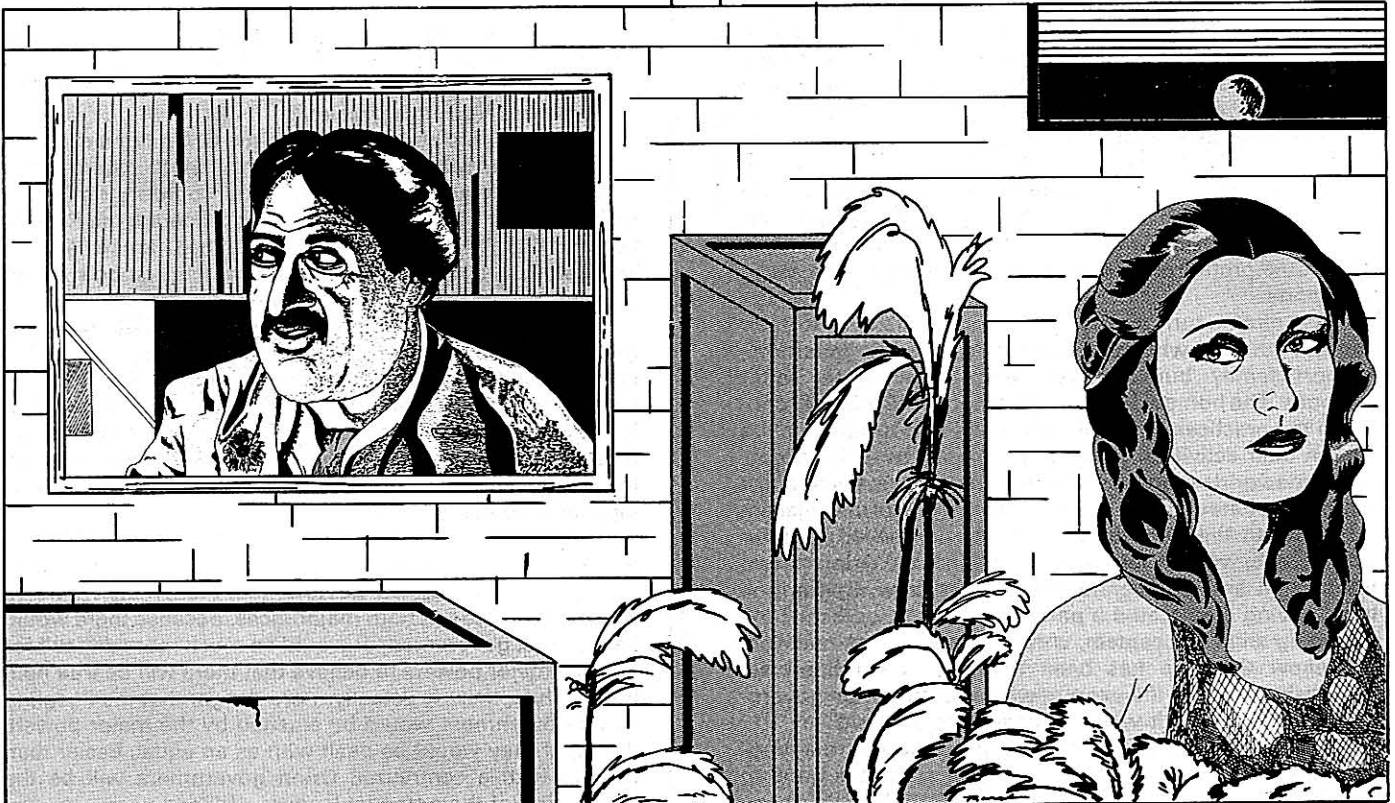
In the 17th century, most Terran nations were either in the transition between peace and war or between war and peace. Thus, it was possible to fight a bloody battle after peace had been declared, and it was also possible to fight huge actions or raid colonies years before war was declared. In the late 20th Century, until the final Armageddon, the same conditions existed. Nations nominally at peace were, in fact, at war, and nations formally at war exchanged ambassadors, held trade relations, and sold each other arms.

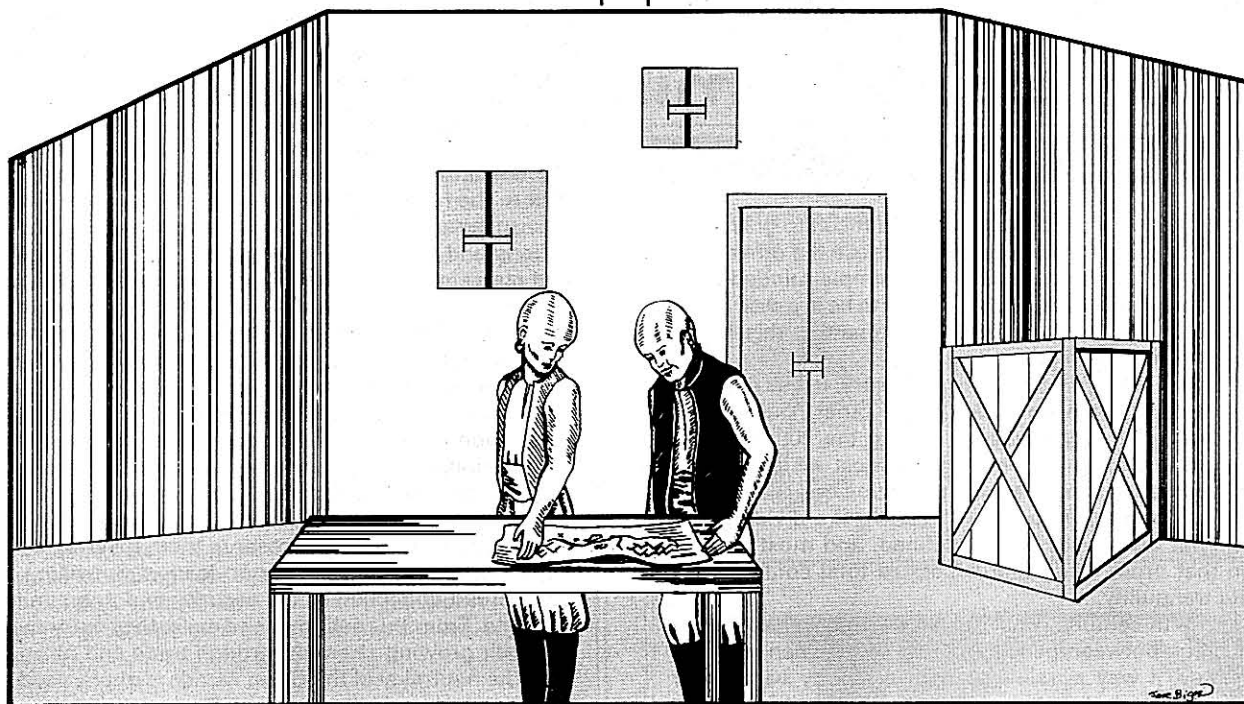
All of this was very upsetting to the Terrans. They felt that their instant communications should be able to solve the problems. It did not, and it never will.

When Terrans became a starfaring race, they found that the conditions they abhorred on Terra were the norm in space. The huge distances involved in star travel meant that even at the speed of light there were long breaks in communications and contact. Even subspace radio was not instant, and starship captains had to make decisions without reference to higher command. This led to the rigorous training in diplomacy and negotiations at Star Fleet Academy. Terrans were again trying to establish parameters that would clearly define the dividing line between peace and war.

In the expansion of the UFP, the chief holdouts against Federation membership have been the Orions. The society of the Orions is tribal, there being no real central government. As the power of the Federation grew and the Orion worlds were gradually surrounded, a balance was established, and the Orions were able to preserve their sovereignty by proclaiming neutrality. Some Orion leaders, unwilling to bend as the reed does, fled to the security and anonymity of the Triangle. From this self-imposed exile, they carry on, financing their growing strength through trade and pillage.

The neutrality of the Orion worlds is guaranteed by both the Federation and the Klingons. Each of the dominant races sees this neutrality as benefitting themselves at the expense of their neighbor. Both see that a neutral Orion system is better than one that is hostile, for that would mean conflict with the Orions as allies of the enemy power. Neither major power wants especially to be allied with the Orions, for that would mean that effort would have to be expended in their defense. Some philosophers have even declared that it would be better to have the Orions as enemies than anything else.





It would, they say, take only a squadron to defeat them, while a fleet is required to keep them neutral, and it would take the entire Star Fleet to defend them. Thus, the Orions in Federation and Klingon space go their own way, robbing from their neighbors, accepting bribes from both, spawning a host of secret agents for both empires, and quarrelling amongst themselves. They are, in a word, happy.

The situation with the Orions in the Triangle is very similar. Most of the time they pose as peaceful traders, which they are, carrying needed items throughout Triangle space. At other times, they are ruthless pirates, attacking unsuspecting merchant ships and eliminating the crews. The pirates then flee to one of the numerous planets within the Triangle, sell their ill-gotten gains, and become peaceful merchants again. The profits to be made from these lapses into brigandage are so high that the officials of the planets tend to turn a blind eye toward the activity. Most of the planetary governors are in collusion with the Orions, and all are making at least some profit from allowing Orion freebooters access to their ports.

The pirates turn a portion of their profits over to their family patriarch, who uses the funds to bribe governors, support family bureaucracies, and to purchase better weapons. The homeworlds, on the other hand, officially condemn the practices of the pirates, while also turning a blind eye on their activities. Nominally opposed to their actions, the homeworlds grant covert aid to the pirates, being a last refuge for pirates chased by cruisers from one of the adjacent races. When the unfortunate pirate is compelled to enter Orion space, with retribution close behind, the Orions arrest the captain and incarcerate him and his crew. Some time later, having confiscated a part of the wealth on board the offending ship, the captain, crew, and vessel are released. Somehow the ship has been repaired, a condition accomplished against the express wishes of the Orion government involved, and it vanishes again into the void.

Young, ambitious Orions look to the pirates as role-models. The pirates become the epitome of all that is good in the Orion ethos, and the young men flock to the side of any successful commander. Thus, the pirates have no trouble recruiting the best and the brightest of the Orion stock.

The adrenalin produced by the body at times of danger and excitement is a powerful drug, and those who feel its effects frequently can become addicted to it. Raiding and piracy, the thrill of battle in life-threatening situations, are conditions that promote the production of adrenalin. Some of the pirates find that, once hooked on danger, they need more and more of it in order to survive. The Triangle, with its philosophy of 'live for the present,' is a place where stimulation is the normal way of life. And once the step is made to cross the boundary from law to chaos, it is quite easy to expand the chaotic nature of the individual to levels unacceptable even to those who have made the crossing. The Orion pirates have this problem.

R'Zaad, in his plan to organize the Orion families into a confederation, will go far in upsetting the delicate balance in the Triangle and on the UFP-Klingon border. His feeling is that, once all Orions have been consolidated, the Federation and Klingons will have to deal with the Orions as equals. The Orions will control the vital space between both major powers, and thus be able to dictate to both.

R'Zaad believes that if there is enough agitation among the Orions, his presence will be seen as a moderating influence rather than a disruptive one. He thinks that both the Federation and the Klingons will see that his role as Orion leader will be a stabilizing factor. This is wishful thinking on R'Zaad's part. There is no way that either of these races will look with anything but alarm at the return of a strong, unifying leader to the Orions.

R'Zaad has totally missed the value of the neutral Orions to both the Klingons and the Federation. As a united body of peoples with a central government, the Orions would be a thorn in the side of both major races. Because there would be a central government, it would be much more difficult for the two major powers to believe that there will be true neutrality. Thus, there is actually more danger that the fledgling Orion government would be crushed by the major powers than that they would be dealt with as an equal. Easier than dealing with a centralized Orion government will be the eliminating of the potential leader — R'Zaad.

CAST OF CHARACTERS

Name: R'Zaad

Occupation: Pirate
Title: Chieftain

Race: Orion-Human Hybrid

Age: 36

Sex: Male

Attributes:

STR —55	CHA —88
END —76	LUC —70
INT —65	PSI —11
DEX —55	

Combat Statistics:

To-Hit Numbers—

Modern: 55

HTH: 57

Bare-Hand Damage: 1D10+9

AP: 9

Significant Skills:

Gaming

Language

Galacta

Romulan

Klingon

Leadership

Marksmanship, Modern

Negotiation/Diplomacy

Personal Combat, Unarmed

Small Unit Tactics

Starship Combat Strategy/Tactics

Rating:

45

26

25

60

93

55

71

60

71

81



Distinguishing Physical Characteristics:

R'Zaad has the deep amber complexion of the dominant Orions, and he wears his thick, blue-black hair short, with bangs over his high forehead. His most noticeable feature are a pair of piercing, black eyes that seem to transfix their target. Taller and heavier than average, R'Zaad moves with the fluid grace of a dancer.

He normally wears open-throated shirts with flowing sleeves, tight trousers, and high, black boots, affecting the appearance of a dashing swashbuckler.

Brief Personal History:

R'Zaad was born in the Orion system of a Human father and Orion mother. As a half-breed, he was an outcast among his mother's race, and this has left him with feelings of bitterness and animosity toward any who mention his mixed parentage. Because his father was a Star Fleet officer, and because of his own high intelligence, he was accepted at Star Fleet Academy.

Cadet Cruise, *USS Wheeler*, Honors

Galaxy Exploration Command, *USS Hannibal*, 2 years

Military Operations Command, *USS Lafayette*, 2 Years

Independent Merchant Captain, 2 Years

Gunnery/Engineering Officer, Pirate Vessel, 1 Year

Independent Pirate Commander, 8 Years

R'Zaad found that he was unable to function fully as a Star Fleet officer when faced with the need to combat Orions.

Personality:

Motivation/Desires/Goals:

A mixture of Orion and Human traits, R'Zaad has the skills and cultural background of Humans, combined with a deep loyalty toward his Orion heritage.

His Human background makes him a good organizer and commander. Through this Human side, he realizes the value of strong central control and loyalty to that control. He sees that the Orions will never be a power with which to be reckoned until they can absorb that attitude.

Raised by his mother, he has absorbed the history, culture, and values of the Orions. Even though he was disowned by his mother's race, he still feels that his ultimate loyalty falls with the Orions. Using his skills and training in the Human world, he hopes to reshape the Orions into a single, strong culture that will take its rightful place among the starfaring races. Like most egocentrics, he sees himself as a savior.

Manner:

R'Zaad is a highly competent commander whose vision of the world to come is infectious. He has the ability to sell himself or any plan of his to even the most confirmed skeptics. To those who see him as a leader, he is cold and calculating in his plans. To those who feel he is wrong, R'Zaad is an arrogant fool whose rash actions will bring disaster on all who follow him.

R'Zaad patterns himself after the pirates seen in ancient Terran videos, which he came to enjoy while at Star Fleet Academy. He was entranced by the swashbuckling demeanor of these heroes of the silver screen, and took as his role-model a Terran actor named Errol Flynn, Stardate -1/3500. In one of the surviving videos, an adventure drama called *Captain Blood*, actor Flynn played a pirate, wronged by others, who becomes a hero. R'Zaad has never been satisfied with the drama's ending, feeling that the hero should have returned home to conquer those who had wronged him. R'Zaad plans to do just this.

Special Knowledge/Powers:

None.

Name: Joshua SCOTT

Rank: Commander

Current Assignment: Star Fleet Intelligence Command
Triangle Sector Intelligence

Position: Deep Cover Agent

Cover Assignment: Freetrader (Jason Scorn)

Race: Human

Age: 38

Sex: Male

Attributes:

STR —70	CHA —44
END —87	LUC —42
INT —85	PSI —12
DEX —60	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10+9
Modern: 60	AP: 10
HTH: 60	

Significant Skills:

Bribery	36
Carousing	14
Communication Systems Operation	70
Computer Operation	45
Gaming	55
Language, Orion	30
Leadership	73
Negotiations/Diplomacy	61
Personal Combat, Unarmed	61
Shuttlecraft Pilot	47
Streetwise	70

Distinguishing Physical Characteristics:

Scott is average in appearance, with medium-brown hair and eyes, regular features, and average height and weight. His dress is nondescript. So bland is his physical aura that he passes unnoticed, and others often are at a complete loss when asked to describe him.

Brief Personal History:

From a family of Terran farmers, Scott's intense desire to escape from that life led him to Star Fleet Academy. At the Academy, he had a brilliant record in academics, although none of his professors quite remember him, and there are no tales of his off-campus exploits told by later cadet classes.

Cadet Cruise, *USS Wheeler*, High Honors
Galaxy Exploration Command, *USS Armstrong*, 2 Years
Military Operations Command, *USS Lafayette*, 2 Years
Star Fleet Headquarters, 2 Years
Military Operations Command, *USS Leuctra*, 4 Years
Diplomatic Service, Argelius, 3 Years
Special Service School, Antares, 2 Years

After a rather undistinguished career in the Star Fleet, Commander Scott was finally recognized as a great asset. Records were manufactured to show he was killed in an accident at an experimental station, and he went undercover as Jason Scorn, a merchant in the Triangle. Counter-intelligence has proved a perfect place for a man of his deep insight, quick mind, and neutral personality.

Personality:

Motivation/Desires/Goals:

Joshua Scott is a quiet laborer within the structure of the Star Fleet system. His goal has been to escape the mundane existence of the farm for the more glamorous life in space. Aside from that, he has few personal goals. He is a good soldier, going where he is told, and accomplishing the mission with the least amount of fuss possible.

Manner:

Assigned to the counter-intelligence department because he is steady, thorough, and lacks imagination, Scott is completely unassuming and friendly to any who cross his path. As a merchant, he seems to know little about the higher economic laws, and is even a little uncertain of such basics as the law of supply and demand. He asks few questions, and those that he does have no particular bearing on the business of the Orions. But he is an excellent listener, able to sort through the bits of information he acquires and to form a complete picture from only fragments. He can be decisive when it is required, and he will die performing stoic heroism.

Special Knowledge/Powers:

Scott is an expert in Orion culture and language. With the right make-up, he could pass for an Orion.

Name: Drago APTERIX

Occupation: Freetrader

Race: Human

Age: 74

Sex: Male

Attributes:

STR —22	CHA —43
END —66	LUC —30
INT —55	PSI —09
DEX —67	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10+6
Modern: 73	AP: 10
HTH: 65	

Significant Skills:

Carousing	95
Language	
Klingon	15
Romulan	15
Orion	30
Marksmanship, Modern	80
Personal Combat, Unarmed	63
Shuttlecraft Pilot	88
Planetary Science, Prospecting	90
Small Equipment Operation	65
Streetwise	74
Trivia, The Triangle	93

Distinguishing Physical Characteristics:

Drago Apterix looks like a down-and-out prospector. His craggy features are browned to the color of mahogany, and his face is so wrinkled and creased that it appears to be a plowed field. The many crevices barely show his tiny, blue eyes that peer dimly from below bushy eyebrows. Had he had rudimentary dental care, his teeth might have been impressive. As it is, many are missing, and those that remain are broken and stained from the pipe found clamped in the left side of his mouth. The pipe, an artifact itself, is as wrinkled as the face from which it protrudes. Even when not lit, it never leaves his mouth... never.

Brief Personal History:

Apterix entered the Triangle 59 years ago in search of his fortune. He owned an ancient spacecraft with which he searched for an asteroid or planet that would yield him its riches. A well-known personality in the Triangle, he is renowned for his habit of begging a grubstake, making a strike, and then squandering his poke in some dim spaceport bistro on Saurian Brandy or Orion women. Now, he is a standing joke among those who know of his history, allowed to come and go as he likes — a harmless fellow who is more of a nuisance than anything else.

Personality:

Motivation/Desires/Goals:

For most of his life, Apterix was a dreamer. He knew that the next asteroid, the next planet, the next abandoned wreck, would be his key to a future of wealth and ease. He has followed this elusive star for five decades, and all he has to show for it are memories and no regrets. He was recruited by Scott (posing as Scorn) as a personal guide when Scott first entered the Triangle, and, since then, they have formed possibly the longest friendship Apterix has ever had. Scott has told Apterix of his mission in the Triangle, and the affection Apterix has for his young friend has meant that Scott's goals are now Apterix's. He is absolutely loyal to Scott, will risk his life for him, and will avenge any wrong, no matter how slight, that befalls Scott.

Manner:

Drago Apterix has been accepted as a space bum, and he will play the part to the limit. Normally encountered in the dives that line the poorly-lit streets of spaceports, Apterix will be found slightly in his cups, willing to spin any yarn for the price of a drink. His extensive carousing abilities make him almost impossible to get drunk, and he has a way of asking innocent questions that will pry a man's soul from him without the victim being aware that it is being done.

Special Knowledge/Powers:

Apterix's years in the Triangle have made him an expert on all of its parts. He knows everybody and everything, and he is tolerated everywhere.

TIME LINE OF EVENTS

Stardate 1/64

Drago Apterix enters the Triangle in search of his fortune. For the next 59 years, he will chase this will-o'-the-wisp, never catching it, but never quite losing sight of it either. He will become a living legend in the Triangle.

Stardate 2/03

Fayel R'Zaad, a young Orion on the way up, enrolls in the Star Fleet Academy. His mother was an Orion, his father a starship officer. The accidents of birth have found R'Zaad an outcast among the Orions and barely accepted by his father's people.

Stardate 2/04

Cadet R'Zaad meets and befriends second-year Cadet Joshua Scott, a Human. Both the dashing R'Zaad and the underwhelming Scott will become virtually inseparable for the next three years. Many classmates and teachers will remember R'Zaad; few will remember Scott.



Stardate 2/07

Cadets R'Zaad and Scott graduate from the Academy; both are in the top five percent of their class. After successful Cadet cruises, both are assigned as Ensigns to ships on the fringes of Federation Space – R'Zaad to the destroyer *Hannibal*, Scott as communications officer to the light cruiser *Armstrong*.

Stardate 2/08

In a combat between *Hannibal* and an Orion pirate, R'Zaad became physically ill when the Orion ship exploded. The illness is attributed to space sickness, common among young officers, but R'Zaad realizes that Star Fleet may not be his future.

Stardate 2/09

By luck, and some pressure on friends at high command, both R'Zaad and Scott, now Lt. jg's, are assigned to the heavy cruiser *Lafayette* – Lt. R'Zaad as Weapons Officer, Scott as Assistant Engineering Officer.

Stardate 2/10

After an altercation with a Romulan cruiser that had penetrated the neutral zone, another Orion pirate was encountered. R'Zaad had no problem targeting and engaging the Romulan, but the sight of the Orion again pulled at his stomach. As a loyal officer, he engaged the Orion target and destroyed it. He later confides to Scott his own misgivings.

Stardate 2/11

After four years in the Star Fleet, R'Zaad resigns. He is tired of the long patrols and the close supervision of his superiors. He also has inner doubts about his ability to fight Orions on sight; his own heritage is pulling him in a different direction. He craves more excitement, and he feels that he is qualified to command a combat ship of his own. Upon return to civilian life, R'Zaad is approached by 'merchants' and offered the chance to command one of their ships currently operating within the Triangle. He accepts the command.

Lt. jg, Joshua Scott attends Department School with an emphasis on command and computer sciences. He is marked as a man with high intelligence and remarkable innate skills when it comes to choosing the correct course of action in difficult situations. He is also incredibly bland.

Stardate 2/13

After two long years as a merchant captain, R'Zaad is becoming wealthy and bored. He has never had the chance to command a ship in combat, and the long merchant runs have done nothing for his craving for adventure. His ship is attacked by an Orion pirate vessel, and, although he fights his ship with skill and daring, the virtually unarmed merchant is no match for the heavily-armed pirate. After a stiff fight, it is captured. Impressed by the ability of the merchant captain, the pirate is delighted and even more impressed when he discovers that the merchant skipper was an Orion. Instead of killing him, he is offered a position on the pirate ship.

Lt. Joshua Scott completes a two-year tour at Star Fleet Headquarters. The contacts he makes while on this duty will serve him in good stead in his future operations.

Stardate 2/14

After a year as Gunnery and Engineering Officer of the pirate cruiser, R'Zaad is offered the position of Navigator on a first-class raider operated within the Triangle by the Yhout family. Again he accepts the position, but R'Zaad has greater plans for both himself and the ship. He has become disenchanted with the apparent lethargy of Orion leadership within the Triangle, and he begins to look for ways to become a leader himself. He sees the old tribal system as outmoded and inefficient. His training at Star Fleet has taught him the advantage of centralized control, while at the same time stressing individual initiative. This stress on loyalty and thought are the twin pillars upon which he plans to found his own empire.

Lt. Joshua Scott successfully defends a convoy to Adhara from a determined attack by Orion pirates. Although heavily-outgunned and outnumbered, Scott is able to drive off the attackers. His uncanny ability to out-guess the actions of the pirates is credited with the victory.

Stardate 2/15

In a running fight with a Federation cruiser, the Captain of the pirate ship is killed when the bridge is destroyed. Bypassing the Executive Officer, R'Zaad seizes command himself; those who at first disagreed with the step are either silenced or eliminated. He brings the damaged ship back to the repair base and is hailed a hero. Any whispers about his conduct are either forgotten or go unnoticed. His command of the ship is confirmed, making him one of the youngest commanders in the Orion fleets, and certainly the youngest in command of a vessel of this size and importance.

In a running fight with an Orion pirate vessel, Scott is unable to destroy the enemy. What looked like an easy kill after the pirate bridge was hit became a hollow victory when the vessel was able to escape. It was almost as though the pirate caught his second wind.

Stardate 2/17

Lt. Joshua Scott attends Command School. Again, his record is annotated to show remarkable skill and the ability to make rapid decisions. It is also noted that he has become a self-educated expert on the Orions. Upon graduation, Scott is posted to Argelius as Assistant to the Ambassador, Orion Desk.

Stardate 2/18

Without the concurrence of the Yhout patriarch, R'Zaad attacks and destroys a small Romulan mining colony on Rock haven. Later, he buys and outfits a private vessel of his own to escort his cruiser. This private vessel acts in an even more piratical way than the large cruiser. R'Zaad is careful to make sure that a large portion of the profits are given to Yhout to outfit the ships of the other members of his large family.

Stardate 2/20

Lt. Commander Joshua Scott meets with the Chief of Star Fleet Intelligence Command, Chief of Star Fleet Operations, and the Secretary Of Star Fleet. They explain the growing Orion situation in the Triangle, and ask Scott to enter the area undercover. The mission, they explain, will be extremely dangerous, and there will be little reward for success. Scott accepts and begins an intensive program of counter-espionage and Orion culture.



Stardate 2/18 to 2/23

During the following four years, R'Zaad continues to expand his private fleet. By the end of the period, he has 20 private ships operating under his command in raiding operations. He absorbs one family after another, always demanding the same oath from the new commander; that they will obey his commands or face death. He establishes a base planet of his own, well outside the control of the original Orion families; and, although he pledges loyalty and support to his seniors, there is some feeling of discomfort toward him.

Stardate 2/22

In a spectacular accident at a Star Fleet experimental station, Commander Joshua Scott is reported dead. Commander Scott, posing as the simple trader Scorn, boards a merchant ship bound for the Triangle.

Stardate 2/2301

The Orion families are faced with a dilemma on the subject of R'Zaad. He is one of the most lucrative of their commanders, and he certainly returns his profits, but he is becoming more and more powerful and is beyond their control most of the time.

Stardate 2/2302

Scott enters the Triangle posing as a merchant looking for a possible location for a corporate office. He is very close-mouthed about the corporate name or what it does, but he wants a large area for the headquarters. He hires Apterix as his guide to the Triangle.

Stardate 2/2303.01

In order to insure his success at consolidating an empire, R'Zaad decides to weld the disparate fragments under his command into a combat fleet. R'Zaad knows, for it was one of the first lessons taught at Star Fleet Academy, that first-class war ships are not the sole requisite to victory and that the support system for the fleet will make or break any operation. He begins to train his private fleet in battle maneuvers and fleet actions.

Stardate 2/2303.17

Some of R'Zaad's commanders, frustrated by the days of training when they could be raiding, resist the exercises demanded by R'Zaad. They are particularly incensed by R'Zaad's demand that supplies and support facilities be planned for before any raiding is done. The dissenters are dismissed and new captains are found to take their place.

Stardate 2/2303.20

Scott (as Scorn) meets with one of the deposed captains at a starport bistro. Although the captain knows little about the plans for the fleet, he tells Scott that training has begun and about the extensive repair and reconditioning facilities that R'Zaad is building. They arrange to meet again.

Stardate 2/2304.06

Scott and Apterix depart on a reconnaissance of the Triangle, coasting through one of the many asteroid belts, watching what goes on around them and monitoring sub-space radio transmissions.

Stardate 2/2304.15

R'Zaad's first fleet operation is directed against a colony of the Orion family Ykoch, a less-than-ardent supporter of R'Zaad. This base is chosen because it is outside the normal patrol areas of the major powers, and the colony was illegal anyway. No action is taken against R'Zaad, but the other families take notice of his activities. So does Scott, who has monitored transmissions from the entire battle.

Stardate 2/2305.30

R'Zaad decides that he is powerful enough to unify the Orions in the Triangle as his first step in the eventual unification of the Orion race. He calls a meeting of the heads of the most influential Orion families in the Triangle. The date is set 19 days hence to give time for all to get the message, respond, and travel to the meeting.

Stardate 2/2306.01 (Day 1)

Campaign begins.

Stardate 2/2306.19 (Day 19)

At the meeting of the Orion family heads, R'Zaad explains that the old ways are a thing of the past. He states that, in the future, he will be the single spokesman for all Orions within the Triangle, but that all families are welcome to join a senate that will ratify his actions taken. The patriarch of each family is invited to join the Senate, which will accompany R'Zaad in the flagship of the new fleet.

Stardate 2/2307.01 (Day 31)

The families, having no other options, agree with R'Zaad's proposals. The heads of the families are now virtual prisoners in the flagship, a situation quite acceptable to most of the Orions. R'Zaad's success cannot be denied, and most of the young members of the Orion families see R'Zaad as an acceptable leader; they are willing to follow him if he can produce success.

Stardate 2/2308.12 (Day 72)

Having gained the grudging acceptance of Triangle Orions, R'Zaad begins to infiltrate the Orion Triangle worlds. He is treated as a hero by many of the inhabitants who look to men of his type as the hope of the future.

Stardate 2/2309.28 (Day 118)

Scott sends a complete report to Star Fleet Command. The risk of getting the message out is extreme, and even Scott's precautions are not enough. To make sure that Star Fleet receives his warning about R'Zaad, Scott sends Apterix to the nearest Star Fleet ship.

Stardate 2/2310.12 (Day 132)

Scott is apprehended by members of R'Zaad's security force. Scott is too tough and determined to tell much, even under extreme methods of interrogation.

Stardate 2/2310.15 (Day 135)

After three days of intensive questioning, Scott dies. His body is disposed of in such a way that no evidence of his apprehension or interrogation can be found.

Stardate 2/2311.01 (Day 151)

Apterix returns to the area in search of Scott. He learns from one of his many contacts that Scott has been apprehended by Orions loyal to R'Zaad, and that he has not been seen since. Apterix has no illusions about the fate of his friend, and he determines to take the fate of R'Zaad into his own hands.

Stardate 2/2312.04 (Day 184)

Apterix makes an attempt on the life of R'Zaad. Firing from long range, Apterix tries to hit R'Zaad as he boards one of his cruisers on an inspection tour. The range is too great, although the shot hit R'Zaad directly. Momentarily stunned, R'Zaad recovers with no outward signs of the attack. He is, however, badly shaken by the incident, and he orders that security measures around him become more intensive.

Stardate 2/2312.20 (Day 200)

A strong movement begins in the Orion homeworlds that is blatantly racial, both anti-Federation and anti-Klingon. R'Zaad claims to have no influence on the movement, though he is financing it from his profits. Triangle Orions either support the movement or are mute on its future.

Stardate 2/2401.01 (Day 211)

The security force around R'Zaad learns that the attack on their leader was made by Apterix. They do not discover the reason for the attack and assume that it has to do with appropriating one of Apterix's asteroids from years earlier. They begin a search of Apterix's known locations and begin to question his known associates.

Stardate 2/2401.30 (Day 240)

Apterix learns that R'Zaad will make an unprecedented voyage to Rigel, the Orion home system. The security measures adopted by R'Zaad while in the Triangle are so stringent that no approach is possible, even for an assassin who is willing to give his life in the attempt. Apterix feels that it would be easier to eliminate his target on Rigel rather than in the Triangle.

Stardate 2/2402.12 (Day 252)

Three Orion patriarchs are assassinated while attending a conference with Star Fleet captains. The assassins are apprehended, and the other families claim executive privilege to allow the murderers to be tried on Rigel. The Federation, nominally in charge of the conference and thus responsible for its security, decides to bow to the request in order to stifle possible further anti-Federation agitation within the Orion worlds.

Stardate 2/2402.30 (Day 270)

The show-piece trial of the assassins results in confessions that the murders were part of a plot to silence those most vocal in favor of R'Zaad. The fact that the murdered patriarchs were violently against the movement is lost in the testimony. Before careful cross-examination can take place, an enraged mob storms the minimum-security holding facility and dismembers the assassins.

Stardate 2/2403.01 (Day 271)

Want-ads are placed in local areas stating that temporary help is needed to serve at a banquet. In addition, entertainers are needed to amuse the prospective guests. No mention is made of who will employ these day laborers and entertainers, but it is an open secret that the employer will be a very rich Orion.

Stardate 2/2403.02 (Day 272)

In an impressive ceremonial banquet, R'Zaad bids a formal farewell to his friends in the Triangle. All the important members of the Orion families are present.

Stardate 2/2403.05 (Day 275)

Apterix departs the Triangle for the Orion system. There, he plans to organize a team of disaffected Orions to stop R'Zaad and eliminate him.

Stardate 2/2403.06 (Day 276)

R'Zaad departs the Triangle for Rigel, his whole fleet in attendance. He leaves behind a confederation of Orion families nominally united and under his control. He realizes that the strength of his base will be directly proportional to his success among the homeworlds.

Stardate 2/2403.22 (Day 292)

Arriving at Rigel, R'Zaad is hailed as the possible savior of the Orions. The families there have minimal power to oppose him, and many support him or see him as the least of the evils confronting them. No move is made to call for Federation intervention.

Stardate 2/2403.23 (Day 293)

R'Zaad is elected by a convocation of family heads as chief commander of a fleet that will be built. The meeting is conducted in public, and the hall is filled with R'Zaad supporters. A senate like the one R'Zaad established in the Triangle is organized among the heads of families in the area.

Stardate 2/2404.04 (Day 304)

The Government House, seat of the newly-formed Senate, is burned in a fire of suspicious origin. During the attempt to extinguish the conflagration, a riot breaks out between supporters and antagonists of R'Zaad. The disturbance is quelled, but the building cannot be saved.

Stardate 2/2404.07 (Day 307)

The destruction of the Government House is blamed on anti-Confederation activists. R'Zaad takes control of the government, to rule by fiat until the disorders are suppressed. All who oppose his methods either emigrate or are sent to rest camps on outlying planets.

Stardate 2/2404.21 (Day 321)

R'Zaad orders the construction of combat bases, construction facilities, and planetary defense weapons. Contact is made with private merchants who have access to heavy weapons.

Stardate 2/2408.29 (Day 389)

R'Zaad openly begins to build combat craft at the Orion bases. Defensive patrols are instituted at the fringes of Orion space.

Stardate 2/2409.20 (Day 410)

R'Zaad announces the establishment of the Orion Unification Empire and asks to open diplomatic relations with the UFP, Klingons, and Romulans. The announcement states that the Orions are a peace-loving people who have been denied their own destiny by their more powerful neighbors. They state that their intentions are peaceful, and they wish to be recognized as a just and honest government.

Stardate 2/2410.08 (Day 428)

All Orion ships operating within the Triangle are called home to bolster the fleet now building. Orion ships from all over known space begin to congregate.

Stardate 2/2410.26 (Day 446)

The first ships home bring word that ambassadors are expected in a short time. Although none of the three major powers has formally agreed to send representatives, the federated systems of Argelius, Theta, and Betelgeuse are interested in establishing trade relations.

Stardate 2/2412.07 (Day 457)

An impressive review of all ships is held near Rigel; it takes three days for the fleet to pass in review.

Stardate 2/2412.20 (Day 470)

At the dedication of a new weapons defense system, a green-skinned Orion female slave stabs R'Zaad with a laser dagger. Although he lingers for awhile, he is beyond saving. His dreams of empire die with him. The families squabble among themselves as to who should now control the government. All depart in disgust.

THE RIPPLE EFFECT

Day 6

STAR FLEET INTELLIGENCE BRIEFING: 2/2306.04

The organizing of an Orion confederation is viewed by Star Fleet with some misgivings. Although we take no active interest in the Triangle and its affairs, it is the feeling of Intelligence analysts that the organization of a strong paramilitary force by members of a client race can only lead to future problems. R'Zaad is said to have ambitions beyond the Triangle itself, perhaps even his home star system.

Day 22

TRIANGLE SECTOR INTELLIGENCE REPORT: 2/2306.20

Source Reliability: Class A

A meeting took place yesterday among all the members of the families of Orions who command free-booters within the Triangle. Primary discussion was led by R'Zaad and dealt with organizing a confederation of all Orion families with himself as the head. A senate of patriarchs would be established. No decision was made at this time.

It is the opinion of this agent that the Orions will accept the request of R'Zaad for the confederation. R'Zaad is the most successful of the pirates within the Triangle, and the younger members of the disparate families hold him in high regard. It will take some time for the patriarchs to see the wisdom of the offer, but all will accept in the end.

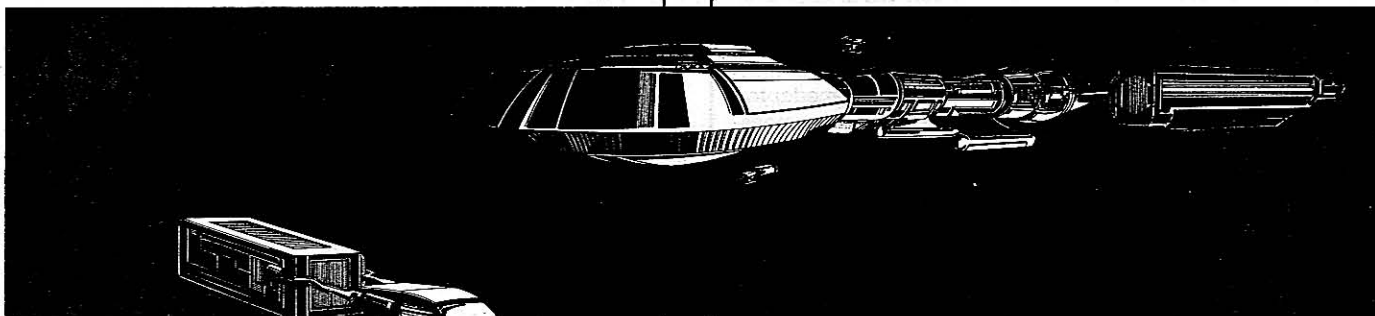
Although this editorial does not in any way support an individual to such a post, there is an Orion available who has the qualities of leadership acknowledged by the Orion race. Unfortunately, he is currently in exile, being an outlaw to the Federation and the Klingons. But this is a time to put aside petty differences and move forward to the future without regard to the problems of the past. The Federation should move quickly to lift the warrant against this man and to urge the Klingons to do the same. It will be in the best interests of all concerned. The man needed now is R'Zaad, currently residing in the Triangle.

Day 253

NEWSFAX FLASH: 2/2402.12

Three members of the Orion Delegation attending a meeting of Star Fleet captains were assassinated by members of a militant anti-Federation protest organization. Shouting anti-federation slogans, the four assassins opened fire in the crowded meeting room. The attackers were quickly subdued by Federation Security Teams. Family patriarchs, notified of the incident, requested that the assassins be extradited to Rigel to stand trial under local laws for their crimes.

UFP spokesmen announced later today that the prisoners will be returned to stand trial in the Orion system. As the Federation has no death penalty, and the Orions do, it is likely that the assassins will feel the full weight of Orion law.



Day 204

NEWSFAX FLASH: 2/2312.20

Widespread rioting on Rigel has left more than 300 dead and several thousand injured. The rioting appears to have been sparked by an altercation between an Orion female and a Terran merchant that quickly spread to the nearby streets. The riots took the form of anti-Terran activities and later spread to include Klingons in the same area. Windows were smashed, vehicles overturned and burned. Both Terrans and Klingons were dragged from their homes and offices and dismembered in the street. Local security forces were either unwilling or unable to deal with the problems.

Day 212

NEWSFAX EDITORIAL: 2/2312.28

The current unrest in the Orion system points out in sharp contrast the problems of that race. As a tribal civilization with no central leadership, the Orions have no way to deal with major internal or external problems. The past few days have shown a general malaise and inability to deal with the rioting on Rigel that has continued since the initial outbreak more than a week ago. While the families debate who should be held at fault for the violence, nothing is done.

What they need to do, and some of the more progressive Orions have suggested it in private already, is to form a confederation of families with a strong leader at the head. This man would have the powers, granted in such emergencies, to move with the combined strength of the society against the law-breakers.

Day 271

NEWSFAX FLASH: 2/2403.01

The trial of the four Orions accused of murdering the three members of the Orion consulting delegation has taken a violent turn. The men accused of the crime were dragged from their minimum-security holding area by an enraged mob and murdered in the street. There was no evidence of local security forces in the area.

In earlier testimony by the four accused, they stated that the reasons for the attack was to silence those who were antagonistic to the activities of the Pan-Orion Peace League (LPOP). The LPOP has been active in its efforts to achieve order from the chaos of the recent rioting. In addition, the league has made several conciliatory efforts toward both the UFP and the Klingons, and is violently opposed to the introduction of R'Zaad as a strong leader. They see R'Zaad as a pirate who should not be rewarded for his illegal activities by being offered the control of the Orion system.

Day 279

TRIANGLE SECTOR INTELLIGENCE REPORT: 2/2403.09

Source Reliability: Class B

There has been a sudden departure of the bulk of the Orion ships from the Triangle area. This departure coincides with a previous lack of confirmed reports of space piracy and with the refusal of all Orion merchants to carry any cargo. The cargo embargo began five days ago and has been virtually universal among all Orion merchants.

No destination for the Orion ships has been stated, but there is a strong indication that they are returning to their home system. R'Zaad is said to be with one of the ships.

Day 292

NEWSFAX FLASH: 2/2403.22

R'Zaad, an Orion freebooter who has been in exile in the Triangle, returned to Rigel today amidst general rejoicing. Supporters turned out in force to watch his ship dock at system headquarters. R'Zaad has been acknowledged by many as the only man who can establish law and order in this system that has been rocked by anti-UFP and anti-Klingon demonstrations for the past five months.

R'Zaad supporters explained that he has returned to give central leadership to the Orion race at this time of crisis; he has no further ambitions. It has been acknowledged by the Orion patriarchs that R'Zaad has been granted immunity from prosecution by the Federation, Klingon, and Orion governments during his return to the Orion system.

Day 294

NEWSFAX FLASH: 2/2403.24

R'Zaad has been elected as head of the new Orion Central Governing Committee in an overwhelming victory for the peace party. In a hall crowded with supporters of the once-exiled leader, the vote was greeted with a tremendous wave of hysteria and rejoicing.

R'Zaad took the podium at once and assured the packed hall that he has returned from exile with only peace and prosperity for the Orions in his heart. He called for unified action on the part of all Orions everywhere to insure that the future of the Orion peoples is to their best interests. He promised to root out those who have been profiting by what he termed willful subjugation of the Orion peoples, especially those of his own race and family.

Day 296

ORION SECTOR INTELLIGENCE REPORT: 2/2403.26

Source Reliability: Class A

R'Zaad has taken control of the Orion system by establishing himself as the head of a council of government. Actually, this is a thinly-veiled totalitarian regime, headed by R'Zaad and his cohorts from the Triangle. Indications are that he will immediately begin to move against his most outspoken critics within the Orion families, probably accusing them of profiteering by the recent wave of disturbances. Other intelligence indicators point to the development and construction of an Orion battle fleet for possible confrontation with Star Fleet units near Orion space.

Day 312

NEWSFAX EDITORIAL: 2/2404.10

The recent news from the Orion system is far from encouraging, but there is a glimmer of light in the dark clouds. The destruction of Government House by militant anti-Pan-Orion Peace League activists marks a nadir in the relations with that troubled Federation member. Those who oppose the peaceful intent of men like R'Zaad to lead his people into a new era of cooperation and prosperity can only disappoint those who have the best interests of the Federation and space as their goals. But R'Zaad will work on! He will not allow these few, pathetic voices of the violent past to still his dream for the future.

By quick action on his part, those responsible for the loss of Government house, home of the new Peace Senate of Orion, have been rooted out of their dank holes and exposed to the light of truth. Decrying the actions he has taken as Supreme Leader, R'Zaad nonetheless caused the leaders of the opposition to be taken into protective custody. Although Orion law calls for the immediate trials of those responsible, R'Zaad has ordered that the arraignment of the criminals be postponed until the current hard feelings have subsided. He stated today that there was no way that the men responsible for these heinous acts could receive a fair hearing, given the current state of the feeling within the system.

Day 313

ORION SECTOR INTELLIGENCE REPORT: 2/2404.10

Source Reliability: Class A

The report of the fire in Government House and the subsequent roundup of opposition leaders should be viewed with the greatest alarm among Federation members. The fire was set, according to very, repeat very, reliable sources within the government, by members of R'Zaad's own faction as an excuse to silence and/or eliminate all members of the opposition. There is no indication that any, repeat any, rioters were from any but R'Zaad's own faction.

The elimination of all opposition leaders, especially the press, by the action subsequent to the fire means that R'Zaad now has complete control of the government and its operations.

Day 325

ORION SECTOR INTELLIGENCE REPORT: 2/2404.22

Source Reliability: Class A

R'Zaad has begun the construction of secret bases within the Orion Star System as well as combat vessels of the latest type. Indications are that he will soon announce these constructions as purely defensive in nature.

Day 392

NEWSFAX FLASH: 2/2409.30

In a move to secure the borders of the Orion system, R'Zaad, Supreme Leader of the Orion Government, announced today that he has closed Orion worlds to those not of the race. Defensive patrols will be established, and he has asked the other powers to refrain from entering Orion space. These measures will be temporary until the internal problems, much more significant than supposed, have been solved.

In other developments, it was revealed that the Orions have begun construction on Internal Control Facilities. These facilities are designed to produce patrol and anti-insurgent craft needed for the control of internal Orion space.

Day 393

TRIANGLE SECTOR INTELLIGENCE REPORT: 2/2409.30

Source Reliability: Class A

As noted in the report of Stardate 2/2404.22, R'Zaad has moved to close the borders of Orion space. The announced reasons for the closing are totally false, there being no overt opposition to his rule. The ships and bases now under construction are of an offensive nature and should be dealt with accordingly. Federation and/or Klingon response to these actions should be of the strongest kind.

Day 413

NEWSFAX FLASH: 2/2410.21

Source Reliability: Class A

R'Zaad, Supreme Leader of the Orion Government, announced the establishment of the Orion Unification Empire at his palace today. The aims of the Empire would be to place the Orions on an equal footing with the UFP, the Klingons, and Romulans in the exploration and exploitation of space. The Orion Unification Empire would establish hegemony in those areas contiguous with its own space that are not now included in the other empires.

The announcement continued by stating that the Orions wish to live in peace with their neighbors, and that ambassadors will be exchanged with all members of the starfaring community. R'Zaad further stated that he would deal with members of the Federation as though they were sovereign states rather than as part of a unified federation.

Day 432

TRIANGLE SECTOR INTELLIGENCE REPORT: 2/2411.10

Source Reliability: Class

Intelligence indicators show that all Orion ships in the Triangle have been ordered to return to their home system. No reason for the order has been determined.

PLANNED ENCOUNTERS

THE HOOK: A COURTEOUS EXCHANGE

This encounter will occur sometime between Day 17 and Day 30, when the player characters are first in a bar.

The Orion ship captain with whom Scott has been meeting is seen in a public place, obvious by his ostentatious dress. He is surrounded by a throng of admirers who dote on his every word. As the player characters watch, the arrogant countenance changes to anger and then fear. He reaches into his shirt, drawing a concealed phaser.

A phaser blast from behind the player characters disintegrates the fawning admirer next to the Orion, who fires back, blowing away a light fixture and substantial portion of the wall behind the player characters. As innocent bystanders duck for cover, the phaser fire continues. The assassin, attempting to get a clean shot, steps from behind an obstruction. Shouting "Betray R'Zaad, will you!", he fires. The captain, having a good target, fires simultaneously, and both antagonists disintegrate simultaneously.

This encounter is designed to show the dissension in R'Zaad's ranks. Enquiry by the player characters will reveal that the Orion captain, a successful pirate who recently left R'Zaad's service, was killed by one of R'Zaad's men. Other people in the area will be able to tell the player characters about the Orion fleet that has been performing group operations for the first time.

Even if the player characters intervene, they will not be able to stop the encounter, which occurs very quickly. There should be no survivors for the player characters to interrogate or need to deal with.

THE RUNAWAY

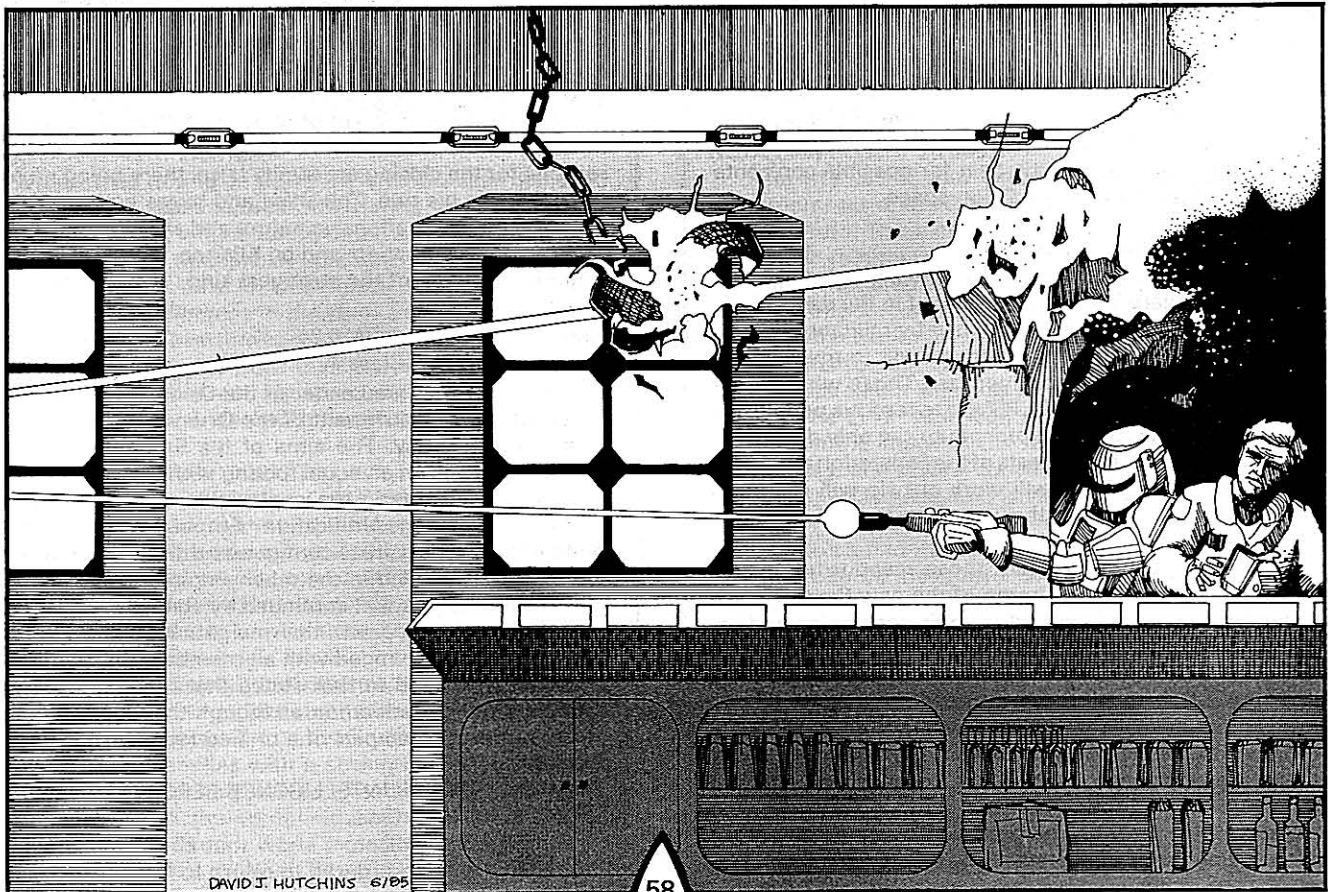
This encounter will occur sometime between Day 118 and Day 132. It is designed to allow the gamemaster to have the players meet Scott. The meeting is fortuitous, Yonni Yonson having told Scott that the player characters' ship is a safe house.

Scott, harried and exhausted, obviously a man under great pressure and in fear of his life, arrives in a warpshuttle, which warps out at maximum speed as he enters the player characters' ship. He introduces himself as Joshua Scott and calls the player characters by name. He will request to use the communications equipment privately, and will wait politely until the player characters have cleared the bridge. When he is alone, he will encode a message that deals with him fleeing for his life, and then transmit it to Yonni Yonson. (This message can be retrieved from the communications equipment, and the code can be broken, if the player characters work at it.)

He will request the player characters to drop him off at the nearest habitable planet. When he departs, he will give them a letter to Duncan Pastries, which they are to forward if he does not contact them within 30 days.

The letter contains an order for pastries. One of the periods is a microdot that contains copies of all his intelligence reports through the report sent on Day 118.

The point of this encounter is to allow the gamemaster to intervene in the game without seeming to. The encounter is a sign-post for the players to set them on the right track in case they have strayed afield. Its secondary use is as a backup in case the players have ignored important information given in *The Ripple Effect*.



BACKGROUND INFORMATION

COMPUTER SEARCH

Keywords: Triangle, Orion, Freebooter, R'Zaad

TRIANGLE SECTOR INTELLIGENCE REPORT: 2/2304.02

Source Reliability: Class C

Unconfirmed rumor indicates that certain Orion freebooters have begun intensive training in fleet operations. The commander of the fleet is said to be one R'Zaad, a leader among the pirates. No reason for the actions is known at this time.

TRIANGLE SECTOR INTELLIGENCE REPORT: 2/2304.15

Source Reliability: Class A

Confirmed reports indicate the destruction of an Orion colony on the moon of Rockhaven within the Triangle. Evidence points to factious members of the Orion freebooters within the Triangle itself.

END OF SEARCH: 2 items found.

TRIANGLE INTELLIGENCE BRIEFING: 2/2305.25

Situation Analysis

Orion freebooters in the Triangle left their homeworlds near Rigel before the UFP and the Klingon Empire engulfed them. Since their emigration, the freebooters have established a typically Orion society based on individual bravery and initiative.

Currently, there is a disturbing development among the Triangle Orions. R'Zaad, an ambitious and talented privateer, has moved to organize the freebooters into a solid unit. His real intentions are enigmatic.

This move is seen as dangerous by Star Fleet.

Opponents' Courses Of Action

If R'Zaad intends to begin a campaign of organized piracy in the Triangle, the major powers could be organized to crush him if necessary. If he intends to move into the Orion sphere near Rigel, however, the situation could be quite explosive.

If he intends organized piracy in Federation space, he will undoubtedly gain covert Klingon aid. Although Star Fleet would be able to contain and eventually destroy his force, the strain on UFP resources would be considerable. Valuable vessels would have to be diverted from other duties along UFP borders, and casualties would be difficult to replace. Eventually, overt Klingon aid could result in another confrontation.

If he operates in Klingon space, the Klingons would see this as a Federation move against them. This would precipitate immediate retaliatory strikes against Federation outposts. The UFP would have no alternative but to react vigorously, and again open conflict would be the result.

He could operate along the border between the UFP and the Klingons, using the opposite side as a sanctuary and counting on the Organian Peace Treaty to protect him from hunt-pursuit. This would inflame the delicate situation that now exists. R'Zaad would be able to draw strength from both sides of the border.

Any of the four situations would be difficult along the already sensitive border, particularly if it occurred near the Triangle. The Organians would not be inclined to intervene east of the Rigel system, and an ongoing, low-level conflict would only drain limited Federation resources.

Star Fleet Courses Of Action

Star Fleet can adopt three courses of action. The first is a wait-and-see approach that would allow R'Zaad to continue to function until his intent is clear. This would be the least costly in the short run, but perhaps very costly in the long run.

The second course of action would be to move against R'Zaad with force now. This could eliminate him as a threat, but it could bring Klingon response unless they were fully informed of our intentions. In addition, it would establish

Star Fleet as the police force of the Triangle, a policy decision that has not been acceptable up to the present by any of the three major powers.

The third option is to move covertly against R'Zaad before he gains too much strength. Orion society does not encourage the formation of large units, and this propensity could be used against him.

Recommendation

Star Fleet Intelligence recommends that the third course of action be followed. Operatives could be placed within his organization. They could inform Star Fleet of his intentions and move to prevent the formation of an Orion confederation. If necessary, R'Zaad could be terminated by these operatives.

End Of Briefing



HINTS ON PLAY

A *FAMILY AFFAIR* will be a difficult plot for the players to assault frontally. The security around R'Zaad will be quite strong after his unification of the Triangle Orions. It will be difficult for anyone of hostile intent to get very close. The more time the player characters dither, the more difficult it will be for them to make a difference. After the interaction with Drago Apterix following Scott's death, it will be almost impossible.

This plot allows the player characters to sneak around on Orion worlds, gaining knowledge about the confederation movement. If the gamemaster chooses, the player characters could be the agents sending the Intelligence Reports home to Star Fleet. If this is the case, the nefarious actions of the Orions loyal to R'Zaad should be emphasized. There should be any number of actual resistance fighters with whom they could make contact in specific adventures, as well as those Orions who are ambivalent toward the eventual success of R'Zaad. If the gamemaster chooses this option, the events detailed in the Intelligence Reports should be used as the basis of adventures and first-hand experiences for the player characters.

If a friendly face needs to be seen amidst the sea of hostile Orions, Herbert Lom can be brought in. He would have had dealings with the Orion Pirates, and thus would be an easy figure to introduce.

The Corporate Grasp

PLOT SYNOPSIS

Governments are the only organizations with the funds and the control to amass the resources required for a step into the unknown. Merchants are interested in a profit, and a search of the unknown has no actuarial tables by which to judge risk. Some merchants will finance a risky venture if there is evidence that great profits are available. But most of the time they are willing to let the governments take the initial risk, and then move into the area themselves.

Stardate 0/0001.01 marks the beginning of the exploration of space by private sources. There had been some action on the private front prior to that time, such as the purchasing and launching of Terran satellites, but the declaration of the Science Council that Luna was independent and required protection by the United Nations opened the flood gates. All the circumstances that stimulate corporate exploration and exploitation were present. The Eugenetic Wars, concluded four years earlier, had left the Terran powers weak and exhausted. If they were going to spend monies, they wanted it to go to new weapons to replace those lost during the war. The populace, on the other hand, did not want to spend money on anything, let alone armaments. The cost of the *SS Botany Bay* was supposed to be the last expenditure.

Many corporations had made huge profits during the wars, even those who virtually gave their services to the various governments. The advances generated from their research and development was worth all the profits given up; even at this time, 40 years before it was formally announced, there were those who thought that faster-than-light travel might be possible.

At Stardate 0/0001, the Luna settlement was beginning to show a profit after some initial problems. Visionaries such as Gerard K. O'Neil were being treated as guides to the future rather than just interesting freaks. The High Frontier was becoming a reality. Initially, the development of microwave relay stations converting solar power into electrical energy was the most profitable commercial venture. Mining was a close second, again using the unlimited energy produced by the sun. Profits rolled in, and eyes began to turn toward the fringes of available space. By the time faster-than-light travel was propounded, corporations were right behind the government in the ability to explore.

Military expeditions carved into the great unknown, with the merchants close at their heels. The scouts showed the way, but once even rudimentary knowledge was available, corporate pirates moved in. There is strong evidence to indicate that the prime directive was first issued by Star Fleet, not to control warrior races, but to put some restrictions on the merchants who poured into the vastness of space opened by the scouts.

Often, as records now show, an unauthorized merchant colony would be established in some remote region. The colony's purpose, either stated or unstated, would be the exploitation of whatever resources were readily available on the planet's surface. If the original inhabitants objected, they would be either confined, eliminated, or sold into slavery. In this way, an untold number of minor races, unable to protect themselves, were sent into oblivion. Nothing like it had been seen since the conquest of South and Central America in Terra's ancient past; Star Fleet resolved that nothing like the elimination of the Aztec and Inca races would be seen again.

The expense of outfitting early starships was enormous, and only the most wealthy companies and individuals in the private sector could afford it. Space exploration and exploitation, compared to that on a planet, is very unforgiving of error and shoddy workmanship. Those who tried it on a shoe-string budget were either condemned to ignominious failure or to ghastly death. Thus, the small companies were left to pick up the scraps left by their larger brothers. Some of these scraps were quite valuable, nonetheless, and just because the company arrived late was no reason why it could not reap profits. It was just that the huge profits of initial colonization were not realized by the late-comers.

As time went by, the deep colonization and merchandising fell into the hands of a few large companies. These organizations, run with military discipline and regulations, maintained private para-military forces. They policed their holdings, regulated the lives of their workers, and restricted travel to and from the planets they controlled. Only when a situation became desperate were they forced to call Star Fleet for help, for such aid usually brought with it the regulations of the Fleet. Then, elected governors were established on the planet, and the government became democratic rather than autocratic. But even these changes did not slow the flood of profit, and, after a while, many corporations found that they could make even higher returns on their investment by allowing their colonists more freedom. Men seem to work better for a carrot than a stick, and they pay more attention to their work when they, too, share in the profit.

Huge profits usually led a company into one of two directions; either they became paternalistic, watching out for the welfare of their employees and colonists, or they became ruthless, extracting profit wherever it was possible, despite welfare considerations. Corporations of the latter type frequently were staffed by driving young men on the way up or those whose personalities favored complete control over their subordinates. The other companies were usually staffed by more altruistic men, those with families, those who thought there was more to life than profit, and those who wanted to work *with* rather than *for* people. Companies of both types flourished in the exploration of space. The drivers were usually the ones first into an area, but it was the altruistic ones who came to stay.

Two companies that exemplify the divergent philosophies are Megagenics and BioResearch. Megagenics is a beneficent organization with the good of their employees and colonists in mind. BioResearch, on the other hand, has always been obsessed with their profit and loss statement only: if a profit is to be made, do it; if there is no profit, dump it. Both companies have long shown interest in gaining access to the lucrative trade available in the Triangle. For years, neither company was terribly successful. Others had already made the Triangle their own, and there was little room for organized colonial development.

The lack of profitable opportunity in the Triangle spurred reactions by the two companies that were directly opposite. Megagenics turned away from the Triangle to other areas of space. For BioResearch the rebuff, could not be tolerated. If BioResearch could be denied profitable opportunity in the Triangle, there would be no telling where this might occur elsewhere.

A directive went out from BioResearch headquarters: Do anything required to gain access to the Triangle. Bribe any government employee, subvert any organization, blackmail any target. But get into the Triangle!

In Stardate 2/01, BioResearch established a headquarters for corporate operations on Comstock, an independent world in the Schull system. This is the second such headquarters opened by the company, the first such having been closed 35 years before when it failed to show a profit. Lancelot Worthington, III, nephew of the major stockholder, was made chief of this headquarters. The office was small and respectable, with a tiny staff and little business. They ostensibly offered merchants within the Triangle advice on possible settlement areas. This advice was hardly necessary to those who have lived there for eons, however, and for the new settlers, there were plenty of legitimate dealers with whom they could do business. Lancelot Worthington III did not care, for he came to the Triangle to gather information and develop a network of operatives.

In Stardate 2/09, Worthington made contact with an Orion family wishing a distributor who could establish outlets for the sale of green-skinned Orion females, outlawed in Federation space and officially barred by the Klingon and Romulan governments. Worthington informed the Orions that he not only had a wide distribution net available, but that he could also use as many slaves as the Orions could deliver. Though both statements were fabrications, he decided that this would provide BioResearch a foot in the door. Convincing BioResearch management to take a loss for this reason, he is consummated the contract.

The first shipment of slaves arrived at the BioResearch offices not long after. Because Worthington had no buyers or distributors, he could do nothing with the merchandise except dispose of them quietly. The Orions were paid off and sent away happy.

In Stardate 2/11, Worthington made contact with the leaders of the outlawed People's Freedom Army, who planned to assassinate the governor of Farkin, an independent world. Offering the services of BioResearch, at a reasonable fee, to accomplish any mission they might have, Worthington concluded a contract with the PFA, and one of BioResearch's employees was given the mission of attacking the governor. The mission was a great success, and the governor was blasted into atoms while delivering the opening address at a children's zoo, establishing another BioResearch account and turning the company's first profit.

Three years later, in 2/14, colonists traveling under the auspices of Megagenics arrived in the Triangle. Having little knowledge of the area, they sought the help of an experienced guide and were directed as a joke to BioResearch. Setting off for their new home, the ship developed engine and navigational difficulties and wandered into Klingon space. The Klingons, warned by an undercover BioResearch operative that the Federation was going to slip spies through the border disguised as colonists, destroyed the ship and its passengers. BioResearch, acting as the dead colonists' broker, demanded reparation be given to the survivors, and the Klingons, worried about the possibilities of an incident, paid Worthington for the colonists' deaths. BioResearch pocketed the money, and no word of the ship's fate reaches the UFP.

All of these operations, in addition to the operations they spawned, gave BioResearch the reputation that they would do anything for money. By Stardate 2/16, the offices had expanded to several floors in a modern office building. Operations had been divided among five departments, including a medical stores section dealing in illicit drugs, an operations section dealing in murder and assassination, an entertainment section dealing in slavery, a capital risk section covering all types of gambling, and a research and development section where any new plan could be tested with an eye to establishing it on a permanent basis.



BioResearch operatives discovered in Stardate 2/16 that the moon of Newlin II is virtually all Corboryte, a special mineral used in the production of starship hullmetal. Because the mineral is very difficult to mine except with very expensive Romulan equipment, Worthington chose to place a colony of Vulugan subterranean reptiles on the surface, knowing that these reptiles would bore through the planet and spew the spoil onto the surface as they built their underground homes. In choosing this alternative, Worthington gave no care for what would eventually happen to the moon and the planet it orbited, worrying not at all that the moon's mass would eventually be depleted to such a degree that it would fall out of orbit, go spinning off into space, and be lost forever. He concluded a deal with Prime Minister Tiemen, regent for Newlin II's child queen, and the planet's moon belonged to BioResearch in all but name.

Beginning in 2/20, when the first Vulugan reptiles were loosed on Newlin II's moon, Worthington's plan worked just as he had conceived it, bringing in even more profits than he had projected. The docile reptiles did their jobs, requiring no supervision, upkeep, or pay to bring the Corboryte to the moon's surface where it could be removed by mining teams. Furthermore, the use of Vulugan reptiles, which are flesh-eaters preferring Human flesh to all other types, solved the problem of paying the mining teams. A huge work force was recruited, with the promise of high pay for six months' work; these miners were carefully kept unaware of the mining equipment actually in use. At the end of the six-month tour, those miners that did not sign up for an immediate second tour at a big bonus were fed to the Vulugan reptiles, and a new crew was recruited. The Corboryte operation soon had the highest rate of return of any BioResearch investment, which improved Worthington's position immeasurably.

In 2/21, a plan conceived five years earlier began to bear fruit. Operatives had been sent into Romulan space to investigate the possibility that the Romulan government had an anticloaking device. Information received in 2/21 indicated that although such a device existed, it was not very good and needed substantial improvement. Feeling that there would be little demand for the crude device compared to the enormous profits that could be made once the device had been perfected, Worthington decided to bide his time, waiting for the big score. BioResearch operatives subverted a Romulan cloaking device specialist, not assigned to the anticloaking project.

It took the next year and a half for BioResearch to engineer the events that placed their mole on the anticloaking device research team. Manufacturing incontrovertible evidence that supported their claim, they sold information to the Romulans that 'proved' one of the scientists on the project was a Star Fleet Intelligence operative. The plan worked better than could be expected, for the entire design team was replaced by new scientists, and the BioResearch mole was chosen to head the project. In Command just six months before the campaign begins, the mole transmitted the welcome information that the anti-cloaking device had been perfected in test models and was ready for preliminary testing aboard a ship.

Worthington gave the scientist the following orders. He was to make certain that the test would be a failure. Then, he was to copy the plans, or the entire device, and send it to Comstock before the tests could take place. Finally, he was to inform the Romulans that, although the device worked well on a test-bed, certain alterations would have to be made if the system were to work under actual conditions. In short, he was to see to it that the project would be delayed as long as possible, years perhaps. The prospect for some real profits for BioResearch thus loomed large in the immediate future.

Concurrently, Worthington was presented with a plan to subvert an entire planet for BioResearch. The plan, conceived in 2/18, involved BioResearch first placing either a loyal man in the governor's chair or an advisor on his staff who would actually control the governor. Then, bribery and extortion, both well within the capabilities of BioResearch, could be used to control the government. The novelty that attracted Worthington to the plan was that it proposed that the effort normally spent to subvert numerous officials could be spent more efficiently on an entire organization. Then, once the planet had been subverted and brought under BioResearch control, any operation conducted by BioResearch would have the patina of law.

In Stardate 2/20, Worthington set in motion Operation Xanadu, designed to take over Comstock, the tradeworld on which the BioResearch offices were located. First, the governor, proven unapproachable through more conventional means, was eliminated. His replacement, Djrhulac, is an employee of the firm.

Second, a small but vocal minority loyal to BioResearch was established within the senate of the planet. These people supported BioResearch within the government and helped subvert law-enforcement efforts by the officials in power during the takeover. Within two years, the planet fell under Worthington's control. The senate had become a body with no real power except to ratify the programs proposed by the governor.

At the same time that governmental control was being seized, economic control of the planet fell into the hands of BioResearch. A carefully screened group of entrepreneurs, with secret BioResearch backing, purchased the major existing companies as fronts for future operations. Within two years, by Stardate 2/21, BioResearch had both governmental and economic control.

During the takeover, the chief of the planetary police, Captain-General Boelche, had developed extensive dossiers on all known or possible subversives, and the roundup of undesirables had begun. Those deemed of little worth to the new government were given 24 standard hours to clear up their affairs, pack, and be at the embarkation point. The planetary government provided buyers who purchased the remaining businesses for 1% of their value. Within the next six months, Comstock became one of the most wide-open planets in the Triangle.

Most recently, a BioResearch scout ship returned to headquarters Stardate 2/2212 with the report that Meadow, an independent world in the Adye system, was perfect for the growth of T'trantine, a plant that produces Di-agro-nucleic acid. DANA is the catalyst that will allow for protoplast growth, the combining of two or more dissimilar plant types to produce a new plant that has the beneficial qualities of each. An initial investigation of Meadow's population, showed that, although they are willing to sell DANA at little cost, they were unwilling to allow their planet to be developed for a corporate profit; living in harmony with their surroundings, they were unwilling to exploit their environment and perhaps destroy it. On 2/2302, the government of Meadow informed BioResearch that the corporation could not develop the planet.

When the campaign opens, BioResearch has several interesting possibilities for adventure. Their planet Comstock is wide open for anything that might occur, as long as BioResearch gets its cut. Their Corboryte mining operation is in full swing, with many planted rumors concerning employment opportunities there. The first shipment of anticloaking device plans have been received, along with parts of the new cloaking device under development. The government of Meadow has just refused to allow BioResearch to exploit their planet.

CAST OF CHARACTERS

Name: Lancelot WORTHINGTON, III

Occupation: Corporate Executive

Corporation: BioResearch Corporation, Triangle Division

Title: Division Chief

Race: Human

Age: 57

Sex: Male

Attributes:

STR —37	CHA —65
END —34	LUC —63
INT —87	PSI —22
DEX —40	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage	1D10 + 2
Modern: 25	AP:	8
HTH: 25		

Significant Skills:

	Rating:
Administration	77
Bribery	62
Gaming	66
Language	
Romulan	24
Orion	27
Klingon	12
Leadership	55
Negotiation/Diplomacy	83
Streetwise	11
Trade And Commerce	66



Distinguishing Physical Characteristics:

Lancelot Worthington III was a strikingly handsome youth, and there are traces of that in him today. If he would drop 75 pounds and lay off the booze for a while, he could regain much of his former looks. Unfortunately, too much of the good life over the past seven years have thickened his mid-section, given him rheumy eyes, and a pale complexion. He dresses with impeccable, if slightly archaic, taste and is always well manicured and coiffed. Above average in height and broad of shoulders, he makes a very favorable first impression.

Brief Personal History:

Worthington entered the Triangle 20 years ago as head of the BioResearch team seeking to turn a profit in the area for the second time, the first having failed 30 years earlier. He was given carte blanche for any activities he wished as long as the result was a profit for the corporation within ten years. His methods are sound enough that he was able to lead his division to show a profit after only eight years. He currently collects objects d'art.

Personality:

Motivation/Desires/Goals:

Profit has been Worthington's driving god. He turned his first profit at age seven in a comic book sale to a friend, and he has carried a profit and loss statement in his head ever since, constantly calculating the cost-benefit ratio for any encounter. Over the past ten years, he has come to believe that a person making money should show it, which explains his collection of objects d'art — any and all objects d'art, because, having no taste of his own, he collects anything someone tells him is valuable.

Manner:

When met, Worthington is oily-sweet, his soft voice tending to lull the listener and make him feel secure. He habitually asks tangential questions in a friendly fashion, attempting to ascertain the value of the person with whom he is conversing; once this value is established, the tangential questions cease.

Though never seeming evil or self-centered, Worthington puts himself first, and the corporation second, in all dealings with others. Any loyalty to the company, its goals, or its employees are purely self-centered, and all of his business dealings are profit-oriented. He has no feeling of emotion toward anyone or anything. In business dealings, he will attempt to use his acquaintances to turn a profit, and he will eliminate any branch of the operation that does not produce.

Special Knowledge/Powers:

None.



Name: Walfield THISTLE**Occupation:** Administrator*Corporation:* BioResearch Corporation, Triangle Division*Title:* Manager, Human Resources Branch**Race:** Human**Age:** 48**Sex:** Male**Attributes:**

STR — 36	CHA — 44
END — 38	LUC — 62
INT — 61	PSI — 11
DEX — 42	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 1D10
Modern: 27	AP: 8
HTH: 21	

Significant Skills:**Rating:**

Accounting	51
Administration	62
Bribery	47
Leadership	51
Negotiation/Diplomacy	37
Value Estimation	59

Distinguishing Physical Characteristics:

Known by his friends as "the chinless wonder", he has the finest example of a weak chin ever seen. His only other distinguishing characteristics are his extremely long and graceful hands.

Brief Personal History:

Walfield Thistle joined BioResearch after graduating from a prestigious college on Terra. He was not aware of the full implications of the company, but he was a successful manager, and when he did find out that the company was less than honorable, he was able to put that problem behind him; he has never looked back. Walfield came to the Triangle six years ago as an executive assistant to Lancelot Worthington, III. As business expanded, he was made manager of the branch dealing with slavery and prostitution.

Personality:**Motivation/Desires/Goals:**

Walfield, like most of those employed by BioResearch, has no life outside the corporation. He is the perfect employee, seeing his success tied completely to the success of the company.

Manner:

Walfield is completely businesslike. He understands that his company is involved in illicit activity, and he will do all in his power to hide this from those who inquire. If approached about a business deal, he will be helpful and cooperative. He will refrain from ever referring directly to the actual operations of his branch.

Special Knowledge/Powers:

None.

**Name: Chemstrow FIERDAHL****Occupation:** Administrator*Corporation:* BioResearch Corporation, Triangle Division*Title:* Manager, Pharmaceuticals Branch**Race:** Human**Age:** 59**Sex:** Male**Attributes:**

STR — 60	CHA — 41
END — 28	LUC — 67
INT — 58	PSI — 12
DEX — 54	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: D10+8
Modern: 49	AP: 9
HTH: 53	

Significant Skills:**Rating:**

Administration	60
Accounting	43
Language, Romulan	30
Leadership	24
Marksmanship, Modern	45
Personal Combat, Unarmed	53
Streetwise	71
Value Estimation	49

Distinguishing Physical Characteristics:

At 5'10" and 230 pounds of muscle, Chemstrow looks more like an escapee from a rollerball game than a corporate executive. A bullet head, hairless except for a pair of pencil-thin eyebrows, is highlighted by a thick nose, on either side of which are a pair of brown eyes, so lifeless that they could belong to a dead man. Chemstrow dresses casually in garments that are slightly out of style.

Brief Personal History:

Chemstrow may have gone to school somewhere, but there are no records of his attendance extant. The only records he has made can be found on almost every civilized planet in the Federation that has a police force. A vagabond of the worst kind, he has police records in most civilized planets within 30 parsecs of Terra. He joined BioResearch in the Triangle five years ago as a runner of controlled substances. His talent and luck brought him to the attention of Lancelot Worthington, after which his advancement was rapid to manager of the branch dealing with drugs and controlled substances.

Personality:**Motivations/Desires/Goals:**

Chemstrow has little ambition or imagination. As a result, he sees his position at BioResearch as temporary and without future, regardless of the real situation. This lack of vision does not make him bitter or disloyal, but if a better opportunity is offered, or if the going gets too rough, he will bail out without regret.

Manner:

Chemstrow, like those around him, is businesslike and efficient; he is also ruthless and amoral. Completely humorless, he will treat any introduction as a possible interrogation. If he ever discovers an enemy or a danger, he will move immediately and violently to eliminate the problem. If he is unsuccessful in his actions, he will disappear into the Triangle.

Special Knowledge/Powers:

None.

Name: Vincentia SEARIO**Occupation:** Administrator*Corporation:* BioResearch Corporation, Triangle Division*Title:* Manager, Investments Branch**Race:** Human**Age:** 31**Sex:** Female**Attributes:**

STR — 22	CHA — 77
END — 47	LUC — 41
INT — 56	PSI — 07
DEX — 68	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage:	1D10
Modern: 34	AP:	10
HTH: 34		

Significant Skills:**Rating:**

Administration	47
Bribery	19
Medical Sciences, Human Psychology	68
Negotiations/Diplomacy	50
Value Estimation	63

Distinguishing Physical Characteristics:

Vincentia is tall, with dark complexion and eyes, and raven hair that she wears loose over her shoulders. Tasteful make-up and tailored clothes show her to be a woman who is all business. She always wears a simple silver necklace woven in an intricate design.

Brief Personal History:

Vincentia left Terra soon after graduating from college, where she ran an illegal gambling syndicate. She joined BioResearch four and a half years ago with the mandate to establish a series of casinos throughout the Triangle, especially on those planets where it was illegal. She has been very successful, and the gambling branch, although it does not show spectacular profits, is a steady money-maker.

Personality:**Motivations/Desires/Goals:**

Vincentia wants to be a success in a man's world. She was subjected to sexual harrassment during her entire academic career due to her spectacular good looks. Now she sees herself as a success that she has accomplished on her own with her talents. She has little time for social engagements, and she will treat any advances as a personal insult worthy to be avenged with violence.

Manner:

Vincentia will be strictly business in all her dealings. She will greet any attempt to meet her as though it were pure business, and will turn aside, brusquely, any attempt to be polite beyond the normal amenities found in polite dealings.

Special Knowledge/Powers:

Vincentia can calculate mathematical probabilities with great speed and accuracy. She also has a memory like a steel trap.

**Name: John SMITH****Occupation:** Administrator*Corporation:* BioResearch Corporation, Triangle Division*Title:* Manager, Operations Branch**Race:** Human**Age:** 62**Sex:** Male**Attributes:**

STR — 22	CHA — 43
END — 36	LUC — 37
INT — 57	PSI — 05
DEX — 28	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage:	1D10
Modern: 34	AP:	10
HTH: 34		

Significant Skills:**Rating:**

Administration	85
Bribery	73
Language, Klingon	35
Negotiation/Diplomacy	78
Security Procedures	88
Value Estimation,	32

Distinguishing Physical Characteristics:

Smith looks like everyone's grandfather. Soft, white hair, slightly out of place, a slightly rumpled appearance, and a jowly chin create the appearance of benevolent paternalism. Mr. Smith, as he is habitually known, carries an umbrella in all situations.

Brief Personal History:

Smith was a successful businessman on Terra for many years. In a proxy fight for his small publishing business, he was ousted by his partners and his former wife. Unemployed, he wandered through Federation space, spending the profits from the sale of his stock. With the fortune gone, and himself on the verge of dipsomania, he found himself in the Triangle. He met Lancelot Worthington in a small wine bar, and was convinced to join BioResearch at once, and he has run the branch dealing in contract murder, assassination, and similar operations ever since.

Personality:**Motivation/Desires/Goals:**

Smith wants to make a success of the branch he handles, and he has no illusions about the business he is in. He sees this as a job, but deep inside he is tired, feels death hovering near, and has very little hope for a personal future. He accepts his targets as mere jobs with stock numbers, capable of being eliminated and forgotten as one would a paper clip. It is his department that handles the recruitment of the labor force for the mining operation.

Manner:

Smith will be friendly and formal with all he meets. If he is pressured about what he does, he will become evasive at first, and then begin to spill his guts. He is probably the weakest link, psychologically, in the entire organization.

Special Knowledge/Powers:

None.

Name: Clarie THARPUS**Occupation:** Administrator*Corporation:* BioResearch Corporation, Triangle Division*Title:* Manager, Research and Development Branch**Race:** Human**Age:** 74**Sex:** Male**Attributes:**

STR — 22	CHA — 41
END — 30	LUC — 67
INT — 89	PSI — 11
DEX — 53	

Combat Statistics:

To-Hit Numbers — Bare-Hand Damage: 1D10 — 3

Modern: 26 AP: 9

HTH: 26

Significant Skills:**Rating:**

Administration	59
Gaming	78
Life Science, Biology	36
Physical Science	
Chemistry	69
Physics	52
Streetwise	8
Trivia, Poisons	65

Distinguishing Physical Characteristics:

Tharpus Claire looks like a scientist. Hunched shoulders support a head crowned with a corona of wispy, white hair. Large, blue eyes peer quizzically from behind thick, wire-rimmed glasses, made more intense by the magnification effect of the glass. A weak chin and thin lips, constantly wetted by a darting tongue, give the impression of a startled rat. Habitually dressed in a white smock worn even on the street, Tharpus wanders about with a bewildered look on his face.

Brief Personal History:

Tharpus was a boy genius on Terra, attending the finest private colleges and making an academic record that has been the envy of many since. Graduating with multiple doctorates when he was only 21, his social skills had not kept pace with his intellectual achievements. Two days after the awarding of his final doctorate, Tharpus went to work for a multi-stellar corporation in their research department. His wetting-down party was a swinging affair, planned and executed by his new friends in the corporation, with standard results. Tharpus fell in love with the girl who leaped out of the cake. They were married the next day.

Although completely unsuited for each other, she was as physically gifted as he was intellectually gifted; they loved each other with a passion that only opposites can create. The marriage, thought doomed to failure by all who saw it, continued for 30 years until a fatal, disfiguring disease struck Tharpus' wife. Rather than see his wife die slowly, Tharpus used his knowledge of chemistry to give her a quick-acting poison that ended her suffering. A month later, a cure for the disease was announced.

Filled with grief and guilt, Tharpus quit his job and fled to the Triangle to wander the void as a derelict. Ten years ago, he met Worthington, and Lancelot noted the man and began to investigate his background. A year later, Tharpus was hired by BioResearch as the head of their R&D branch, and he has held that position ever since.

Personality:**Motivation/Desires/Goals:**

Tharpus is a linear problem solver. Once given a problem, he will begin at the beginning and work it through until

it reaches a solution; he will not be distracted from the problem for any reason. Once, he was carried from a burning building because he was too busy with a problem to heed the fire alarm. It is this trait that will allow him to wander from his office, stumble through the streets, and wander back in without ever remembering that he was away from his desk.

Manner:

When he is not preoccupied with a problem, Tharpus will be pleasant, if a little distant. When asked a question, he will take a significant amount of time before answering as he plods through all possible answers.

During one of his periods of problem-solving, he will be almost unreachable except through extreme physical action that breaks his concentration. He will then be surprised and irascible about the interruption.

Special Knowledge/Powers:

None

Occupation: Generic BioResearch Operative*Corporation:* BioResearch Corporation, Triangle Division**Race:** Human**Age:** 20 + D10**Sex:** Male**Attributes:**

STR — 70 + 2D10	CHA — 40 + 1D10
END — 60 + 2D10	LUC — D100
INT — 35 + 3D10	PSI — D100 — 30
DEX — 60 + 2D10	

Combat Statistics:

To-Hit Numbers — Bare-Hand Damage: 2D10

Modern: 60 + 2D10 AP: 11

HTH: 60 + 2D10

Significant Skills:**Rating:**

Marksmanship, Modern	50 + 3D10
Personal Combat, Unarmed	50 + 3D10

Distinguishing Physical Characteristics:

The faces of these big men show many hard knocks, with numerous scars, missing teeth, and damaged ears. While on duty, they wear the emblem of the BioResearch organization. They are seen mostly in standard civilian attire, but when they mean real business, they wear the BioResearch uniform of pale blue jumpsuits.

Brief Personal History:

These men are the sweepings of the Triangle. They have been thrown out of all the best, and worst, places in the area, and have finally found a home at BioResearch. The ranks of the Security Force are gleaned from the plug-uglies of the area; no questions are asked when they join the force, and the only requirement of them is that they carry out orders.

Personality:**Motivation/Desires/Goals:**

These men have found a home and they mean to keep it safe. They are dedicated to BioResearch and to their work, and they will stop at nothing to keep it safe. Any hint that a person is seeking harm to the organization or a member of the company will provoke an immediate and violent response.

Manner:

When met in any but an official capacity, these men will be uncommunicative and rude. They are the Triangle equivalent of the 1930s hit men. If met while off duty, they will have a tendency to brag about the things they have done. They will never talk about what they plan to do. If inquiry becomes too pointed, they will clam up at once.

Special Knowledge/Powers:

None.

Name: WTHLIAN**Occupation:** Loan shark*Corporation:* Wthlian Loan Association*Title:* President**Race:** Human**Age:** 62**Sex:** Male**Attributes:**

STR — 74	CHA — 27
END — 60	LUC — 58
INT — 41	PSI — 31
DEX — 31	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: D10 + 7
Modern: 20	AP: 7
HTH: 39	

Significant Skills:**Rating:**

Administration	67
Bribery	55
Leadership	22
Negotiation/Diplomacy	33
Personal Combat, Unarmed	47
Value Estimation	88

Distinguishing Physical Characteristics:

Wthlian is a huge man: 6'7" in a 6' world, and weighing 475 pounds; his corpulent body hides a frame of surprising strength. Beady, little eyes peer furtively from a pig-like face highlighted by blubbery, magenta lips. He wears his blond hair cropped close to his bullet-shaped skull. Wthlian dresses in the finest clothes, and his pudgy fingers are adorned with rings displaying many precious gems.

Brief Personal History:

Wthlian has been a loan shark in the Triangle for more than 40 years, getting started with a small stake garnered from the gambling tables. He soon realized two things about the free-lance traders of the Triangle: they were in constant need of money, and they would have to be pressured to pay back any loan. His luck at the gambling table provided the solution to the first problem, and his physical size took care of the second.

Personality:**Motivation/Desires/Goals:**

In the game of life, Wthlian is a power player. He knows the power over others that money gives, and he is single-minded in his desire to have that power. He loans money and services at an exorbitant rate, but he has no illusions about being paid back on time. As a matter of fact, he is happier when the money is late, as this gives him the opportunity to terrorize his clients. It is only those who are strong or evasive enough who will be eliminated for non-payment of debts. Wthlian is completely amoral.

Manner:

Wthlian is unctuous to the point of absurdity. He is the perfect host, catering to the every need and desire of his guests, and all who meet him are his guests. Rubbing his hands with pleasure, he will ask what his guests want most, for he is able to provide anything, ANYTHING, they desire. If crossed, however, he will become infused with a blind rage, breaking crockery and furniture, and eventually the offending party if he is not appeased.

Special Knowledge/Powers:

None.

Name: B'BARKH**Occupation:** Contract assassin*Corporation:* Wthlian Loan Association*Title:* Chief Collection Agent**Race:** Orion**Age:** 52**Sex:** Female**Attributes:**

STR — 37	CHA — 95
END — 34	LUC — 42
INT — 42	PSI — 21
DEX — 90	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10 + 8
Modern: 89	AP: 13
HTH: 87	
Knife: 88	

Significant Skills:**Rating:**

Carousing	67
Artistic Expression, Dance	87
Language	
Galacta	55
Klingon	32
Marksmanship, Modern	89
Personal Combat, Knife	86
Personal Combat, Unarmed	84
Streetwise	67
Trivia, Poisons	44

Distinguishing Physical Characteristics:

B'barkh, a beautiful Orion female, has a pale amber complexion. Wide, green eyes, like deep pools, are complemented by a sensuous mouth. Her lithe movements and graceful hands connote a passion for dance that is obvious to those who encounter her. Her clothing is as sensuous as she, clinging softly to her limbs and leaving little to the imagination about her obvious physical charms. A soft, melodious voice only heightens her overall attractiveness.

Brief Personal History:

Dissatisfied with the opportunities for an Orion female within her own family, B'barkh broke from her family to deal with non-Orions. She joined Wthlian 15 years ago as a draw in one of his less reputable establishments. Her talents for intrigue attracted his attention, and her promotion in the Loan Association was assured by her complete lack of scruples. Her ability to remove a non-paying debtor without undue fuss has enhanced both her reputation and that of Wthlian.

Personality:**Motivation/Desires/Goals:**

B'barkh is personally devoted to Wthlian, for whom she will accomplish any task to the best of her extensive ability. She is totally amoral.

Manner:

If the individual met is not to be a target for elimination, B'barkh will be charming and seductive. She will apply her ample charms to learn what she can about the individual and his purpose. She is a storehouse of information, which she collects as a matter of course.

Special Knowledge/Powers:

Though only of average intelligence, she has a remarkable memory, remembering almost everything she hears or sees.

Name: Herbert LOM

Occupation: Independent Trader

Rank: Captain

Current Assignment: Cornucopia, Mission Class II Small Commercial Transport

Race: Human

Age: 33

Sex: Male

Attributes:

STR — 60	CHA — 42
END — 68	LUC — 32
INT — 55	PSI — 16
DEX — 67	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage:	1D10 + 8
Modern: 57	AP:	10
HTH: 58		

Significant Skills:

	Rating:
Bribery	42
Carousing	66
Computer Operation	50
Forgery	50
Language	
Romulan	30
Klingon	15
Shuttlecraft Pilot	68
Small Vessel Piloting	60
Starship Helm Operation	56
Streetwise	68



Distinguishing Physical Characteristics:

Above average in height, Herbert Lom has a shock of unruly black hair that protrudes from a snap-brim fedora he habitually wears. His rugged good looks are highlighted by bright blue eyes that stare directly through any he meets, and even, white teeth that are displayed in a winning smile. His clothes have seen better days, and the stains and tears show hard service and little care.

Brief Personal History:

Lom entered the Triangle three years ago as an independent trader, currently residing on M-54 Comstock, frequenting the numerous bistros that dot the area. His attitude of "anything, anywhere, no questions" fits well with the prevailing attitude, and he made small profits by hauling sensitive cargo quickly from point to point. Aware of BioResearch, he did not come in contact with the corporation until he transported the first Vulugan reptiles to Newlin II's moon, unaware of their unusual dietary preferences or unique abilities. He recommended employment on Newlin II's moon to his friend, Ben Tolland. He became suspicious as time passed with no report from his friend, and he has made an investigation of Newlin II's moon, but it has led nowhere.

His current major creditor is Wthlian, a man who deals in loans to freetraders who can get credit nowhere else; Wthlian chief collection agent, the murderous Orion B'barkh, is closing in on Lom for delinquent payments on his *Mission* Class II transport.

Personality:

Motivation/Desires/Goals:

Herbert Lom is an adventurer of an ancient and honorable type. A vagabond with no ties to anyone, he lives for the moment. He will attempt any adventure, as long as there is even the smallest opportunity for a profit. But profit is not the real goal; it is the doing that is important. Think of him as Solo.

Habitually in debt, Lom is interested in any scheme that will allow him to make money. Always on the look-out for the 'big deal,' he will be willing to help any who approach him with money in hand. Those who do not have the requisite cash can buy his favors by promising huge rewards. His outstanding debt to Wthlian makes him a little edgy, because he knows that 'payment in full' can be extracted at any time, probably with his own life.

Herbert has no great love for the Federation or anyone else, but he will be willing to aid any Federation officers who need help badly enough. His extensive knowledge of the Triangle, where to hide and where to go for information not available through the normal channels, can be of great use. He will be very interested in discovering the status of his friend Ben.

Manner:

This fellow, often in his cups, is brusque and hearty — an ideal companion for slumming in the dives that ring any spaceport in the Triangle. He will be boastful and know-it-all in an adolescent fashion, but placating when he sees he has offended someone.

Special Knowledge/Powers:

None.



Name: S'dran S'COOLNIK

Rank: Commander

Assignment: Star Fleet Intelligence Command,
Triangle Intelligence Sector

Position: Deep Cover Operative

Cover Occupation: Freetrader

Race: Human

Age: 41

Sex: Male

Attributes:

STR —58	CHA —46
END —61	LUC —24
INT —70	PSI —12
DEX —71	

Combat Statistics:

To-Hit Numbers—

Modern: 67

HTH: 55

Bare-Hand Damage: D10+7

AP: 11

Significant Skills:

Carousing
Marksmanship, Modern
Negotiation/Diplomacy
Personal Combat, Unarmed
Security Procedures
Shuttlecraft Pilot
Streetwise
Value Estimation

Rating:

43
63
88
39
71
48
62
60

Distinguishing Physical Characteristics:

Pale skin, drawn taut over the bones of the skull, gives D'ran the look of an emaciated, dead man, though he is neither. A pair of brown eyes, set close to a sharp nose, wide cheek bones, and long ears leave a fox-like impression. His well-muscled body is clothed in soft, flowing fabrics of the finest cut and fashion. When he walks, he has the fluid grace of a jungle feline on the prowl.

Brief Personal History:

S'dran was blessed, or cursed, with a solitary nature and a mind like a sponge. A voracious reader as a child, he was raised by his parents on one of the small Lunar colonies in the Adhara star system. Lacking formal schooling, S'dran nevertheless became well educated. Upon the death of his parents, he set off for Terra, the planet he had only heard and read about, and gravitated to Star Fleet as his natural choice for employment. His photographic memory landed him a job with Star Fleet Security, and, ten years after joining the service, he was sent as an operative to the Triangle, where he has posed as an itinerant merchant ever since.

Personality:

Motivations/Desires/Goals:

S'dran is investigating BioResearch more as a sideline than a project. With his ability to remember everything he sees and hears, he is a source of raw data for the party. He does not, however, have the time or energy to piece all the information together, and he will not do this for the party. He can be used as a helpful prod to the party to keep them on the right track and to give them tidbits of information that they might otherwise have lost or forgotten.

Manner:

If ever a man could be said to have no personality of his own, it could be said about S'dran S'coolnik. Brought up in a solitary world, he never had the opportunity to become socially integrated. When he appeared on Terra, he watched those around him and assumed the personalities he encountered. Thus, he can have any personality needed at any time; at one time, he can be friendly and boisterous, moments later becoming quiet and introverted.

S'dran will seem bland and unresponsive on first meeting. As the interview proceeds, however, he will take on the personality of the person to whom he is talking; if there is more than one interviewer, he will assume the personality of the most dominant.

Special Knowledge/Powers:

Photographic memory.



TIME LINE OF EVENTS

Stardate 1/73

BioResearch establishes trading headquarters in the Triangle. It fails within five years.

Stardate 2/03

BioResearch sends Lancelot Worthington III to the Triangle to establish trading headquarters. He sets up small office on Comstock, an independent tradeworld near the Federation border, and recruits a network of operatives.

Stardate 2/09

Worthington sets up first trading contract, guaranteeing to distribute green-skinned Orion female slaves despite cost to BioResearch.

Stardate 2/08

BioResearch takes delivery on first shipment of slaves.

Stardate 2/07

BioResearch makes first profit on assassination contract with People's Freedom Army, establishing permanent arrangement with them.

Stardate 2/14

BioResearch paid off by Klingons after setting up shipload of Megagenics Corporation's colonists. Playing both sides, they make money on selling the Klingons the information and on reparations for the mistake.

Stardate 2/16

BioResearch begins plans to exploit the moon of Newlin II for the Corboryte it holds.

Stardate 2/17

Worthington first hears of Romulan anticloaking device.

Stardate 2/18

A BioResearch advance team is landed on the moon of Newlin II to set up Corboryte retrieval operation.

Stardate 2/19

Worthington approves Operation Xanadu, the takeover of Comstock by BioResearch.

Stardate 2/20

Worthington turns a Romulan cloaking specialist, making him a mole for BioResearch.

Stardate 2/2103

Worthington sets in motion a plan to have his mole made chief of the anticloaking device project. The first Vulugan reptiles are transported to Newlin II's moon. A labor force is recruited, and the mining operation begins to gather Corboryte, making its first shipment within four months. After six months, the laborers are fed to the reptiles, and a new crew is recruited.

Stardate 2/2112

The takeover of Comstock is complete, and BioResearch opens the planet to any who are interested. The first outside company, an Orion pirate opens a warehouse and repair facility.

Stardate 2/2201

BioResearch receives word that a new Romulan cloaking device has been designed, one that will be more effective than earlier models, and that development of the anticloaking device is proceeding well.

Stardate 2/2212

Worthington sells Romulans the information that a Star Fleet Intelligence operative has wormed his way into the anticloaking device staff. Because of the careful plan begun 18 months earlier, the Romulans confirm this intelligence and remove all of the research staff connected with the project. The BioResearch mole becomes the project's new head. He begins to delay the project, to steal parts for the new cloaking device, and to make untraceable copies of the anticloaking device plans.

Stardate 2/2301

A BioResearch scout ship reports that Meadow is perfect for the growth of T'trantine, which produces the valuable agrochemical DANA.

Stardate 2/2303

Investigation confirms that Meadow could be turned into colossal production facility for DANA, but population of the planet is unwilling for this to occur. Semi-annual call for mining workers goes out to replace the latest crew 'leaving' Newlin II's moon.

Stardate 2/2305.10

The first shipment from the Romulan mole is complete. Parts of the cloaking device as well as preliminary drawings of the anti-cloaking device are in the hands of BioResearch. A message states that the rest of the material is on the way and should be in the hands of Lancelot within 60 days.

Stardate 2/2305.25

Worthington decides that the mole is now no longer necessary, dispatching an assassin to eliminate him and to destroy, if possible, the entire research station. This will eliminate the possible link between BioResearch and the mole as well as set the project back for several years. A second assassin is also dispatched to kill the first operative once his mission has been accomplished.

Stardate 2/2306.01 (Day 1)

The campaign begins. All events in this time line after this date will occur unless the player characters take a direct hand in them, altering the likelihood that they will take place. At some time before Day 20, Planned Encounter 1 should take place.

Stardate 2/2306.16 (Day 16)

A BioResearch ship leaves Comstock carrying aerosol spray containers of the virus *dengue*, which is to be released on Meadow. This virulent disease will kill painfully if not treated at once, the intent of BioResearch.

Stardate 2/2306.18 (Day 18)

The BioResearch ship arrives in orbit around Meadow. The crew releases the dengue virus into the atmosphere.

Stardate 2/2306.19 (Day 19)

With outbreaks of dengue taking place across Meadow, Elder Brother Vran Cafri attempts to send a distress call. Transmission from the subspace radio relay satellite is jammed by the BioResearch ship, but too late to prevent all of the call for help to be transmitted. The BioResearch ship and its armed shuttlecraft shoot down all ships attempting to leave the surface, and destroy any others at Meadow's spaceport.

The leader of the BioResearch team informs Cafri and the rest of the population that there will be no vaccine. He dictates that the only way for the population to save itself is to agree to sell the entire planet to BioResearch and vacate. The price offered is reasonable, considering the conditions of the sale. BioResearch even offers to help relocate the entire population.

Stardate 2/2306.22 (Day 22)

With the contracts for the purchase of Meadow in hand, BioResearch ships are in standard orbit. Cargo shuttlecraft and transporter teams are standing by on the surface to relay the population to the waiting vessels. As each shuttle lifts into orbit, the cargo doors are opened. There are no survivors.

Stardate 2/2307.02 (Day 32)

Final shipment of plans for the anti-cloaking device land on Comstock and are delivered to Worthington. Parts needed to complete a copy of the new cloaking device also arrive, but when BioResearch scientists and technicians unpack them, they discover that the parts apparently have been damaged in transit. The device cannot be made operable.

Stardate 2/2307.03 (Day 33)

The anticloaking device research station in the Romulan Star Empire dissolves in a cloud of photons, taking the unfortunate BioResearch mole with it.

Stardate 2/2307.17 (Day 47)

Initial construction of the DANA conversion plant begins on Meadow. All remains of the former colonists are plowed under as the construction proceeds. No effort is made to hide the ruins or destroy them; everyone knows that the inhabitants have been resettled on a different planet after the tragic outbreak of dengue.

Stardate 2/2308.08 (Day 68)

BioResearch conducts a raid on the moon of Epiley, an independent world, wiping out the adult population, but keeping the children alive so they can be sold to the Klingons as research specimens for possible fusion experiments. The Klingon buyer is pleased with the broad cross-section of races provided. Because there are no adult survivors, there is no one to point an accusing finger at BioResearch, but just to make sure, the wreck of a Megagenics shuttlecraft is placed on the moon.

Stardate 2/2308.30 (Day 90)

BioResearch puts out the semi-annual call for volunteers to work heavy construction on Newlin II's moon.

Stardate 2/2309.11 (Day 101)

The first test of the cloaking device constructed from the refurbished damaged parts is conducted by BioResearch. The vessel fades from view, but there is some doubt about whether or not the ship were cloaked as well as it would normally be.

Stardate 2/2310.05 (Day 125)

The children taken from Epiley's moon are shipped aboard a freighter bound for Klingon space. The freighter, her cargo manifest showing food and engineering parts, will enter Klingon space on Day 172 unless otherwise impeded.

Stardate 2/2310.12 (Day 132)

The DANA conversion plant begins operations on Meadow. The first run is quite small to test the facility. It will be 180 days before full production can be attempted. The first DANA should be available within 30 days.

Stardate 2/2310.27 (Day 147)

BioResearch salesmen, very quietly and in person, begin to pass the word to smugglers suspected of dealing in the Romulan Star Empire that the corporation will have an anti-cloaking device for sale. The response is enthusiastic if somewhat skeptical. Most of the buyers want a demonstration.

Romulan security agents in the Triangle notify the Romulan High Command that an anticloaking device may for sale within the Triangle. The message is encoded and sent via sub-space radio.

Stardate 2/2310.30 (Day 150)

S'dran S'coolnik notifies Triangle Sector Intelligence that an anti-cloaking device may be for sale in the Triangle.

Stardate 2/2311.01 (Day 151)

Klingon security agents notify Starbase 1 Security that an anti-cloaking device may be for sale by civilians.

Stardate 2/2311.10 (Day 160)

First production of the test batch of DANA is complete.

Stardate 2/2311.30 (Day 180)

Star Fleet Intelligence directs S'coolnik and his cell to uncover the cloaking device as their top priority. From this time forward, S'coolnik briefs Star Fleet Intelligence regularly about BioResearch activities within the Triangle.

Stardate 2/2312.03 (Day 183)

The Klingon High Command queries the Romulan High Command about the anticloaking device for sale from a civilian source.

Stardate 2/2312.04 (Day 184)

Romulan High Command responds to the report on the anticloaking device. The feeling at headquarters is that the rumors are bogus because all the prototypes and data were destroyed in the explosion at the research building. However, because the reported purveyors of the anticloaking device are obviously up to something, they should be watched.

Stardate 2/2312.10 (Day 190)

Romulan security agents begin a loose surveillance of the BioResearch facilities. They may be spotted at various times throughout the duration of the adventure, but they will take no overt action.

Stardate 2/2312.25 (Day 205)

The Romulan High Command responds to the Klingon query about the anti-cloaking device by stating that it is obviously a hoax. The message states that research the Romulans are doing has led to a dead end, and there is no chance that a civilian model exists. There is some, although small, possibility that a cloaking device might be available, as one was lost in the past.

Stardate 2/2401.24 (Day 234)

Romulan Intelligence is aware of the sale of the anticloaking device. A Romulan, posing as an independent businessman, is sent to bid on the device. When he is eliminated after the sale, the Romulans will see the act as sound business.

Stardate 2/2401.26 (Day 236)

BioResearch develops a production facility for the anti-cloaking device. Although the item has still not undergone rigorous field tests, they feel that it is ready for sale. The first model will be ready for sale within 90 days.

Stardate 2/2402.30 (Day 270)

BioResearch begins its semi-annual call for volunteers to work on Newlin II's moon. There is a rumor, unsubstantiated, that there have been some problems at the construction company, and that some of the workers have not lived to collect their wages.

Stardate 2/2404.25 (Day 325)

The anti-cloaking device is ready for sale. Invitations are issued to twelve possible interested parties to meet at corporate headquarters in 20 days for a demonstration of a moneysaving device. Worthington is worried that more people know about the project than is good for security. Plans are made to eliminate not only the design team, but also those attending the demonstration who do not buy the device.

Stardate 2/2404.30 (Day 330)

Lom has compiled an extensive list of those who have been employed on L-23. He is willing to sell the list and the other information to the highest bidder. He contacts Worthington, who agrees to purchase the information.

Stardate 2/2405.15 (Day 345)

Prospective buyers arrive at BioResearch headquarters and taken aboard the flagship of the BioResearch fleet. In space they are treated to a successful demonstration of the anti-cloaking device. Orders are taken, and the interested buyers are invited to bid on the one model of the anti-cloaking device currently in operation. Delivery of the device is to be made 30 days later to the location designated by the highest bidder.

All who saw the device are interested in purchase. Bidding for the only operational model will last three days, during which period the bidders will not be allowed to leave the ship.

Stardate 2/2405.16 (Day 346)

DANA plant on Meadow begins full production of DANA from the T'trantine plants that now cover the entire planetary surface. There is no evidence of the former inhabitants left.

Stardate 2/2405.17 (Day 347)

Final bids are opened. The winning buyer is Ggrarth, the scion of an Orion pirate family. All the other bidders are invited to leave the ship, and when they board the transporter, they are beamed into deep space. Ggrarth is beamed into his own ship with the promise that he will receive the device after full payment has been made.

Stardate 2/2405.20 (Day 350)

Lom, not trusting BioResearch, caches a copy of his information. While delivering the original of the information, he is shot and killed by B'barkh. The information, carried in a tricorder, is destroyed.

Stardate 2/2405.30 (Day 360)

Removal of material from Newlin II's moon has caused significant instability. BioResearch will either have to install engines that will control the orbit or it will destabilize. The decision is made to allow the moon, now almost completely hollow, to be allowed to break free. The management personnel, and all radio equipment, leave from the surface.

Stardate 2/2406.10 (Day 370)

Newlin II's moon breaks free and disappears into space.

Stardate 2/2406.17 (Day 377)

First full shipment of DANA is complete; it is sold to the highest bidder. Full payment having been received, Ggrarth is presented with the anti-cloaking device.

Stardate 2/2406.25 (Day 385)

The Orion ship carrying the anti-cloaking device is intercepted by a Romulan cruiser and destroyed; there are no survivors. Ggrarth is notified at once of the incident.

Stardate 2/2407.07 (Day 397)

Ggrarth invites Worthington to visit him aboard his ship to celebrate the successful operation of the anti-cloaking device. Worthington accepts. Amid the celebration, Ggrarth shows a videotape of the ship being destroyed. He turns, smiling, to Lancelot, and disintegrates him with his phaser pistol.

THE RIPPLE EFFECT**Day 19**

SUBSPACE RADIO MESSAGE: This is Elder Brother... STATIC... of Meadow. We need urgent medical help. Our entire population has been stricken with dengue, and no vaccine is at hand. We believe the virus was delib... STATIC... by Bio... STATIC.

Day 49 through Day 60

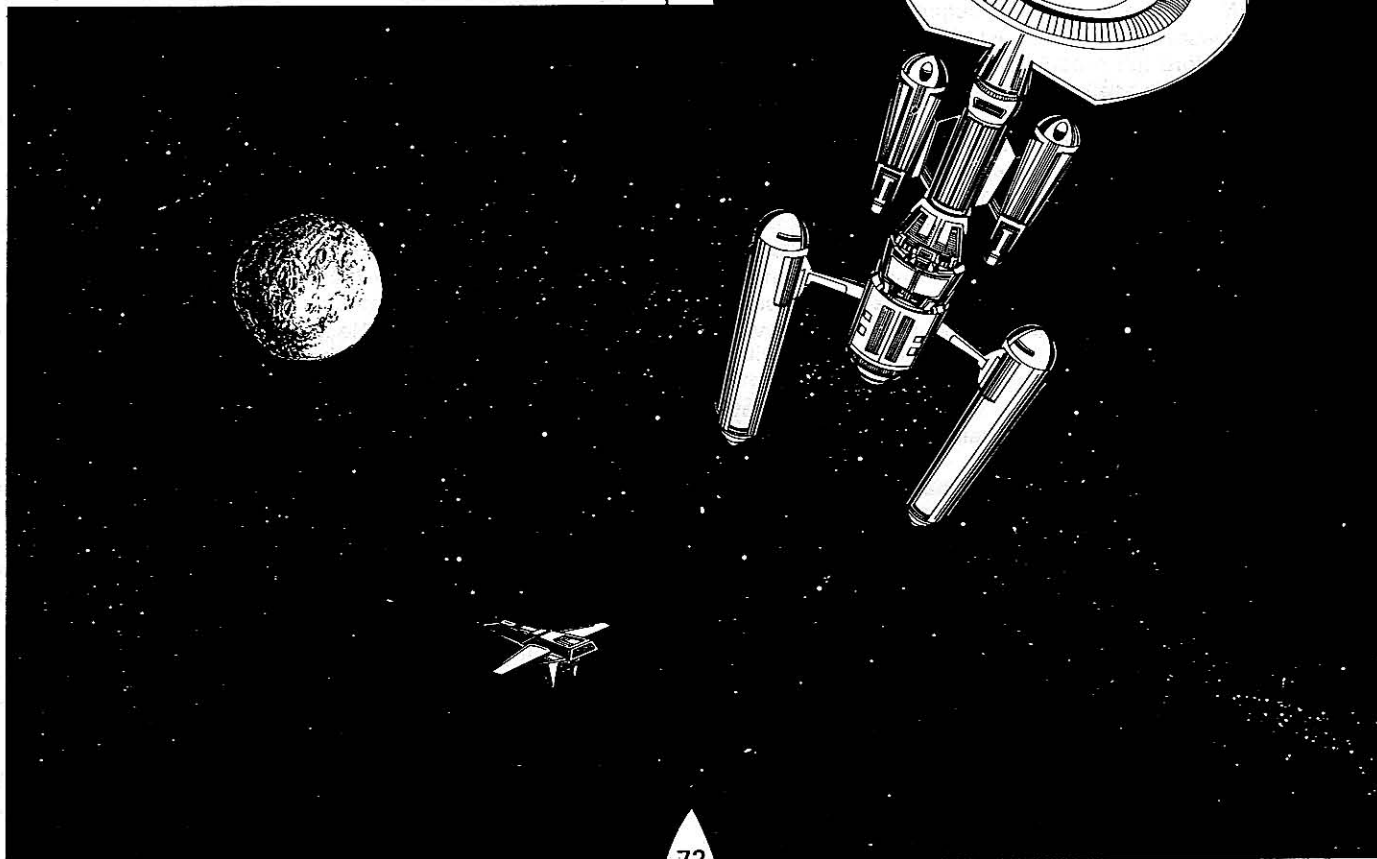
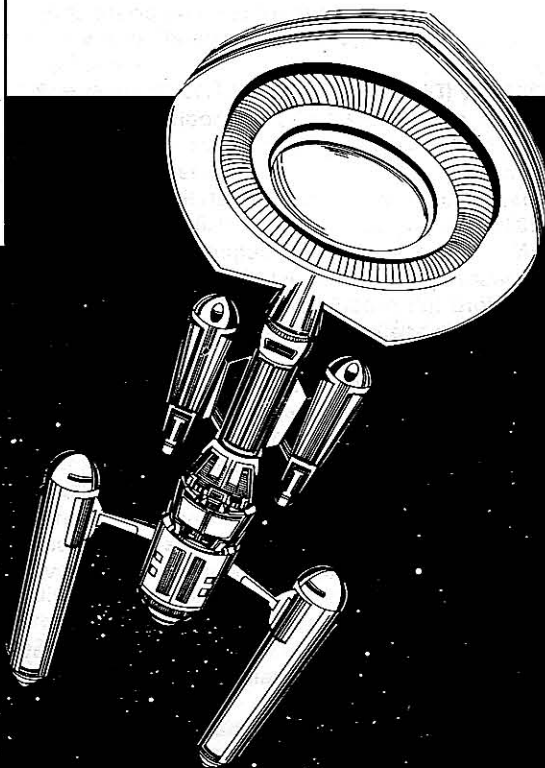
At some time during this period, the following information should be passed to the player characters as a rumor.

BioResearch claims that the corporation has an anti-cloaking device for sale. It is probably nothing, but if it is... It is too good to be true, and they are going to have to demonstrate it in action.

Day 90 through Day 100

At some time during this period, the following information should be passed to the player characters as a rumor.

BioResearch is responsible for those advertisements for heavy construction workers. The pay is even better than that being announced, and that the company will hire anyone, no experience necessary and no questions asked.



PLANNED ENCOUNTERS

ENCOUNTER 1: MERCHANT FOR SALE

This encounter can occur at any time the player characters dock on Comstock. Its intent is to draw them into the vicious methods BioResearch uses in doing business.

The player characters will spot at least a hundred contraband items for sale openly in the space-port. If they inquire about any of them, they will be told that anything they desire is possible.

Later, the first time they enter a legitimate shop to browse the wares, planetary police will burst in and tell the owner that he has been placed on the list of undesirable elements on the planet. The police will begin to break up the furniture and fixtures, all the time berating the unfortunate shopkeeper about his conduct and attitudes. When the owner protests, he will be beaten into silence.

If the player characters attempt to intervene, they will be able to overwhelm the police after a struggle. If the police are interfered with, this will place the player characters outside even the lax laws of the planet. If the police are just subdued, the player characters will have to find some way of dealing with them; the shopkeeper will explain how the system works and beg the player characters to run for their lives. He will tell them that there is nothing they can do to help him, and that his fate is sealed; he must leave the planet within 24 hours. If the police are killed, the player characters will be hunted on the planet unless they take pains to alter their appearance before or after the incident.

ENCOUNTER 2: THE BIG BUY

At some time after Day 60, when the player characters are planetside, the following encounter will occur. The intention is to make them aware that BioResearch supposedly has an anticloaking device for sale.

At a local space bar, the player characters will be approached by Praline Gambit, an itinerant BioResearch salesman. He will be in his cups, celebrating the sale (sight unseen) of an anticloaking device to an Orion ship captain. He will expound to the player characters most enthusiastically the properties and advantages to be gained by having such a system aboard if a voyage to the Romulan system is contemplated.

If the adventurers agree to purchase the device at 100 MCr, they will be asked for 10% down with the rest upon delivery. If they seem interested in the device but not the terms, they will find they can purchase the device for 1 MCr down. After the deal is concluded or rejected, Praline Gambit will stagger away after warning the player characters not to mention it to anyone.

Tell any player who specifically states that his character is surveying the crowd to see who is listening that his character notices a number of people are interested in the conversation. One of these is a civilian (S'dran S'coolnik, an operative for Star Fleet Intelligence) and another is a member of the planet's undercover security force. If no player character is observant, have the player whose character has the highest LUC score make a Saving Throw for the party against the average of his INT score and rating in *Security Procedures*. Success will indicate that the lucky character spotted the surveillance.

Several days after interacting with the player characters, Praline Gambit will be murdered by BioResearch operations agents. His death will be quite spectacular, he being immolated in a surface shuttle on the main street of the city. Rumors will circulate widely that those who talk while drunk shouldn't work for BioResearch.

ENCOUNTER 3: THE LOST MESSAGE

This encounter will take place any time the party is aboard their own ship or on the bridge of another ship. A weak message, mostly broken up by static, will be intercepted from Meadow, where the dengue virus has done most of its work and a BioResearch agristation has been established. The text of the message is as follows:

*STATIC ...dough population dying... STA-
TIC ...fever rampant... STATIC ...no help
from STATIC search employees... STATIC
...murdered... STATIC.*

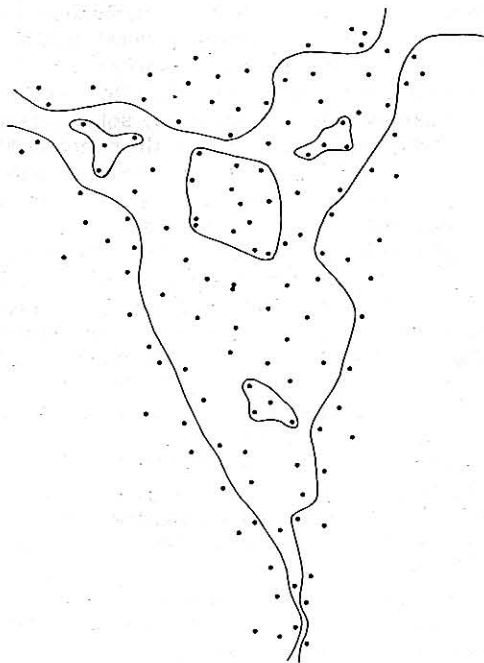
If the ship's sensors are engaged to determine the location of the message, Meadow will be discovered as the source.

Investigation of Meadow will reveal a bustling new spaceport facility manned with BioResearch employees and new settlers come to turn the surface of the moon into a gigantic agristation. It will be easy to see the initial construction of a processing plant well under way. If questioned, no one on the surface will know anything about earlier inhabitants, though there are remains of an earlier culture, now deserted and being plowed under, to show that one did exist.

ENCOUNTER 4: CASUALTY INSURANCE

The player characters will be approached by the Triangle Life And Casualty Corporation with an offer to sell them life and property insurance. They will be told that it is a necessity if they plan to do anymore business within the Triangle. The salesmen will explain that no one insured by their company has ever had an accident while in the Triangle.

If the player characters do not buy the insurance, one or more of them will be assaulted. In addition, some parts of their craft, not normally subject to failure, mysteriously need repair. These problems, or ones like them, will recur every 20 days for the rest of the time the player characters are in the Triangle until they pay for the insurance or BioResearch is eliminated.



BACKGROUND INFORMATION

COMPUTER SEARCH

Keyword: Corboryte

Corboryte (chemical symbol *Cb*), chemical element named for its discoverer, Hethor Corbortius; metal from transition Group IX of the periodic table that was one of the last discovered metals. When present at all, corboryte is found in only trace amounts on planetary surfaces, none being found within 2,000 km of the surface of Terra.

Corboryte, because of its full electron rings, is seldom found except in the pure state. It is extremely dense and hard, having a rating of 9.7 on the Mohs scale of hardness. At temperatures above 3675° C, the metal passes into a state of malleability wherein it can be shaped and molded. With shrinking on cooling less than 0.000073%, shapes molded at heat will retain their size and form. These unique qualities make Corboryte extremely valuable in the construction of monocoque star vessels. The element is so difficult to mine, due to its hardness, that only the most expensive ships and those requiring special qualities are made of this material.

NEWS RELEASE: Stardate 2/2103.08

Lancelot Worthington III, Chairman of BioResearch Corporations Triangle Division, announced today at his division headquarters that BioResearch has begun production of Corboryte on the surface of moon L-23 of the Polin System. This uninhabited moon is rich in the rare metal needed to produce thermally insensitive star transport vessels. The difficulty of mining this metal has been partially solved, it was revealed, by the introduction of sophisticated new excavation equipment developed by BioResearch. The mining operations will still require a significant labor force, and BioResearch is accepting applications from qualified mining personnel for the positions. Worthington said he will spare no expense for the best equipment and the best personnel for the job.

SEARCH ENDED 2 entries found.

COMPUTER SEARCH

Keyword: DANA

Di-agro-nucleic-acid (DANA), organic chemical of complex molecular structure occurring in cell nuclei as a constituent of deoxyribonucleic acid, where it serves to encode fertility data. DANA occurs naturally in all plants but is missing in those hybrids propagated by splicing two or more plants to produce a third plant with the beneficial properties of each of the originals. Di-agro-nucleic-acid can be introduced to these hybrids, which will then develop seeds that can be propagated.

DANA can be extracted only from members of the Trantine family of plants, in particular A'trantine and T'trantine. A'trantine is known only from Terra, where it was eliminated as a pest plant several centuries ago, prior to the discovery of DANA. Since then, only very rare patches of T'trantine have been found in explored space. The successful growth of T'trantine requires a planet of very low surface water, but with significant deposits of water in subterranean deposits.

NEWSFAX UPDATE: Stardate 2/2311.12

BioResearch Corporation, Triangle Division, announced recently at their corporate headquarters on Comstock that the first production of the valuable chemical Di-agro-nucleic-acid (DANA) has been accomplished at their new production facility on Meadow. This is the first production of DANA in the Triangle, and it is hoped that this will allow more agricultural colonies to enter the area.

The Di-agro-nucleic-acid acts as a catalyst that will allow the propagation by seeds of normally-infertile grafted hybrid plants. The normal hybrids must be propagated by cuttings,

but the introduction of DANA to the soils in which they grow allows the seeds of the hybrids to become fertile, and thus allow their transfer to other areas safely and quickly. It is well known that seeds withstand the hardships of inter-planetary travel much better than cuttings.

Triangle Division Chief, Lancelot Worthington, III, said that this new DANA manufacturing facility is symbolic of the aid his company has pioneered to Triangle residents. In a prepared statement, he said that he hopes BioResearch efforts will stimulate others to experiment in ways that will continue to help the residents in the far reaches of space, beyond the frontiers of the great powers.

SEARCH ENDED 2 entries found.

ALIEN CREATURE RECORD

Name: VULUGAN REPTILE

Life Form: Reptilian
Size: Very Large
Feeding Habits: Carnivore; preference for Human flesh
Attributes:
STR 120
END 105
DEX 63
MENT High Animal Intelligence

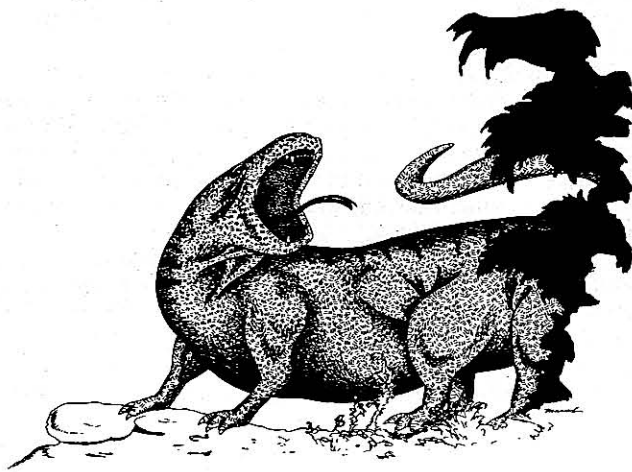
Tactical Movement and Combat Statistics:

AP 13
Combat Skill Rating 87
Damage 3D10+10
Armor None

General Description:

This subterranean reptile is a six-legged mutation of the Komo dragon lizard found on Terra. The four hind legs are used for propelling the creature along the surface, while the forward pair of legs, equipped with diamond-hard claws, are used to burrow into the surface. The sharp snout roots away the spoil produced by the fore-legs, and a unique ability of the skin to contract spasmodically pushes the refuse to the rear where the two hind legs throw it backward with considerable force. There is no surface so hard that a Vulugan Reptile cannot burrow into it, and the harder the surface, the more the animal seems to desire to dig. This may be because the huge size of the beast, five to seven meters in length from snout to the end of its stubby tail, requires its caverns to have significant strength.

The Vulugan reptile is a carnivore, eating all animal life but preferring mammals, particularly Humans and humanoids. It pierces its prey with its fore-claws and drags it into its powerful mouth, where the victim will be eaten in one gulp. The animal, once fed its own weight in meat, will sleep for several days and then resume digging for at least 160 days thereafter.



Name: BIORESEARCH CORPORATION

UFPSC Symbol: BioRch
Home Office Location: Terra
President/CEO: James R. Worthington
Chartering Organization: UFP
Founding Date: 2/1608

Principal Divisions

Division Name: HyPro Limited
Division Head: Ross B. Teague, IV
Chief Product: Prosthetics
Division Name: CryoResearch
Division Head: F. G. Browntrees
Chief Product: Cryogenics Research/Development
Division Name: Triangle Division
Division Head: Lancelot Worthington, III
Chief Product: Medical Supplies/Services

Stock Profile: 2C90

Price/Date: 56.25 Cr on 2/2203.11
Dividend: 2.53 Cr

Balance Sheet, Year Ended: 2/2301.01

Cash	Assets	Liabilities	Ratio
34,500MCr	218,900MCr	212,300MCr	1.03

Business Summary:

During the last fiscal year, BioResearch has shown marked gains in all areas of medical research and service. Until last year, the cryogenics and prosthetics led the field as the major dividend producers, but recently the Triangle Division has shown the greatest return. This is the second year in a row that the Triangle has shown a profit on the corporate books and indicates a growing strength in the outer areas of space endeavor.

Name: MEGAGENICS

UFPSC Symbol: MegaGen
Home Office Location: Terra
President/CEO: William K. Arbuthnot
Chartering Organization: UFP
Founding Date: 2/0912

Principal Divisions

Division Name: PlantGro
Division Head: Cassandra Burtus
Chief Product: Fertilizer

Stock Profile: 2E85

Price/Date: 35.50 Cr on 2/2009.18
Dividend: 0.93 Cr

Balance Sheet, Year Ended: 2/2301.01

Cash	Assets	Liabilities	Ratio
2,557MCr	133,700MCr	93,700MCr	1.427

Business Summary:

Megagenics seems to be a stagnant company that is neither expanding nor losing money. Recent trends in the market indicate that Megagenics should divest itself of some of its less profitable holdings, especially on the fringes of known space, and concentrate more on the areas of sales with which it has enjoyed passed success. This is not a good company for immediate investment.

Name: WTHLIAN LOAN ASSOCIATION

UFPSC Symbol: WithLnA
Home Office Location: M-54
President/CEO: Withlian
Chartering Organization:
Founding Date: Unknown

Principal Divisions

Division Name: Loan Division
Division Head: Withlian
Chief Product: Loan/Debt Service
Division Name: Triangle Life And Casualty
Division Head: B'barkh
Chief Product: Loan Collection/Insurance Service

Stock Profile: None available

Price/Date: None given

Dividend: None given

Balance Sheet, Year Ended: Not available**Business Summary:**

Withlian operates a high-interest loan business accessible to the small merchants within the Triangle. He is said to charge exorbitant interest rates and demand payment on the spot for those loans that are overdue. Little factual information is available on this company because those individuals who have outstanding loans are not willing to comment, and those with past-due loans are unavailable for comment.

Triangle Life And Casualty is an insurance company that operates within the Triangle to insure the collection of debts accrued to Withlian Loan Association. As a side endeavor, TLC operates as an insurance company, insuring small, independent merchants from loss due to vandalism.

HINTS ON PLAY

BioResearch is a corporation at its worst, and the players should find this out at the soonest possible opportunity. There are a number of possibilities for confrontation with the corporation that the gamemaster can build in if he desires. Among these are a possible assassination attempt witnessed by the party.

The gamemaster should not feel that he must play out the entire plot. It is tempting to keep the party guessing as to the correct solution to a problem and let the NPCs play out their own part. This should be avoided. If the players act to end the operations of BioResearch, and they do it intelligently and quickly, let them succeed. There are so many parts to BioResearch that the party can wander around through the workings of the corporation without doing it any real damage.

Herbert Lom

Herbert Lom can be encountered at any time during the campaign, even if the players are not involved deeply with the plot. Typical of the adventurers who frequent the area, he can be seen or met at any less-than-polite bistro on any planet. He is a valuable asset for the party who can and will give them undercover identities as well as transportation throughout the Triangle. He should not be overlooked as a valuable NPC, and if the players appear to be doing this, he should be overly helpful. He should not, however, be allowed to become the leader of the party. Instead, Lom should be a shadow who is near the party when they need him, disappearing at the most inopportune times to let the adventurers sweat it out on their own.

Information From Star Fleet Intelligence

After S'dran S'coolnik begins making regular reports to his control concerning the activities of BioResearch, Triangle Sector Intelligence, and hence the player characters, will have accurate information about the corporation. This information will be 30 + 3D10 days old.

If S'coolnik himself is contacted by the player characters, he will be able to tell them what BioResearch is doing with a time lag of 10 + 2D10 days.

Gamemastering Campaigns

INTRODUCING THE PLOTS

PLAYER PREPARATION

Four things must be done to prepare the players for the campaign. Their characters must be selected, the major NPCs to whom they must report must be introduced, the player characters must be equipped, and the campaign story lines must be introduced.

The players are assumed to be controlling deep cover agents for Star Fleet Intelligence in the Triangle. These characters may have come up through Star Fleet Academy, and be regular Star Fleet officers. They also may be merchant traders who have been recruited for the job by Star Fleet. In either case, they will be assigned to Triangle Sector Intelligence as an intelligence cell.

The player characters will be part of the overall intelligence picture in the Triangle, and so they will have a *control*, a man who acts as a liaison between the player characters and the Triangle Intelligence structure. This man, and the other Intelligence officers who the player characters will meet, must be introduced to the players and their characters before play begins.

The player characters must be given their vessel and any special equipment needed for the mission they have chosen. The vessel will be a small trading ship, *Tavares Class II Freighter*. The special equipment will be chosen by the gamemaster and the players.

The plots must be introduced as well, and the gamemaster must provide the players with the background information about the Triangle and the intelligence activities there that the player characters could reasonably be expected to have.

Choosing Or Creating Characters

One of the ways players may choose their player characters is to do it before the first session of the campaign, when they will learn about the plot and the background for the campaign. This method of selecting characters is useful for ongoing campaigns or for players who desire to use a favorite character from a previous game. It has the advantage that the often time-consuming job of creating characters is complete before the first game session of the campaign.

An alternate method is that the players may learn about the plot and campaign background first, and then create or choose their characters. This method may ultimately be more satisfying, because if the players know something about what their characters will be doing, it will be easier to create or choose characters that make sense. Characters chosen or created before the campaign begins may not have all the skills required, or they may not be as useful as other characters that might have been selected. Eight player characters have been provided for gamers who desire to use them.

It is generally better to allow a player to control only one player character. A player who controls more than one has less need to keep his character alive.

Introducing Major NPCs

Non-player characters from Star Fleet Intelligence will have to be introduced. These are the people who will be helping the player characters as they accomplish their mission. There are three characters from Triangle Sector Intelligence who will be helping and guiding the player characters as they accomplish their mission. These characters have been detailed; if the gamemaster desires to use more than these or to use other characters, he must detail them before the campaign begins.

One of the NPCs will be the head of covert operations in the Triangle, Cdr. Gwendolyn Marcus, but the player characters will see little of her after their initial introduction. More important to them is the control officer for the mission they choose; this officer will be Yonni Yonson, no matter what the mission. The function of these operatives is familiar to anyone who has read spy fiction or seen a double-oh movie. In fact, the initial encounter between the player characters and these operatives could be similar to such scenes from the movies.

Equipping The Characters

Another NPC to whom the player characters must be introduced is the Head Of Special Equipment for Triangle Sector Intelligence, Angus McTaggart, who will provide special weapons and devices for the team. Because the player characters will meet him after a mission is chosen, he will be able to deal in specifics.

'Black Angus' should be helpful, slightly fussy, and very sure that what he is giving away is just right for the job. He is in charge here, and he will not be badgered into handing out cosmic-type weapons on request. The gamemaster, knowing what should be necessary to accomplish the mission, should keep the devices to a minimum. With a huge number of neat gizmos, the players will be tempted to rely on technology rather than role-play; this should be discouraged. Most games will run better if the players rely on their wits rather than rely on their equipment and firepower.

The player character's ship, the name of which they may choose themselves, should be detailed for the players. Statistics and deck plans are included in this package for the *Tavares Class II* tramp freighter, which will be the player characters' base of operations.

THE BAIT AND THE HOOK

The baiting of the plot is the presentation of the plots to the players and their choice as to which plot they will enter. This decision should be made jointly by the players and the gamemaster. There is no use having the players tramp off into an adventure that the gamemaster is not excited about. There is also no use beating the players into taking on an assignment they do not want.

In the real world, people are told to do things they don't like, but have to do. A role play game is not the real world, and both the players and gamemaster are in it for fun. When it stops being fun, the players will vote with their feet by leaving the game. Then no one wins anything.

Once the plot has been chosen, and the players are on their way to the Triangle, it will be time to set the hook. This encounter is very important and should be presented in such a way as to entice the players even more. Very few encounters have been provided in this campaign supplement; nearly all of these are meant to be used to hook the players firmly into a plot.

Other encounters will have to be designed by the gamemaster. Remember, this campaign is a frame-work within which you have chosen to play; it is not cast in bronze. The gamemaster should present the hook encounter in such a way that the players will be interested. He should know what his players like and want; he should give it to them. If the encounter, as written, will have little or no interest to the players, the gamemaster should change it. Making the hook exciting, interesting, and urgent for his players is the gamemaster's job.

USING BACKGROUND INFORMATION

THE OVERVIEW

The overview is the information that is given to the players via their player characters prior to their entry into the campaign. It will probably take the form of two different briefings.

The first briefing will be given by the gamemaster (acting as Cdr. Gwendoly Marcus) to the players (not necessarily in character) before a specific plot line is presented. This overview of events in the Triangle will give the players a better basis from which to choose player characters, if that is the way the characters will be selected, and do their own thinking about what and how they want to play. This overview may include a general briefing on all the plots within the campaign itself. The gamemaster should avoid the tendency to give too much information at this time; there is no use creating sensory overload on the part of the players, as this will give them too much information and make their decision even harder. He should keep it simple until the players have chosen a plot and should not give them all the information available in the computer banks at Star Fleet.

The second briefing will be provided by the gamemaster (acting as Yonni Yonson) to the players (acting as the player characters). This will include information currently on file at Star Fleet *on that plot*, where additional information can be found, the names of the major NPCs in the Triangle who could/should be contacted. How much information to give the players at this time is up to the gamemaster and also depends on the plot.

COMPUTER SEARCHES

Searching the Star Fleet computer for relevant information is a player activity and is part of their preparation for the campaign. Players who are unwilling to do some of their own leg-work probably are not worth the time and effort of the gamemaster.

Players should be directed to the computer library during the briefing by their control officer. They will be given anything they ask for from the computer, as long as it is in the files. The computer is user-friendly, and so if the players seem to be on the right track, they should get the information they want, usually without a Skill Roll. The player characters should be treated as if they are competent with the computer, but if they ask for nothing, even after the broad hint by Star Fleet, the gamemaster should give them nothing. Obscure information might only be provided after a successful Skill Roll against the character's rating in *Computer Operation*.

Players have a perverse ability to ask for things for which the gamemaster is unprepared. Nothing will ever change this, and there is no type of preparation that the gamemaster can do that will cover all the points. At this point, the play is quite free-form rather than linear, and the players will be producing all the action. Not all of the information the players may request is presented as a computer file in this supplement, and some likely will have to be made up on the spot by the gamemaster. Important files that most probably will be requested are provided, though, in the sections of the plot called **Background Information**. If the gamemaster is familiar with the plot and with the Triangle, he should have little trouble filling appropriate requests.

When the gamemaster gives the players information, particularly if he is making it up on the spot, someone (not necessarily him) should take notes about what was said. The gamemaster should then get a copy of the notes for his own files so that he can remember what he told the players. If he overlooks this, (tempting to do), he likely will forget what was said. Players never forget — not even the most trivial fact. And it is that trivial fact that will come back to haunt the gamemaster two months down the road.

SPACE AND THE PASSAGE OF TIME

TIME AND DISTANCE

Space is the final frontier, and it is huge. Information transmittal is not instantaneous. The gamemaster, if he elects to take time and distance into consideration at all, must keep track of the passage of time. When the player characters travel from one place to another, or when they communicate from one place to another, time will pass because of the sheer distances involved.

The time lines already take into account the passage of time for the major plot events and news ripples. This is *not* exact. If the gamemaster chooses to stretch or compress the time line to accommodate travel, he certainly may. The time lines give the sequence of events, including the ripple effect from the plots, that allows for projected play.

The companion supplement to this one, **The Triangle**, which details the planets, governments, and personalities of the Triangle, provides a star map of the area. Included are strips gridded off in days' travel at various warp speeds. To find out how many days it will take to go from one place to another, select the strip for the appropriate warp speed. Lay the zero end of the strip on the point of origin and align the strip so it lies on a straight line toward the destination. Read the number of days the travel will take.

THE RIPPLE EFFECT FROM PLOTS

As the time lines of the plots develop, the events in the plots will be felt as ripples throughout the Triangle. These ripples may be seen as news, rumors, or reactions by NPCs or governments to news or rumors. The player characters will learn of important events as detailed in the plot section **The Ripple Effect**, which gives the gamemaster appropriate rumors, news flashes, or NPC actions; these information updates are discussed in the paragraphs below. The ripple effects of other occurrences may need to be detailed by the gamemaster, depending on the actions of the player characters.

Because the player characters will not usually be at the location of the event, there will be a lag-time before they hear about it. If the event is an important part of the time line, the lag time will be provided as part of the plot section called **The Ripple Effect**. If no Ripple Effect entry is provided, the time lag should be calculated as discussed in the section on **Time And Distance** above. There will be virtually no lag time (perhaps measured in hours only) for events that take place at the same location as the player characters.

If an event in the time line requires that the players be present, and they are not, then the event must be delayed until they arrive. This will mean that the gamemaster must keep track of how the time line(s) have been warped. The simple notation of a plus or minus days is all that should be necessary.

Newsfax Flashes

NEWSFAX FLASH releases are the news reports from the Triangle News Agency, a reporting service like the AP or UPI of 20th-century U.S. They will be written or sub-space radio broadcast reports of events, and they should look and sound like that. Many NEWSFAX reports are included with the campaign supplement, but it may be necessary to produce others as events created by the gamemaster take place. Unless the event is quite secret, eventually it will be placed on the wire for general information.

In many large cities, the newspapers or broadcast agencies will follow the traditional practice of posting such stories in the windows of the office. Anyone who wants to read the news can stand in the street and read the posted press releases as they come in. There will be a great deal of garbage with the few nuggets of vital information. News reports tend to be dramatic (perhaps overly dramatic) headlines, with a 'film at eleven' feel about them.

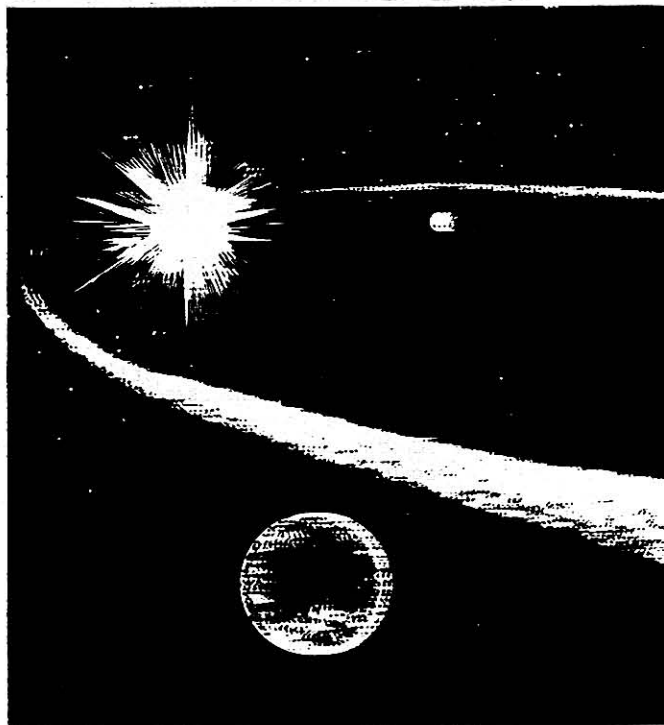
If the players happen to be in a place where they have no communications with the outside world, the gamemaster should hold the information until they surface. Every broadcast agency or newspaper will keep a file of previous releases, indexed for easy access. These files, called morgues, may be perused at the player characters' whim, and so such information is not lost.

It is also possible that players will receive information about a recent event before they hear about one that actually took place earlier. The release will bear a Stardate of issue, and the players should notice when it was written.

Whereas it is not necessary to generate all the mundane NEWSFAX FLASHES by filling in the garbage, as it were, the gamemaster is able to interject life into the campaign with the news. Furthermore, because the gamemaster will have to provide the adventures for the players, there is no reason why some information specific to the adventure at hand or on the horizon can be provided in addition to the campaign-oriented material.

Rumors

A second source of information is the rumor. Rumors are useful tools for the gamemaster. He can use them as signposts for the players, getting them on the right track. He also might use them to provide the players with an interesting side adventure while the grand plot cooks along. Some rumors are given as part of **The Ripple Effect** section of each plot; others, pertinent to the specific activities created by the gamemaster, will need to be created.



When devising a rumor, the gamemaster should remember that it almost always will be false in whole, and almost always true in parts. There should be a nugget of truth in everything the gamemaster tells the players. If there isn't, the players will quickly learn to disregard all rumors until they have been confirmed by another source.

The players will want to know who told their characters the rumor and what the setting was. The delivery of a rumor will almost always have to be role-played out, as the recipient will probably have a question or two for the rumor-monger.

Possibly the best place to deliver a rumor is in the lunch line at a fast-food restaurant, such as the Triangle equivalent of Burger McCastle. Other, similar places would have high-traffic density and transient personnel. Delivering a rumor in a bar is not a good idea; bars are better suited to long, involved conversations, and unless the gamemaster has an interesting NPC he wishes to introduce, this will become too involved. 'On the street' is a source to be avoided; unless the players happen to be eavesdropping on purpose, they will seldom hear anything from this source.

In some cases, the players will hear a rumor about an event before it is confirmed by a NEWSFAX report, intelligence report, or intelligence briefing.

Intelligence Briefings

Star Fleet operates a widespread network of intelligence operatives who are listening and reporting to headquarters. There will be periodic INTELLIGENCE BRIEFINGS to all stations about what is happening on all the borders maintained by the Federation. The tone of these briefings will be general, with only tangential reference to the specific problem the players are solving.

Intelligence Reports

More important than INTELLIGENCE BRIEFINGS will be the Sector reports from various agents within the Triangle. These reports may be from Triangle Sector Intelligence, or from Klingon or Romulan Sector Intelligence, both of which slightly overlap the area covered by Triangle Sector Intelligence.

The INTELLIGENCE REPORTS will deal in the specifics of the Triangle campaign, and many events of interest in the campaign are given as part of this campaign supplement. Others, particular to the adventure or campaign the gamemaster is running, will need to be created. The reports given here bear a Stardate of origin, and **The Ripple Effect** gives the date that the player characters will receive the report; the problem of time and distance has been taken into account in the dates used.

Only the bare information about an event would appear in the INTELLIGENCE REPORTS. They do not analyze the information, only report it. The analysis of the information and the subsequent production of intelligence is done by Sector Intelligence or Star Fleet Intelligence. What is included is the reliability of the information source and of the information itself, as codified by the Intelligence procedures given in the **Star Fleet Intelligence** section.

DESIGNING TIE-IN ADVENTURES

This is a campaign supplement, not an adventure. It provides the overview against which adventures play out, and the story line that can tie adventures together. It provides the setting that makes the adventures run by the gamemaster seem to be part of an ongoing universe.

It is up to the gamemaster to produce the adventures and encounters that his players will play. Some details are provided here to make such designs easier, such as detailed character record sheets or maps of various possible adventure areas.

Tie-in adventures must be designed. If the Triangle Campaign is used as the adventure, it will play itself out very quickly to no one's satisfaction. The player characters must have a place to go, and it is up to the gamemaster to provide these places. If they want to knock over the photon torpedo construction facility outlined in *THE MERCHANT OF DEATH*, the plans for the building are provided; very few such places are detailed. The player characters may, however, want to break into the home of one of the major NPCs; a map of his home is not provided. It will be up to the gamemaster to build up the locations that are not provided in the campaign.

The gamemaster should design several NPCs and short adventures that have nothing to do with any of the plots. Think of these NPCs as cannon fodder and the adventures as safety valves. The gamemaster can have a stable of these in the back of his mind, ready to trot one or more out for his player characters to thump on when they become too frustrated. They will have no impact on the overall scheme of things, and they don't have to be used unless it is necessary.

There can be some nasty surprises if the players do not keep the gamemaster informed about their intentions. There is nothing wrong with the gamemaster asking for the long-range intentions of the players. It is not nice to fool the gamemaster; the players should be intelligent enough to know that the gamemaster is designing ahead of them, and if they try to surprise him, they will find that they have outrun the design.

PLAYER CHARACTER INTERVENTION

Sooner or later, the players will begin to interact with the plot they have chosen. From this point on, the safety net of the campaign will become more and more tenuous. In their own perverse way, the players will begin to destroy the careful plan for a campaign that the gamemaster has developed. The players will eliminate one or more of the major NPCs — NPCs who have important roles in the future of the plot. When this happens, the gamemaster has three alternatives.

The first alternative is to keep the player characters from winning the encounter. This is an acceptable course of action when the NPC is so important that the loss of the individual would result in the destruction of the entire plot without the solution of the plot itself. For example, the accidental or random death of R'thlana would make *THE MERCHANT OF DEATH* an impossible story line. Though such central figures should be kept alive at all costs, the gamemaster should not allow them to beam up and out just because they are in danger. The players will never forgive the gamemaster for this. Instead, the gamemaster should plan an escape route for his main character if the players get too close too soon. If the gamemaster plans to have the NPC escape, he should be sure to sacrifice one of the underlings to the wrath of the players.

The problem with this course of action is that the players may become frustrated. If the players act with skill, daring, initiative, and creative play, they should be allowed to win.

It is annoying to the players to do everything correctly, and then have the reward slip away just because the gamemaster wants the adventure to continue. Do not allow this to happen. When the players do it right, let them win.

The second solution to the death of a major NPC is to build a replacement character for him. Some of the plots have characters of this sort already provided. If the major NPC is eliminated, but the puzzle has not been solved, it may be easy to allow the number two man of the story to take over. If the whole plot has not been too well developed, this may be quite easy. The gamemaster would have to alter some of the events of the future, changing names in the time line and in the ripple effect to give truth to the new plot, but that is an administrative detail that can be accomplished easily.

The third alternative is to provide a completely new character to fill the void left by the untimely demise of the major NPC. This may mean that the plot has to be abandoned completely for the time being. If a new man is to be placed at the head of BioResearch in *THE CORPORATE GRASP*, for example, he will have to leave from the corporate headquarters after having been briefed about the operations within the Triangle. A significant time lapse may occur in this event; the headquarters would have to be notified about the elimination of the Division head, a new man would have to be found, he would have to be brought to the headquarters and briefed, and then sent to the Triangle.

It is not necessarily a bad thing to have the plot lie dormant for quite some time. The player characters may have stumbled on the head of the plot almost by accident. If they haven't weeded it out root and branch, the plot may still be playable. If this occurs, the gamemaster should let the players have the satisfaction of winning the round, allow the plot to rest for awhile, and then have it surface again. This will show the players that the NPCs have a life of their own, and that more careful play may be called for. There is the added advantage that the time line may not have to be altered at all. The new man will take over where the old one left off, and life can go on.

ADAPTING TRIANGLE WORLDS

The Triangle Campaign is a campaign setting. The gamemaster will not be able to use the material 'straight out of the box' as though it were an adventure. Nor will he be able to use the worlds provided in the companion supplement *The Triangle* in this manner. The worlds will be barren places with no life unless the gamemaster populates them with the representatives of the major NPCs and other characters; some statistics for these generic NPCs are provided in the **Cast Of Characters** section of the plots, and some detailed NPCs are provided as personalities in *The Triangle*.

There should be representatives of at least one plot on many of the Triangle worlds, and there may be representatives from the other plots as well. Spread the representatives of BioResearch and Luxury Apparel around the planets. There should also be representatives of Vastok and Krador who can be encountered.

The Triangle worlds are great places on which to have small side adventures for the player characters. No one is really all that directed that they will refuse to aid the damsel in distress, so let the players find someone to rescue now and then. The side adventures can be gleaned from novels, short stories, or film. If it looks like an interesting event, but one that does not have the strength of a large-scale adventure, the gamemaster should feel free to plug it in as a sidebar to the main story. Allow the worlds to be fleshed out so that they have the feel of real places with real wants and needs.

ALTERING TIME LINES

As soon as the player characters begin to act on a plot, they will force the gamemaster to begin to alter it. The gamemaster should be willing to make these changes. The time line of the plot and the ripple effect from the plot events should be viewed as being fluid, able to be altered at will in response to the player characters' actions. Because it is impossible to predict the events that any group of players will engineer, this task is left up to the gamemaster.

The time lines of the *other* plots may also have to be altered as the campaign develops. Left unaltered, these plots can provide background to the one being investigated. Each of them has a time line of its own, with ripple effects on the player characters, giving the feeling that the Triangle is a living organism, and that life goes on. When this happens, however, there is danger that these plots will play themselves out or become too large for the player characters to handle.

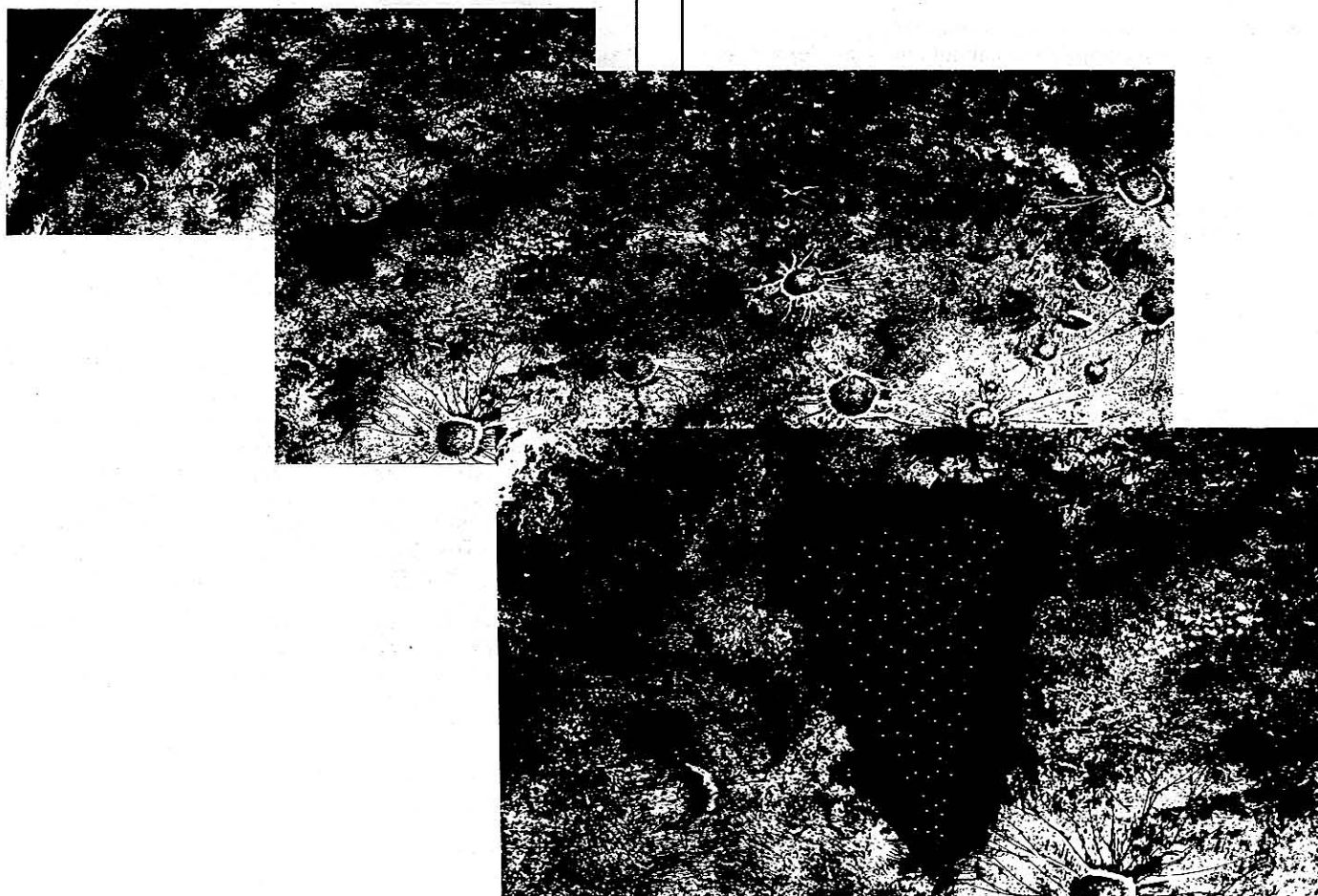
If the gamemaster would prefer this not happen, it can be prevented by the simple expedient of slowing time in the other stories. The gamemaster can hold some of the events back, not allowing encounters to take place until the players are better able to deal with them; each of the time line entries not only gives the Stardate of the occurrence, but also what day this will take place in the overall time frame of the plot. To slow time, the gamemaster merely needs to keep track of the Day number of the last event to have occurred. When the plot is to be reactivated, the new Stardate will have that Day number. (For ease in numbering, the months have 30 days, and the year 360.)

Even if a time line is slowed down, there should be some movement in the plot or the players will feel no urgency to deal with the one they are on so that they can get on to the next one. There has to be some desire to finish the business at hand, or the players will simply dither their time away. The gamemaster must keep the plots moving, but not allow the story to get ahead of the player characters.

THE RIPPLE EFFECT FROM PLAYER CHARACTERS

When the player characters enter a plot, their actions will be felt at the center of the story. The more direct their intervention in the story, the stronger will be the effect. News of their intervention will make its way to the heart of the matter, within the constraints of time and distance.

Even so, most NPCs will have more than enough to fill their day. The presence of the players on the fringe of an enterprise may not be the most important thing that has happened in the past year. Thus, the first player character intervention may pass almost unnoticed by the major NPCs. As the intervention becomes more and more pronounced, the amount of notice paid to it will become greater. The NPC reaction time will become shorter, not only because the intervention took place closer, physically, to the heart of the story, but also because the major NPCs are more aware of the player characters' presence. The gamemaster should keep notes about when the news will reach the major NPCs and when their response will occur.





THE TRIANGLE...

A hotbed of deceit, destruction, and death.

Over the next year

State secrets will be bought and sold,
Wars waged,
Revolutions launched,
Planetary governments will topple,
Millions will die,
And billions of credits profit will be made.

The **Triangle Campaign** contains four background plots of enormous proportions that could reshape the galaxy. Details for all the plots unfold over a one-year period. *Merchant Of Death* deals with the unhealthy actions of a Romulan weapons dealer. In *A Dose Of Revenge*, Thought Admiral Krador not only plots the overthrow of the Klingon throne, but the conquest of known space. *A Family Affair* involves an Orion pirate with visions of grandeur and the cunning to realize them. Planets and populations are only pluses and minuses on the ledger sheet of BioResearch in *The Corporate Grasp*. Overall, it's just another typical year in **The Triangle**.

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