

WHERE HAS ALL THE GLORY GONE?



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DEDICATION

To Mom and Dad for letting me stay up past my bedtime (when *Star Trek* was first televised) to watch the "funny spaceman with pointy ears."

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Introduction

Where Has All The Glory Gone? is designed for Star Fleet Military Operations Command personnel serving aboard the *USS Niwen*, a 175,000-ton *Chandley* class frigate. The adventure will involve action in and near a military installation on an uninhabitable asteroid, as well as in space. For purposes of play, it will be necessary for the gamemaster to have the second edition of **STAR TREK: The Role Playing Game**, as well as the **Star Trek III Starship Combat Game**. It would also be helpful to have **The Romulans**, though it is not absolutely necessary.

This adventure will work best with a group of about five players, and every player will find opportunities to use their character's expertise at some point in play. In addition, the interaction between the personalities of the different players is an important part of this adventure. This is a very difficult mission, requiring careful thought and imaginative role-playing on the part of both players and gamemaster.

While the adventure has been designed specifically for a *Chandley* class frigate, it is possible to substitute another class of Federation starship, provided the vessel is well-armed and large enough to comfortably accommodate 60 passengers, plus its regular crew.

PLOT SYNOPSIS

This adventure, which begins as a routine patrol mission, follows the crew of the *USS Niwen* in a mission to rescue the survivors of a secret military intelligence installation in the Romulan Neutral Zone.

The life-support systems of the installation (based on an otherwise uninhabited asteroid) have suddenly and irreparably failed, leaving the staff to survive as long as possible in environmental suits, a matter of only a few hours. The base sends out a universal distress call. The installation in distress, however, is Romulan.

On patrol, the *USS Niwen* eventually receives the distress signal. Commodore Pollard, the ship's commanding officer, believes the base in distress to be manned by Star Fleet Intelligence personnel. Abiding by Federation laws to respond to the distress call, he orders the *Niwen* to violate the Romulan Neutral Zone for a brief period, with the intention of rescuing the base's survivors and quickly returning to Federation space. To do so in time to rescue the parties in distress, however, will cause the *Niwen's* engines to be severely strained.

If the *Niwen* identifies itself and its intentions to rescue those stranded on the asteroid, the Romulans will begin destroying the base prior to the Federation ship's arrival. Once the *Niwen* reaches the asteroid, its crew will learn that the base is actually Romulan. After discussing Federation policy and the motives of the ship's crew, a rescue party will be dispatched to aid in the retrieval of survivors. During the course of the rescue operations, several Romulans fire on crewmembers from the *Niwen*. (Special modifiers for combat and movement with environmental suits in vacuum, and guidelines for medical treatment of vacuum exposure victims are given.)

The combat quickly ends with the Romulan commander surrendering. This is odd behavior for a Romulan, who, by custom, would commit suicide before permitting his command to be taken prisoner. The Romulans will then be transported to the *Niwen*, to be placed in brigs.

If the rescue party elects to examine the installation to learn its purpose, they will discover it is primarily a communications monitoring base for spying on transmissions by Federation vessels. If they search in the life-support area, they will discover an activated anti-matter device, capable of destroying the asteroid and the *Niwen*, with all efforts to disarm the device failing.

The senior Romulan officers will try to stall and keep the *Niwen* in the area by giving Rights of Statement. As time grows short, circumstances aboard the *Niwen* prevent it from leaving the area before the device detonates.

Caught within the fringe of the anti-matter explosion, the *Niwen's* engines and superstructure take extensive damage, and must proceed to make lengthy repairs while within the Neutral Zone. A number of incidents aboard ship heighten the tension over the next seven days. First, the Romulan commander, attacked in his quarters, must undergo surgery. Then, contradictory orders received from different agencies within Star Fleet Command leave Commodore Pollard in an unenviable position. After making repairs on the engines and before actually leaving the Neutral Zone, the *Niwen* is followed and attacked by two *Vas'Kalabam* (*Stormbird*) class cruisers. The Romulan warships, after taking damage, make demands on the Commander of the *Niwen*, with widely varying repercussions.

The crew of the *Niwen* has several options. Unable to contact Star Fleet Command in time for additional instructions, they will have to select a course of action on their own. They can attempt to fight clear of the Neutral Zone while still carrying the Romulans, offer to transfer the Romulans to Romulan ships, or accept the demand to follow the Romulan ships back to Romulan space. Should the *Niwen* escape through combat or peaceful means, they may return to Federation space. (Some other possibilities are mentioned in **Unlikely Alternatives**.)

The adventure's outcome is primarily dependent upon how the crew of the *Niwen* responds to the challenge. Ramifications of their actions range from the successful completion of an unexpected rescue mission and the acquisition of military intelligence to the possible capture and/or destruction of the *Niwen*.

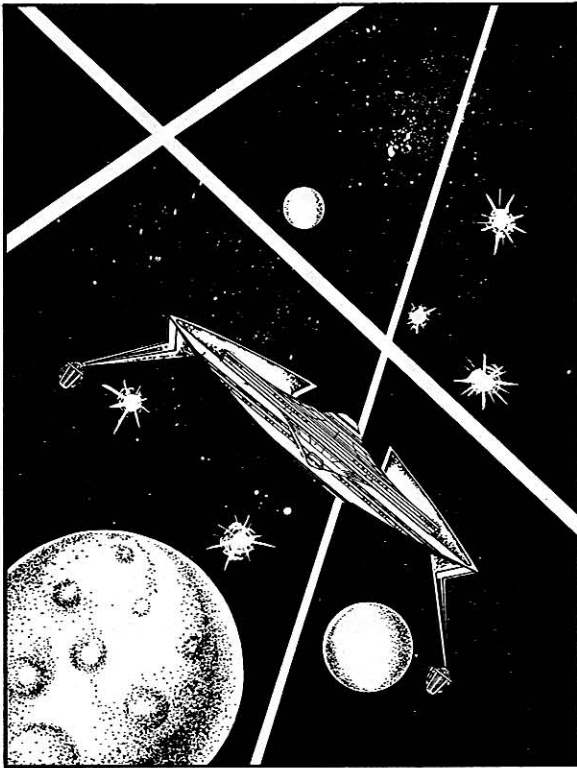
CONTENTS OF THIS BOOK

This booklet contains all of the information needed to play this adventure. Descriptions of all encounters are provided, as well as maps and descriptions of the spy installation, complete background information for players, and gamemaster hints for play.

Information on the crew of the *Niwen* is provided, including complete descriptions of the senior officers. Sufficient detail is included to allow these characters to be used as player characters so that the adventure can be played immediately. Also included are statistics and brief descriptions of the senior Romulans involved, both on the spy base and aboard the Romulan ships.

A brief description on how to generate non-player characters from the Space Marines Command is also provided.

The Adventure



ON PATROL

The *USS Niwen*, NCC-2306, a *Chandley* class frigate, is currently on routine patrol duty along the Romulan Neutral Zone. The entire crew of the *Niwen* is aware of the vessel's current mission for this portion of the patrol, and the ship's operational orders are as follows:

1. To conduct a routine patrol within Federation space parallel to the Romulan Neutral Zone, while maintaining radio silence. This includes:

- Monitoring Romulan vessels detected within the Neutral Zone. Should a Romulan vessel be detected, the violation is to be logged, with any observed violations reported to Star Fleet Command when the patrol is over. Entry of the Romulan Neutral Zone for pursuit is not authorized.

- Defending Federation space from any Romulan vessel (or vessel of any other unknown or unfriendly power). In the event a Romulan vessel should cross into Federation space from the Neutral Zone, any action deemed reasonable and necessary by the commanding officer may be taken.

2. To monitor any astrophysical phenomena, while continuing to exercise patrol duties. This includes, but is not limited to:

- Observance and measurement of any ion, magnetic, or space-displacement storms and their effects.

- Alerting vessels of the Federation (or other known friendly powers) to the existence of dangerous phenomena within the area, breaking radio silence when necessary.

3. To deviate from routine patrol to assist any vessel or installation of the Federation or known friendly power requesting assistance. This includes, but is not limited to, entering the Romulan Neutral Zone, if the Commanding Officer deems it a safe action.

HIGHLIGHTS OF THE NIWEN

Manufactured by Chandley Works, Ltd. of England and constructed at the San Francisco Naval Shipyards, both of Terra, the ship was commissioned four years ago, being named after a famous Terran admiral, Abel Niwen.

Niwen was the admiral commanding the Sixth Terran battlefleet of the old United Nations Space Force when first contact was made between Terra and Tellar (Stardate 0/7308). At that time, a single Tellarite exploratory warship entered the Terran solar system, declaring Terra had just been "annexed" by the United Planets of 61 Cygni (the Tellar home system). Instead of using vastly superior numbers to destroy the foreign vessel, Admiral Niwen elected to diplomatically welcome it, while warning that any hostile action would be reciprocated.

The Tellarite commander abruptly accepted the offer of friendship and implied military alliance, beginning a long, successful relationship between Terra and Tellar. This alliance eventually resulted in Tellar becoming a founding member of the United Federation of Planets. Admiral Niwen received the Terran Medal of Honor for his efforts, and later retired from the Space Force to serve as Terra's first ambassador to Tellar.

The *Niwen*, despite its recent construction, has already begun a distinguished career. While temporarily reassigned to the Merchant Marine Command, it served as a customs interception flagship, monitoring illegal Orion slave trading activities and confiscating ships and their crews. After one memorable seizure, the *Niwen* returned several hundred Orion slave women to Rigel. Though the mission was entirely successful and without impropriety, some of the crewmen aboard the ship at that time still refer to the incident jokingly (and unofficially) as "the Green Death". The starship has also served on picket duty along both Klingon and Romulan Neutral Zones, and has patrolled the Talosian perimeter enforcing General Order Number Seven by preventing accidental incursions of private Federation vessels.

SEALED ORDERS

Commodore Pollard is to be privately informed by the gamemaster that there are sealed orders in his cabin that contain additional instructions. These orders may be revealed only to Commander Rodriguez and Lt. Commander Beaujolais, at the option of the Commanding Officer. No other crewmember is even to know there *are* additional orders.

The sealed orders read as follows:

FROM: X.W. Summers, Admiral Star Base 20

Star Fleet Intelligence Command

Stardate 8347.6

TO: Commodore Michael A. Pollard

Commanding Officer, *USS Niwen*

You are hereby formally notified of the existence of a classified intelligence-gathering installation recently activated and currently operational, staffed by operatives of this command. The base, a series of domed pressure structures on a planetoid located within the Romulan Neutral Zone, is

being used to monitor activities of the Romulan Star Empire's warships deep within Imperial space.

The purpose for notification at this time is to permit your vessel to closely monitor all subspace radio communications while fulfilling your patrol. Though any occurrence is highly unlikely, such communications include the possibility of coded transmissions sent from this base in the event assistance from your vessel is required. Circumstances that would warrant your entrance into the Romulan Neutral Zone include any situation calling for immediate evacuation of this installation, pursuant to Star Fleet Regulation 998.

While monitoring all major subspace frequencies as part of its duties, the base generally transmits on subspace frequency G; under unusual circumstances, other channels may be employed. Also, it is standard procedure for the personnel to emulate, to the greatest degree possible, known standard Romulan communications protocols when transmitting, to reduce the likelihood of unanticipated discovery by the Romulan Star Empire. Therefore, you are advised to monitor all frequencies for any possible transmissions of this nature.

The project, codenamed "Farsight," is to remain a highly-classified project, unless it becomes absolutely necessary to break security clearance. For this reason, you are only at liberty to reveal the information in this communique to your First Officer and/or your Chief Security Officer, at your discretion. You will not inform the remainder of your crew about this project unless circumstances dictate that you come to the aid of the installation in question.

This is an addendum to paragraph three of your operational orders, and does not otherwise affect your current assignment.

Coordinates of the planetoid are:

Delta Tau minus 948 mark 3, Sigma 437 mark 16.

SYSTEMS BREAKDOWN

Unknown to Commodore Pollard (or Admiral Sumers), the Romulans also possess an intelligence outpost within the Romulan Neutral Zone. This base, like many similar Romulan bases, has a completely self-sufficient life-support system including artificial gravity, air and water purification facilities, and a power plant capable of supplying all necessary energy.

Their air-purification system utilizes a reddish-brown metallic ore the Romulans call *sklib v'wuyet* (best translation is "air from the rocks of blood"), also known to Federation scientists as *tovureen*. This ore is a highly-unstable radioactive isotope of topaline that gradually deteriorates with time or extended use, though it maintains its effectiveness as a catalyst until it abruptly reaches a state of final decay.

A major disadvantage of *tovureen* – and the reason the Federation does not use it in their own life-support systems – is that it is impossible to determine the exact state of potency remaining until it does reach final decay and is no longer effective. Due to plentiful supplies of *tovureen* within the Romulan Star Empire, it is widely used for surface installations, and this base was believed to have enough to last for several years.

Unknown to Romulan scientists, however, the ore quickly loses its potency when in close proximity to subspace communications-receiving equipment. Due to an unforeseen flaw in the design of this particular base, the life-support equipment was placed too near the communications equipment. For the last several months (since this base was in



operation), the ore has been decaying at a greatly increased (and undetected) rate and has reached final decay far sooner than was expected.

As *tovureen* reaches final decay, it begins to produce a foul-smelling odor and, after ten minutes, a highly toxic radioactive gas. The life-support system will pump this fatal gas throughout the base, killing the entire crew, and so it must be shut down while it is still in the odor-producing stage. In the meantime, the crew must get into environmental suits or they will die from lack of oxygen anyway.

There was a total of 140 Romulans on the base, and all but three crewman were able to put on environmental suits in time; the others survived. It will not be possible, however, to reactivate the base's life-support system with resources at hand, and the environmental suits cannot be modified to provide life-support for longer than 24 hours. For the crew to survive any longer, they will need to evacuate the base. Their only hope is the slim possibility that they will be able to contact a Romulan task force in the Neutral Zone and be transported to safety before time runs out.



RADIO TRAFFIC

There are twelve primary subspace communications frequencies, usually referred to as channels A through L. To simulate the passage of time and encourage a sense of false security, the adventure begins with the *Niwen* conducting its routine patrol; roll on the Transmissions Table once per day. If a signal is received, then roll on the Channels Table. The actual distress call from the Romulan base (10 on the Transmissions Table) should not be allowed to occur until four to six other messages have been received; if it should come up before that happens, the gamemaster may wish to re-roll. Also, if any given message should occur more than once, there are notes on how the subsequent roll could be treated. Optionally, the gamemaster may wish to re-roll. Of course, it would be possible to deliberately select all messages instead of rolling randomly.

Should anyone ask what standard procedures are in each circumstance, or if the gamemaster decides the players should be informed, there is a note for each message briefly describing how the situation could be handled. After all, the players cannot be expected to know all the intricacies of Star Fleet operating procedure that their character counterparts would know. The crew should be allowed to act as they see fit, but the gamemaster should take care that the distress call is not lost in the confusion of "radio traffic", as it is the only message essential to the adventure.

TRANSMISSION TABLE
(roll D10)

Die Roll	Message
1 or 2	No Message Received
3	Message 1
4	Message 2
5	Message 3
6	Message 4
7	Message 5
8	Message 6
9	Message 7
10	Distress Signal (see Call For Help section)

CHANNELS TABLE
(roll D100)

Dice Roll	Subspace Frequency
1-8	A
9-16	B
17-24	C
25-32	D
33-40	E
41-48	F
49-58	G
59-66	H
67-74	I
75-82	J
83-92	K
93-00	L

THE MESSAGES

Message 1 (When first rolled)

A general transmission bulletin is received from Star Fleet Command, as follows:

TO: Commanding Officers
All Star Fleet Vessels, Quadrant Three Ess
FROM: Star Base 10
Stardate 8347.69

Be informed that large quantities of stock certificates issued to several major corporations on Tellar have been sighted on several worlds in this quadrant. It is reported by the respective corporations that the certificates are not valid, and it is believed these certificates are Orion forgeries manufactured for the purpose of financially destabilizing the firms involved.

Whereas some of the companies include major Federation subcontractors and because the Tellarite government has requested Federation intervention, crews of vessels not currently on assignment are to make efforts to investigate the situation in their general vicinity.

NOTE: The *Niwen* is on assignment and therefore should only log the message, perhaps responding later after the patrol is over.

Message 1 (Subsequent rolls)

Treat as NO MESSAGE.

Message 2 (When first rolled)

A message being picked up from two stationary transmitters, as follows:

Transmitter A: "Knight to Queen's Level One. Check."

Transmitter B: "Wait a minute. Hm. Aargh!"

A: "Looks like I've got you, for once."

B: "Could be. Let me think about this one for awhile and get back to you."

A: "Take your time."

B: "Will do. This is Lieutenant Sanj Balkeric, Federation Outpost Satellite Four, ending transmission."

A: "Good luck. This is Ensign Marq O'Donnell, Federation Outpost Satellite Three, ending communication."

NOTE: Although using subspace communication for sending personal messages while on duty is against Federation regulations, it is not uncommon for crews at remote outposts to use it for short periods of time. Anything to alleviate boredom is permitted, within reason. It would be a grievous error for the *Niwen* to break radio silence just to verbally discipline the guilty parties. After all, the *Niwen* is supposed to be maintaining radio silence as much as possible.

Message 2 (Subsequent rolls)

The chess game continues, with the gamemaster making up some appropriate dialogue for a short transmission.

Message 3 (When first rolled)

A strangely-pitched, repetitive signal is received for about ten minutes before finally fading out. It was very weak and had an regular pattern to it, but a successful Skill Roll against the Communication Officer's rating in *Communications System Operation* will show it does not appear to be in any known code. A successful roll against the Science Officer's rating in *Starship Sensors* or *Astrophysics* will determine the signal to be a completely harmless, freak harmonic impulse coming from a pulsar in a nearby sector.

NOTE: Standard procedure would be to log the event and pertinent details, along with a recording of the transmission. It is not worth looking into.

Message 3 (Second roll)

A general transmission from Star Fleet Command, as follows:

TO: Commodore M.A. Pollard, *USS Niwen*
FROM: Star Base 20

You are informed that routine maintenance and general overhaul have been completed on *Gilgamesh* and *Tiamat*, NCC-2306/3 and NCC-2306/5, respectively. You may pick them up at your next call in port.

NOTE: These vessels are two of the *Niwen*'s shuttlecraft, recently out of service.

Message 3 (Subsequent rolls)

Treat as NO MESSAGE.

Message 4 (When first rolled)

A very faint two-way transmission is coming in, with an approximate 40-second delay between messages, as follows:

A: "This is the Free Trader *Abelard* to Daran Freeport Control. Merchant Captain Petra Kulof, speaking. We have blown a nacelle."

B: "This is Daran Freeport Control. Commerce Underminister Grushnaal speaking. Is your cargo undamaged?"

A: "Your last transmission was garbled. The life-support systems are still totally functional. Tarshkin thinks he can fix the engine, so that we might have at least sub-light capability."

B: "That is good to hear! Is your cargo undamaged?"

A: "The first part of your message came in loud and clear. The second part is still garbled. We have no injuries, and the ship has not taken damage other than the engine."

B: "How soon before the cargo is delivered?"

A: "It depends on how fast Tarshkin is...and how long it takes us to sober him up."

B: Are you in distress?

A: "No, I think we'll make it. It did get a bit messy when the grav went off for a sec and our eminent engineer, ahem, lost his Denebian brandy."

B: "Do you want me to contact Star Fleet Command?"

A: "If I needed them, do you think I would have called you? Ending communication."

NOTE: Despite alleged engine difficulties, this is not a signal of distress. The *Niwen* should maintain patrol.

Message 4 (Second roll)

A: "This is the Free Trader *Abelard* to Freeport Control. Merchant Captain Petra Kulof speaking. We have adequately repaired Engineer Tarshkin, and he has repaired the engine. ETA is 91 hours at Sublight factor point 74."

B: "Grushnaal speaking. Good. Not a moment too soon."

A: "By the way, have you heard anything about Orion Wanderers in this sector? We've got one right on our tail!"

B: "Please hold." (Pause.) "Ignore it."

A: "I'm sorry, but your transmission was garbled. Please explain, Daran Freeport Control."

B: "I said ignore it."

A: "I want an explanation, Minister Grushnaal. Or I want the regular Spaceflight Control Officer."

B: "Not on an open channel, Kul-oaf! Now shut up, and get out of here! And let's see about getting you a new sub-space transceiver!"

NOTE: While an interesting dialogue, nothing explicitly illegal was mentioned. If asked, the Communications Officer can verify the origins of the transmissions. Daran Freeport Control is the designation for the Spaceflight Control Center on Daran V, a major industrial and trade world in Federation space near the Romulan Neutral Zone. The *Abelard*, according to the computer's starship registry bank, transmitting

from Federation space, is a 15,000-ton *Argon* class commercial transport (see *Trader Captains and Merchant Princes* for more information on the class.) It is currently believed to be involved in the trade and transportation of luxury goods to planets in this sector, possibly including Rigel VIII.

Should Commodore Pollard wish to raise Daran Freeport Control or the *Abelard*, he should understand they are about 70 light years away, and subspace communication would take roughly 7 days each way. By that time, the incident might already be forgotten. Such a communication is worth logging, though, in case something develops at a future date.

Message 4 (Subsequent rolls)

Treat as NO MESSAGE.

Message 5 (When first rolled)

An extremely weak signal on a tight beam can be heard coming from within the Romulan Neutral Zone. It is fading in and out, but from the nature of the signal's carrier wave, it appears to be an Orion transmitter. Have the Communications Officer make a Skill Roll against the character's rating in *Communications Systems Operation*. If the roll is unsuccessful, then nothing more can be determined. If the roll is successful, the signal can be picked up briefly. It is in Orion and is coming from a vessel or other moving object. The message, when translated by the ship's computer or anyone with a Skill Rating of 10 or more in *Language, Orion*, reads as follows:

"We are on our way out now...destination Daran to pick up load of...the new...working perfectly and not expected to...but will report at next rendezvous..."

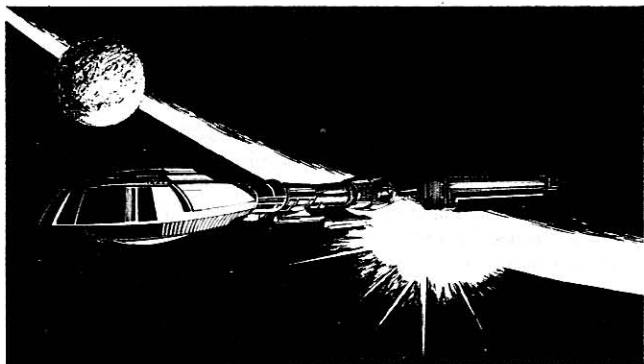
Because the transmission is on a tight, directed beam and the *Niwen* was able to receive it, the message is apparently being directed toward a receiver in Federation space. There is no planet in the estimated path of the transmission beam, and so the transmission must be directed toward a ship.

NOTE: This is insufficient cause to enter the Neutral Zone, and as the receiver must be a ship, it would be very difficult to track down the receiving vessel due to the distance involved and the generally high warp capacity of Orion ships. The message should be logged, and the patrol continued. If the ship were to enter Federation space, though, that would be another matter entirely!

Message 5 (Second roll)

Have the Science Officer make a Skill Roll against the character's rating in *Starship Sensors* and the Communications Officer make a Skill Roll against the character's rating in *Communication System Operation*. If either roll is successful, DeBroglie waves of the type emitted by a starship using a Romulan cloaking device will be detected at extreme sensor range. The vessel appears to be maintaining the same course and speed as the *Niwen*. If both rolls are successful, the crew will learn that it is an Orion *Lightning* class ship equipped with the Romulan cloaking device, which is pacing the Federation ship.

If the *Niwen* attempts extensive evasive maneuvers, either to shake off the other ship or to verify that the *Niwen* is being followed, the Orion ship will follow for awhile, then slow down enough to pass out of sensor range and 'disappear.' If the *Niwen* changes speed, the Orion ship will continue to pace it. If the *Niwen* sends a message, the Orion ship will not respond.



It is possible to engage the Orion ship in combat, if desired. Combat would begin with the ships at opposite sides of the field, traveling in the same direction. Aside from possessing the cloaking device, the Orion vessel is an otherwise unmodified *Lightning* class blockade runner, with a Crew Efficiency Rating of 55. It does not really want to engage in combat, and will flee at high speed after taking a single hit. Should the *Niwen* try to pursue, it would not be able to keep up with the Orion vessel.

Message 5 (Subsequent rolls)

Treat as NO MESSAGE.

Message 6 (First time rolled)

The *Niwen* picks up a strong signal from a Romulan ship directed back toward Romulan space. The message is as follows:

"We are continuing standard patrol to assure border integrity from Federation incursions. There appear to be no violations. Only one Orion ship with proper clearance has been detected in this region. Will continue."

The message is coming from a Romulan ship cruising at Warp 3 about two light years within the Romulan Neutral Zone.

NOTE: The *Niwen* should make note of this, to be reported later, as this could be considered a violation of the Romulan Neutral Zone.

GAMEMASTER'S NOTE: The message is actually coming from the flagship of a Romulan Task Force containing one *Bird of Prey* light cruiser and two *Graceful Flyer* scouts on a course parallel to the Romulan Neutral Zone. They are patrolling their side of the RNZ, just as they said.

Message 6 (Subsequent rolls)

Routine messages are picked up by the Romulan ship, but the signals are considerably weaker.

NOTE: The ship is apparently moving away from this area of space.

Message 7 (Any time rolled)

Identification signals and standard ship-to-ship greetings are picked up between two private Federation vessels in Federation space, for example:

"This is the *SS Astral Queen*, Captain John Daly commanding, offering greetings to the *SS Carpathia*, Merchant Fleet Captain L. J. Silver commanding. *SS Astral Queen* has just departed from Argelius, and was successful in marketing a large quantity of Spican flame gems and tribbles. Future market for tribbles on Argelius deemed slight."

"This is the *SS Carpathia* acknowledging and offering greetings to the commander of *SS Astral Queen*. Will attempt to unload tribbles elsewhere. Thanks for the advisory."

Other possible messages include time conversion from stardate to local time, "weather" reports, "navigational" corrections for calculation of ideal warp trajectories, and so forth.

NOTE: These are the most mundane and routine of subspace communications. They are scarcely worth monitoring, let alone logging.

CALL FOR HELP

The Communications Officer reports an audio signal has been received on subspace frequency K. The message came from a stationery transmitter within the Romulan Neutral Zone; whether the source was an outpost, asteroid, or disabled ship cannot be determined. The message is in Romulan and appears to follow authentic Romulan communication procedures. The signal is not emitting the standard Federation transmitter wave impulse, and therefore is either a non-standard Federation transmitter, or is alien in manufacture.

(GAMEMASTER'S NOTE: If it is mentioned, the officer may attempt to lock on and obtain a visual signal by rolling against the character's rating in *Communication Systems Operation*. The attempt may be made, but regardless of the roll, the effort will not be successful.)

The message received, when translated, reads as follows:

TO ANY VESSEL:

LIFE SUPPORT SYSTEMS FAILED TOTALLY. IMMEDIATE RESCUE NECESSARY FOR SURVIVAL. CREW IN SUITS. BRING AIR FROM THE ROCKS OF BLOOD.

(GAMEMASTER'S NOTE: The final phrase of the message, if properly translated, should read "Bring tovureen." Because tovureen is a technical term, never before encountered and not translated from Romulan into Galacta (remember, past contacts with Romulans have been primarily at weapons-point), the phrase could not be properly translated. The phrase also does not have any exact comparable definition in any other known language.)

Because of the distances involved, the message would be a little over three hours old. Therefore, the Communications Officer would realize that any attempts to establish communication would require more than a six-hour time lag. No matter what attempts are made, no additional messages from the base will be received, and any messages transmitted by the *Niwen* to establish two-way communication will be ignored.

(GAMEMASTER'S NOTE: It will actually work against the group if they should contact the base in any way, because it will give the Romulan base crew enough time and forewarning to destroy much of their installation.)

The following additional facts should be realized, as various officers make their observations on the situation:

According to the Communications Officer, the source of the transmission is 1.25 light years away. Based on the Warp 15 speed of subspace communication, the message received is only three and a quarter hours old. In other words, this message is not several weeks or years old, and the people sending the distress call can probably still be helped in time.

According to the Navigator, the source of transmission is .5 light years within the Romulan Neutral Zone. The coordinates of the transmission's source are Alpha 12 mark 6, Delta Delta 37 mark 3.

According to the Engineering Officer, the suits referred to in the message must be environmental suits. If this is the case, it must mean the base's personnel are in environmental suits that will function for no more than 24 hours. To reach the base before it is too late, maintaining very high warp speeds will be necessary. Warp 9 for over 15 hours, or a combination of Warp 8 and 9, would be needed to reach the base in time. The Engineering Officer should be permitted to make a Saving Roll against the character's INT score. If the roll is successful, the Engineer should realize the last phrase of the distress signal might refer to some kind of mineral compound used in a life-support system.

The Commodore (and confidantes, if any) will realize the coordinates given by the Navigator for the source of the distress signal *do not* match the coordinates of the Federation

intelligence base, according to the sealed orders. Of course, no one else would know this.

(GAMEMASTER'S NOTE: It is at this point that the adventure actually begins. From the moment the distress signal is received, it becomes important to keep accurate track of the passage of time. Throughout the adventure, references will be made to a given time on a given day, with 0000 Hours, Day 1 being used as the time the Romulan intelligence base transmitted their distress signal. The *Niwen* received the distress signal at 0315 Hours, Day 1, and the environmental suits the Romulans are using will only function until 0000 Hours, Day 2.)

STAR LAWS ON RESCUE

Once the distress call has been received, the Commodore should not hesitate to respond. Even though the distress signal is coming from the Romulan Neutral Zone, Star Fleet Regulation 998, combined with the secret orders that specifically state the possibility of such a transmission, should be enough stimulus for the *Niwen* to enter the Neutral Zone.

If Commodore Pollard still shows reluctance, then player characters should make a Skill Roll against respective ratings in *Federation Law*, or recall the information from the computer on Star Fleet Regulation 998, specifically Section 7, paragraph C.

STAR FLEET REGULATION 998

Under the authority of Chapter VIII, Article 54, paragraph 3 of the United Federation of Planets Articles of Federation, Star Fleet Regulation 998, dealing with the responsibility of Star Fleet personnel to respond to distress signals, reads as follows:

Section 1: Vessels and personnel on active duty with any Command under the jurisdiction of Star Fleet Operating Forces are ordered to respond to signals of distress and to utilize all available resources necessary to ensure the protection of lives, property, and interests of the United Federation of Planets.

Section 2: Vessels and personnel of Star Fleet Command are to respond to signals of distress that are transmitted by:

A) Any Federation member world, or installation, vessel, or individual that is recognized to be of or from a member world, with said signal originating from within the declared boundaries of Federation space.

B) Any Federation trusteeship or colony world, or installation, vessel, or individual that is recognized to be of or from a member world, with said signal originating from within declared boundaries of Federation space.

C) Any world, installation, vessel, or individual that is recognized to be of or from a friendly non-member power, with said signal originating from within or adjacent to the declared boundaries of Federation space.

D) Any Federation installation, vessel, or individual that is recognized to be of or from a member world, with said signal originating from outside the declared boundaries of Federation space.

Section 3: Vessels and personnel of Star Fleet Command responding to signals of distress should proceed to be of assistance:

A) Until the situation that resulted in the signal of distress is resolved, or

B) New orders are received from an appropriate authority within Star Fleet Command, or

C) The process of responding to the signals of distress would result in the loss of personnel and/or resources, without reasonable likelihood of success in the efforts to be of assistance, in the opinion of the Senior Officer present.

D) Unusual circumstances require the presence of the vessel and its personnel elsewhere.

Section 4: Vessels and personnel of Star Fleet Command in the process of responding to signals of distress are to respond:

A) With the greatest possible speed that maintains the safety and well-being of the personnel and resources involved.

B) Provided that the act of responding would not deliberately require the violation, directly or indirectly, of any Star Fleet General Order or Regulation.

C) Provided that the act of responding does not directly require the loss of Star Fleet personnel or resources without reasonable likelihood of success.

Section 5: A signal of distress may take the form of:

A) Any form of communication, including, but not limited to, visual, physical, or electronic, containing any words, terms, or phrases that, in the mind of the Senior Officer present, constitutes the need for immediate assistance.

B) Any unusual event or occurrence observed, detected, or informed of, that, in the mind of the Senior Officer present, indicates a situation or condition of distress.

Section 6: A signal of distress requesting the assistance of personnel and/or vessels of Star Fleet Command may be legitimately sent in the event:

A) The safety or well-being of one or more intelligent beings is endangered, and intervention by Star Fleet is deemed able to preserve the safety and well-being of those endangered.

B) The safety or well-being of property or interests of the United Federation of Planets is endangered, and intervention by Star Fleet is deemed able to preserve the safety or well-being of the resources endangered.

Section 7: Circumstances related to the transmission of a signal of distress that are violations of civil laws and/or Star Fleet regulations, to be prosecuted under Federation law, include:

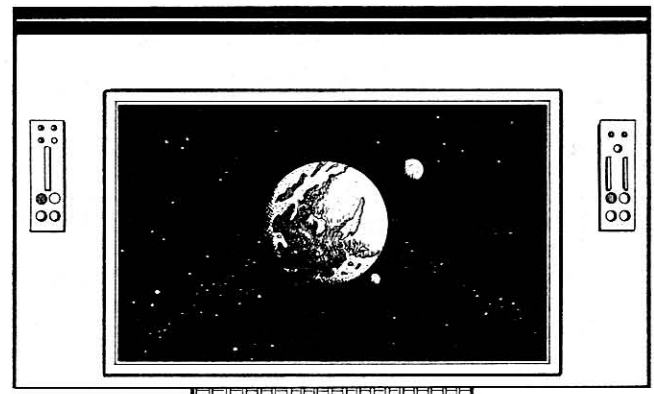
A) The transmission of a signal of distress that is determined to constitute a deliberate falsification of the condition of distress.

B) The transmission of a signal of distress that would deliberately result, directly or indirectly, in the violation of Star Fleet regulations or civil laws.

C) The failure of Star Fleet personnel or resources to respond to a legitimate signal of distress, pursuant to Sections 1 - 5.

D) Falsely responding to a signal of distress when no signal of distress was received.

Section 8: Penalties for violations listed within Section 7 can be found in Star Fleet Regulation 999.



GETTING THERE

Once Commodore Pollard has made the decision to initiate a rescue, he will need to contact Star Fleet Command and inform them of the *Niwen's* change in status. The Communications Officer will know that it will take longer than seven days before the *Niwen* receives any response to their transmission from the nearest Star Base.

(GAMEMASTER'S NOTE: The message, sent immediately after the discussion, is sent at 0330 Hours, Day 1. At that time, the *Niwen* begins its journey to the base.)

The next thing for the gamemaster to establish is whether or not the *Niwen* will respond directly to the base by subspace radio, advising that the *Niwen* is on its way. It is very important for the gamemaster to determine whether any communication was sent *prior* to the *Niwen's* arrival, because the decision will drastically alter the flow of the adventure one way or the other. It is equally important that the gamemaster not influence the group's decision by making the point seem unusually significant. Of course, if the Communications Officer has already transmitted to the Romulan base, the question has been answered. The earliest possible time for the Romulan base to receive any messages from the *Niwen* would be at 0645 Hours, Day 1.

POSSIBLE STRESS DAMAGE

For the *Niwen* to arrive in time, it will be necessary to maintain emergency or near-emergency speed for an extended period of time. By maintaining the highest possible speed of Warp 9, the *Niwen* could be at the distress site by 1830 Hours, Day 1. Such a high-speed venture will cause significant engine and structural 'damage,' even if Chief Engineer Ky can successfully maintain the necessary speed.

Much of the increase in ship stress is due to the vessel's slight zig-zag pattern while in the Neutral Zone. Starships do not travel on a perfectly straight course while within the Neutral Zone — at least Federation vessels don't. Instead, the vessels conduct a slight 'random-walk' pattern resulting in some minor, but stress-inducing, course changes that somewhat disguise their path.

Although a *Chandley* class frigate can make Warp 9 for short durations, it is especially inefficient when doing so (with Stress Charts of O and M). This explains the significant amount of engine and superstructure stress the *USS Niwen* takes when operating at such high speeds.

As the *Niwen* proceeds to the source of the distress signal, it will be necessary to keep track of the number of hours travelled (from 0330 Hours, Day 1), the distance covered, and the increasing levels of stress on the engines and superstructure. To abstractly demonstrate distance and velocity, the asteroid base is considered to be 110.0 logarithmic warp-distance/units (or thingummies, or whatever) from the *Niwen's* starting point.

(GAMEMASTER'S NOTE: Do not round off fractions from any calculations at this point.)

Every hour (beginning with the first), the Engineering Officer, probably Lieutenant Commander Ky, must make a successful Skill Roll against the character's rating in *Warp Drive Technology* or a successful Saving Roll against the character's LUC score. One Saving Roll and one Skill Roll each is permitted every hour to achieve the warp speed. To make the Skill Roll, an initial bonus modifier of +20 is added to the Target. (It should not be too hard to make the first attempts, however.) No modifier is given to the Saving Roll; the percentage chance for success on that roll should remain consistent.

If either roll is successful, the engines were able to make Warp 9 (emergency speed) for one hour. The base is now 7.3 units closer, and the ship takes .75 points of stress on EACH engine and .75 points of superstructure stress. Also, the bonus modifier is decreased by 5. For example, after successfully maintaining Warp 9 for five hours, the sixth roll would be made with a penalty of -5.

If the roll is unsuccessful, the *Niwen* can only make Warp 8 (near-emergency speed) for one hour. The base is now 5.1 units closer, and the ship takes .75 points of stress per engine and .5 points of superstructure stress. The Skill Roll Target Modifier is not reduced.

If, for some reason, the Commodore elects to travel at Warp 7 (maximum safe speed), the *Niwen* will take .5 points of stress per engine and .5 points of superstructure stress. The base will be 3.4 units closer, and the Skill Roll Target Modifier is increased by 2, slightly improving the Engineer's likelihood of successfully making a future Warp 9 roll. (Also, if this speed is maintained for more than a couple of hours, the *Niwen* simply will not make it in time.)

Only by travelling at Warp 6 or slower could any repairs on stress damage be made while en route. Therefore, the damage will have to be repaired after reaching the destination (or at some later time).

Once the distance has been significantly reduced by travelling at Warp 9, the Commodore might decide to just 'coast' the remaining distance at Warp 8. If so, no additional Skill Rolls are necessary; Warp 8 can be sustained for the necessary duration without having to make any rolls against *Warp Drive Technology*.

REDUCING STRESS

One recommended method to reduce the amount of stress taken while en route is to allow the Helmsman a Skill Roll each hour against the character's rating in *Starship Helm Operation*. If the roll is successful, the *Niwen* will suffer stress damage as though the ship were travelling one warp speed slower.

(GAMEMASTER'S NOTE: Making a successful stress-reduction roll while travelling at Warp 7 will not reduce the stress taken; *USS Niwen* takes the same stress at Warp 6 (one warp speed slower) as it does at Warp 7.)

As long as the warp engines do not receive amounts of stress in excess of their 'power units available' rating (and they should not), the cumulative stress damage will not affect the ship's ability to achieve or maintain the high warp speeds. Also, as long as the hull does not take stress in excess of its "superstructure points" (and it will not), the superstructure stress will have no effect on play. Of course, if the *Niwen* should come into a combat situation while damaged, the ship would have lowered abilities to fight or take additional damage.

Obviously, the only places where the effects of an overstressed vessel really appear are in the mind of the Chief Engineer, who never likes to observe the ship in anything less than peak condition, and in ship-to-ship combat, where every point of engine power counts. (Unknown to the crew, of course, the combat will come later!)



MEASURING DISTANCE/SPEED/TIME

Once the *Niwen* is within one hour's journey of the base (based on current distance in distance/units when compared to distance/units velocity per hour), the gamemaster should determine by rounding up to the next quarter hour, the actual amount of time in travel yet needed.

Here is an example of how distance, speed, and time are measured (not counting any measurements of stress or stress-reduction rolls: The starting time is 0330 Hours, Day 1. The Engineer successfully makes the first four speed rolls. The *Niwen* travels at Warp 9 for four hours, and is now 80.8 distance/units away ($110 - 4 \times 7.3$), with the time now 0730 Hours. The Engineer fails the next three speed rolls. The *Niwen* continues at Warp 8 for three hours, and is now 65.5 distance/units away ($80.8 - 3 \times 5.1$), with the time now 1030 Hours.

Getting lucky again (despite worsening Skill Roll Target Modifiers), the Engineer is able to make three more successful speed rolls for Warp 9. The time is now 1330 Hours, and the *Niwen* is 43.6 distance/units away. Unable to make any more successful rolls, the *Niwen* continues in at Warp 8 for another eight hours, and is now 2.8 distance/units away. At this point, it is not necessary to travel at Warp 8 for another full hour (at 5.1 distance/units per hour). By calculating the necessary distance yet to travel and the speed of travel, it can be determined that, in this case, only another three-quarters of an hour are necessary. The *USS Niwen* arrives at the Romulan base at 2215 Hours, Day 1 — in time to make the rescue.

(GAMEMASTER'S NOTE: The *Niwen* must succeed in reaching the base by 2300 Hours; that is, with at least an hour to spare. By permitting the Engineer to make a roll against LUC, the possibility of achieving the necessary speed is reasonably assured. Of course, if Commodore Pollard deliberately misses the deadline, he is going to be in real trouble with Star Fleet Command for failure to respond promptly. After all, that is the reason for having flight recorder-logs!)

MONITORING RADIO TRANSMISSIONS

Should the Science Officer and/or Communications Officer maintain a strict watch to detect any ships or receive any transmission, their efforts (though logical) will be fruitless. No vessel or transmission (nothing hostile, at least) will be picked up, simply because nothing else is out there. As far as can be determined, the *Niwen* is the only ship anywhere in the vicinity at this time.

The only other object in the area of the *Niwen*'s path is a small, Class K rogue planet similar to Sol IV (Mars). Though it does not possess a breathable atmosphere, it would be possible to survive on its surface while wearing environmental suits. The Science Officer will report that it is unusual for a planet this large to be a rogue (that is, without a sun), but it is otherwise not especially remarkable. It is already on all major star charts, and the *Niwen*'s encounter is therefore not any discovery.

If the gamemaster wishes, additional rolls may be made occasionally from the tables in **Radio Traffic**, keeping in mind that no message bears any real importance to the distress call. Once the adventure has truly begun and the *Niwen* is on its way, Messages 5 and 6 should be especially avoided. Nothing should be done to frighten the ship away from its real mission. Also, rolls should not be made often, as game turns while en route are basically an hour each, and the Messages Table was designed for one-day turns.

(GAMEMASTER'S NOTE: The only message that must occur at this time would be if Message 6 occurred *only once*. In that event, the "subsequent roll" for Message 6 should be deliberately given, so that the *Niwen* does not think there are any Romulan ships in close proximity.)

REPAIRING THE DAMAGE

Although the *Niwen* should not stop to make any repairs while en route, it will be necessary to begin repairs upon arrival. The superstructure and both warp engines will be severely overstressed and in need of extensive (though easily-made) repairs. Again, without rounding fractions, the appropriate characters and NPCs should begin stress repairs, with the procedure for repairing stress-induced damage as follows:

To repair the superstructure stress damage taken while en route to the base, it will be necessary for each character involved to make successful Skill Rolls against their ratings in either *Astronautics*, *Mechanical Engineering*, or *Damage Control Procedures* (at the choice of each character). A successful roll by each character involved will remove one-half point of stress-induced damage. If the roll is 1 - 5, one full point of damage is removed. If the roll is unsuccessful, one-quarter point of damage is subtracted.

To repair the engine stress damage taken, the Skill Rolls are made against the average of the character's ratings in *Astronautics* and *Warp Drive Technology*, with the same effects for successful and unsuccessful rolls as with superstructure rolls. The engine stress damage repaired is on ONE engine. Keep in mind that the stress must be reduced separately on each engine. Though both warp engines took identical stress damage, repair efforts only affect one engine at a time unless crews are working on both engines.



The warp engines could be more quickly repaired if they can be taken 'off-line,' or shut down. The advantage to shutting them down would be to double the effectiveness of all repair efforts, including unsuccessful Skill Rolls. The disadvantage is that it would require turning off the engines' matter-antimatter assemblies, taking a full 30 minutes to restart, and preventing the *Niwen* from leaving the area quickly. This is because matter and anti-matter cannot be mixed 'cold.' Further, on a ship with two warp nacelles, both must be shut down or restarted at the same time because of the intricacies of balancing matter and anti-matter reactions.

All stress repair rolls represent the efforts of damage control crews and engineers under the guidance of the player characters and NPCs involved. One stress repair roll can be made per hour against the appropriate skills by the following characters: The Chief Engineer, the Assistant Chief Engineer (NPC), the Chief Communications Officer, both of the Assistant Communications Officers (NPCs), the Chief Navigator, and the Chief Science Officer.

Of course, Skill Rolls may only be made by characters aboard ship who are specifically working on repairs. The NPCs would act as the gamemaster thinks best, unless receiving other instructions from the Commodore, First Officer, or appropriate Department Head. Also, characters and NPCs who possess no skill in *Warp Drive Technology* could still work on repairing the engines; they would make Skill Rolls against half their *Astronautics* rating, rounding down. Finally, keep in mind that stress repair rolls are different from the stress reduction rolls made earlier while en route.

UPON ARRIVAL

Once the *Niwen* has arrived at the asteroid, the Communications Officer and Navigator will confirm that this is the origin of the distress signal. The Science Officer, using sensors, should report the following information to the group:

The asteroid is a class I2 minor planet. Of the 'stony' variety, it has a composition of about five/sixths silicates and silicate compounds, and one/sixth iron and nickel compounds in dispersed metallic flakes. Roughly spherical in shape, it is about 50 kilometers in diameter. Nearly solid in structure, it is totally inert geophysically, possessing no atmosphere, no magnetic field, and without sufficient mass to have any perceptible gravity.

It is several billion years old and possesses craters ranging in size from microscopic to several dozen meters across. Whereas it is not a part of any solar system or nearby gravitational field, it does not have any rotation, and it may have been moved some distance into position here, possibly for the purpose of housing an outpost. Aside from being in a basically fixed position in space despite its distance from any planet or star, it does seem to be just an ordinary asteroid.

There is one location on the surface producing readings that are inconsistent with the remainder of the planetoid. A single, large, compartmentalized artificial structure is present. The installation is located in an area of flat terrain and small craters, with scattered rocks and small boulders. There is a ridge of rock approximately 30 meters high, several hundred meters from the installation.

The physical layout of the installation consists of six sections, a hexagon and five isosceles triangles in shape, with the base of each triangle adjacent to one side of the hexagon. The installation is one deck (story) in height and 181 meters in diameter. The primary energy powerplant still seems to be operational, though at a reduced level. The life-support systems within the complex have been shut down. The artificial atmosphere within the complex is not breathable by humanoids, and toxic gaseous *tovureen* can be detected in the atmosphere inside the buildings.

Life form readings indicate the presence of approximately 60 living humanoids in environmental suits in and around the installation. In addition, the bodies of another 80 humanoids can be detected, some within the installation, but most at the base of the rock ridge.

(GAMEMASTER'S NOTE: If the *Niwen* contacted the Romulan base to notify them that the vessel was on its way, read the above paragraph and skip the next. If the Romulans did not know the Federation ship was coming, the above paragraph should be disregarded.)

Life form readings indicate the presence of approximately 140 humanoids in environmental suits in and around the installation. The bodies of three humanoids can be detected inside the installation.

They are not humans; the readings could be best described as Vulcanoid, matching known biophysical sensor scans of Romulans.

(GAMEMASTER'S NOTE: This should be the *first* time Romulans are mentioned to the players in direct connection with the installation or distress signal. Until this point, all remarks should have implied this to be a mission to rescue Federation personnel, just as the sealed orders would have indicated.)

In addition, there is another mechanism operating within the life-support chamber; it appears to be some kind of clock mechanism, possibly to serve as a timing device of some sort. It is keeping track of the time remaining until 0100 Hours, Day 2.

ULTERIOR MOTIVES

Now that the crew knows they are in the process of rescuing a base filled with Romulans, they should react accordingly. The entire group should realize the enormous value in rescuing and 'capturing' a large number of Romulans for Star Fleet Intelligence Command, plus the seizure of records, documents, and other valuable sources of information undoubtedly scattered throughout the installation. Still, each player character will have personal feelings toward Romulans that may not coincide with Star Fleet Command's concept of the ideal course of action. The following information (and their personal feelings) should be presented by each Department Head to the group:

According to Lcdr Hodgkins, no subspace communications have been received that would indicate the presence of any nearby Romulan vessels.

According to Lt. Shranim, sensor scans for cloaked and uncloaked ships indicate no ships are near.

According to Lcdr Sarpek, damage control crews are standing by to make stress repairs on the ship.

According to Lt. Kingman, the four shuttlecraft have been prepared and equipped for possible use as rescue vehicles on the surface of the planetoid.

According to Lcdr Beaujolais, there are enough security guards and marines on board to maintain 24-hour security on all Romulans.

According to Lcdr Ky, at least several hours of repairs will be necessary before the *Niwen* is ready for any more extended travel. During that time, it would be advisable to take the engines 'off-line' to make repairs more quickly. Also, there would be no difficulty in rigging up a few force fields as temporary brigs to hold the Romulans, by converting currently unoccupied marine staterooms in the *Niwen's* 'wings.'

According to Marine Commandant Link, volunteers are standing by in the transporter rooms to beam down, begin searching the installation, and to retrieve the Romulans – if they will come. Also, this is an invaluable opportunity to obtain information, especially military intelligence, about the Romulans, as well as having the chance to use the Romulans themselves as possible hostages for diplomatic purposes. Despite any personal feelings, the crew owes it to Star Fleet Intelligence to rescue as many Romulans as possible, along with as many records as can be readily obtained.

(GAMEMASTER'S NOTE: The Marine Commandant, as an NPC, is there to encourage the player characters to let the adventure proceed according to the gamemaster's intent. If anyone should mention letting the Romulans' environmental suits run out first and then exploring the base, or doing something else that goes against the basic grain of the mission, the Commandant should provide consistent, logical reasons why it should not be done that way. For example, could Commodore Pollard just *imagine* Star Fleet's reaction when they found out he deliberately wasted a chance to return living Romulans to the Federation?)

The idea is to get the group to proceed with the rescue mission, perhaps not out of the goodness of their hearts, but because it is the "logical thing to do." (There is also Star Fleet Command's reputation for peaceful behavior, whenever possible, that deserves some consideration.)

PLANNED DESTRUCTION

Sub-Commander S'laf, in command of Romulan Intrusion Detection Installation B, knew his base was in trouble. Once he realized the toxic tovureen gas had contaminated the life-support system of his base, he ordered all crewmembers to get into environmental suits. (Due to the stress of the situation, he did forget about the three Romulans confined in the brig, where they did not have access to environmental suits.) He then ordered the transmission of a distress signal, with the slim hope of attracting any Romulan Task Force in the area so that a rescue might be made before the suits ceased to function. At 0000 Hours, Day 1, the message went out. (And a little over three hours later, the *USS Niwen* picked it up.)

S'LAF'S PLAN

If the *Niwen* immediately transmitted any signal to the base in response to the distress signal, the message would have been received at the base by 0645 Hours, Day 1, and S'laf would realize the Federation vessel would be arriving shortly. Upon notifying his remaining base staff of 137 Romulans, he would first inform them he had a plan, but to make it work would require their personal allegiance and cooperation. Then, without relating the details of his plan, he tells them they are probably going to be rescued, but by a Federation starship. At that point, S'laf would permit his subordinates a few minutes to make up their minds. Despite S'laf's almost passionate plea for their assistance, the Romulans' individual sense of duty is so strict that more than half of the staff would commit suicide, rather than prolong life for another moment and risk being rescued and captured by their enemies.

Describing the next part of his plan, S'laf tells those who have elected to "stay on" rather than commit suicide that they must ransack the entire base, destroying all personal effects, records, the computer and its files, communications equipment, and everything else that *can* be destroyed in the time remaining. The only room *not* to be systematically damaged in the destructive frenzy is the life-support room. Otherwise, their only task for the next hours is to destroy all they can by disruptor, axe, or exposure to vacuum.

Also, S'laf asks for six volunteers for a suicide mission. After six come forward, he explains that, at some point, Federation personnel will beam down or land in shuttles near the base. When that time comes, the two closest Romulans should begin firing upon the landing party immediately. If they land in a shuttlecraft first, the sentries should hide behind whatever kind of cover there is and open fire once they think the craft has been emptied. The other four are then to come out of hiding, and wait for S'laf to arrive (the timing of S'laf's arrival is at the gamemaster's discretion.) If by some chance the two are still alive when S'laf shows up, then S'laf will give the command and the other four are to open fire on and kill the first two. Otherwise, the other four are to continue the combat. After the six are dead, the remainder of the staff, upon S'laf's order, will surrender to the Federation.

These tasks do not make sense to anyone except S'laf and a handful of engineers, but they agree to comply, amidst quiet mutterings of confusion and disgruntlement.

(GAMEMASTER'S NOTE: By Romulan standards, S'laf is, and will continue to be, acting oddly, almost treasonously. By all rights, he should be doing something that will either result in the destruction of the Federation ship, or in safeguarding the Romulan ideal of a "path to the stars." Simply ordering the staff to destroy the base is inadequate, because the staff itself would be in danger of being captured. Ordering only some of the survivors to engage in combat makes even less sense. Only S'laf's strong will and comparative popularity as a commander keep things going the way he wants, for the time being.)

SELF-DESTRUCT MECHANISM

If the *Niwen* did *not* notify the base of their coming, S'laf will conduct a eulogy for the three Romulans who died. Totally forgetting the three and never discovering their bodies, S'laf will only realize they were missing when a head count is taken. Unless told later, he never does remember that the three killed were locked away at his command. After the ceremony, all personnel are permitted to visit the base's shrine in assigned shifts of a few minutes each. The Romulans will spend the remainder of their time gathering up what few personal belongings might be taken along in the event a Romulan rescue ship arrives in time.

What S'laf and the engineers know and will not tell the rest is that this base (and all others like it) possesses a fixed timing mechanism and a quantity of anti-matter sufficient to destroy the base and almost literally vaporize the planetoid itself. It is standard Romulan procedure in a situation like this, where the base is no longer functional, to activate the eight-hour timer so the base will self-destruct just after a successful rescue mission is made by a Romulan Task Force. In this particular situation, where the staff is now living in environmental suits (from 0000 Hours, Day 1, on), the bomb was activated at 1700 Hours, Day 1. In the event a rescue was made by Romulan ships, it would have to be made by 0000 Hours, Day 2 (24 hours after suiting up), or all of the Romulans would be dead anyway. By setting the mechanism to explode at 0100 Hours, Day 2 (eight hours from activation), the base staff would either have been evacuated or the Romulans would already be dead.

The timer will be activated at 1700 Hours, whether S'laf knows the *Niwen* is coming or not. If the *Niwen* is known to be coming, then S'laf realizes that with a Federation vessel here, it would be more profitable to "surrender," and allow the crew to explore the base to learn more about the Romulan Empire's military secrets. Hopefully, this tactic would delay the starship's departure long enough for the device, now activated, to detonate. This would not only destroy the base, but the *Niwen* as well, serving to advance the cause of the Romulan Way more effectively than by just destroying the base and having the base's personnel commit suicide.

With or without foreknowledge of the *Niwen's* coming, S'laf, seeing a possibility to assure his glory (posthumously), must keep the Federation ship close to the asteroid until the anti-matter bomb goes off at 0100 Hours, Day 2. By doing so, the *USS Niwen* and all aboard, including the "rescued" Romulans, would be destroyed.

RESCUE AND RETRIEVAL

Because the base is on a planetoid and because its life-support systems are already shut down, there will be no gravity or atmosphere. The rescue party from the *Niwen* should have the highest possible ratings in *Environmental Suit Operations* and *Zero-G Operations* for the greatest degree of personal safety. Aside from the marines on board, none of the player characters or NPCs have especially high proficiency levels in either skill.

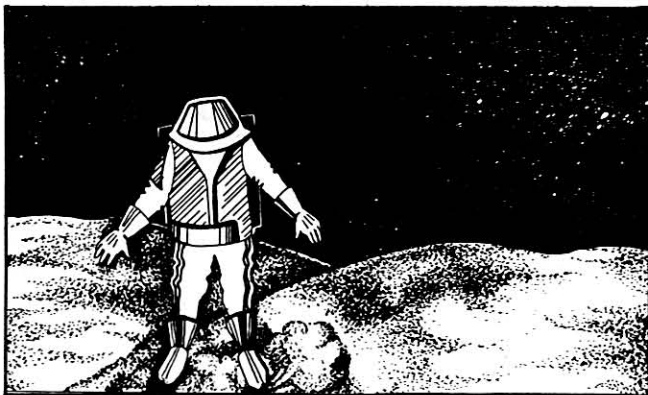
Since the *Niwen* is carrying 147 marines, well-trained in both skills, marine NPCs should form the vast majority of the rescue expedition. If the player characters wish to participate in the landings, they could come in one or more of the four shuttlecraft, directing operations as much as possible from there. Of course, if they insist on getting more closely involved, that is their right, as long as they keep in mind that any mistakes made in a vacuum environment tend to be fatal. The shuttlecraft could also be used for picking up injured Romulans.

The *Niwen* will not have to assume a 'standard orbit' around the planetoid. By coming in closer (several tens of miles, rather than thousands), it would be possible for a shuttlecraft to make the flight from hangar deck to surface (or vice versa) in only 15 minutes. Allowing another 15 minutes to load and unload passengers at either end, it would be possible for an empty shuttle to be loaded with pilot and marines (for example), make the flight to the surface, unload the marines, load up with Romulans, make the return flight to the *Niwen*, and unload the Romulans, all in one hour.

Of course, it only takes a matter of a few seconds to operate the transporter, and with eight 6-person transporters aboard and security guards standing by in all, it would be a matter of just a few minutes to beam everyone down (or up).

The Commodore and other player characters must decide who will make up the landing parties and what equipment will be carried. Commandant Link would greatly encourage all essential personnel, anyone who is *not* a marine, to come during a second or third beam-down, after the area is known to be secure. Although it is a more combat-oriented situation than most contact parties would face, the group should not lose touch with the goal of rescuing the Romulans. Security guards and marines would certainly carry type II phasers, though their settings should be up to Commodore Pollard and Chief Beaujolais, with Commandant Link personally favoring heavy stun.

Finally, there are enough environmental suits aboard, and so there will be no shortage. The suits in use (by both Federation and Romulan personnel) are equipped with built-in backpack thruster jets, designed for complete control of movement in any direction. The suits are similar to the one used by Mr. Spock in *Star Trek: The Motion Picture*, though the thruster on these suits is much smaller.



CONFRONTATION!

When the rescue party lands, it will certainly cause some confusion at the base. If S'laf knew the ship was coming, the volunteers will act out his instructions, and things will go according to the plan described in **Planned Destruction**.

If S'laf did not know-of the *Niwen's* intended arrival, a small number of Romulans carrying disruptors and still in the process of wreaking havoc on their base will open fire on the landing party. At the very least, the marine contingent of the landing party would return fire in self-defense.

(GAMEMASTER'S NOTE: "A small number" of Romulans is defined as from one to four, depending upon the number of important player characters as targets (fewer Romulan sentries, if many of the first groups are PCs), the number of unimportant NPCs (if several dozen marines land, there should be more Romulans), and how bloodthirsty the group and gamemaster are. The Romulans will be armed with Hand Disruptors-B, set on standard shot. Within reasonable limitations and at the gamemaster's discretion, the Romulans should be aiming for marines and other NPCs whenever possible.)

Combat should be over very quickly, with significant casualties. Because everyone is fighting in zero gravity while wearing environmental suits, any significant, permanent damage to the suit will cause it to lose vacuum integrity, with unpleasant results for its wearer. For these reasons, the special modifiers and guidelines listed in **Movement, Combat, and Medical Modifiers** need to be taken into consideration while judging movement or combat under these conditions.

At some point during the skirmish, the Science Officer operating the ship's sensors should report the detection of a single, powerful burst of old-fashioned electromagnetic energy coming from inside the installation. It apparently came from the area of the base's computers, though it was not specifically directed as an attack against the ship or any target. After scanning for a few seconds, it would be possible to learn that the energy pulse was triggered from within the base by someone who was purging the computer banks of information.

Also, if any mention is made during or before the combat, it would be possible for the Communications Officer on the bridge to determine the frequency of the Romulan environmental suit communicators. By doing so, the *Niwen* could eavesdrop on the Romulan conversations. If it is not mentioned, then the Communications Officer should make a successful Saving Roll against the character's INT score to think of doing this.

It should be made clear to the rescue party that of all the Romulans present, only a very small number are actually attacking. At some point, preferably before the marines decide to wipe out the entire Romulan population present, Sub-Commander S'laf would come forward and, using his suit communicator, order all Romulans on the planetoid to surrender.

(GAMEMASTER'S NOTE: If he knew the *Niwen* was coming, to surrender his command is part of S'laf's plan. However, he would do this, even if he didn't know the ship was coming; he is still aware that the anti-matter device had been activated at 1700 Hours. If he did not plan the destruction of the Federation ship in advance, he will still certainly act to destroy it by delaying its departure, now that it is here.)

MOVEMENT, COMBAT, AND MEDICAL SUPPLIES

When combatants are in environmental suits, when fighting in zero gravity, or both, it will affect both the tactical movement system and the combat system. Also, injuries related to vacuum exposure will need slightly different treatment, from a gamemaster's standpoint. Special modifiers for each will be listed separately.

Because environmental suits are more clumsy for the wearer than standard uniforms, certain actions will require the expenditure of more action points (AP), possibly with different modifiers for success or failure, while other actions may simply not be possible.

POSITION CHANGE

Kneel to stand costs 2 AP (not 1). Kneel to prone costs 2 AP (not 1). Prone to kneel costs 3 AP (not 1). All other position change AP costs remain the same.

MOVEMENT

Move

Moving costs .5 AP more per square moved, regardless of direction.

Evade

Evading costs 2 AP more per square evaded, regardless of direction. Also, evading only produces a -10 Target To-Hit Modifier (not -15), and causes a -40 Attacker To-Hit Modifier (not -30).

Crawl

Crawling costs 1 AP more per square crawled, regardless of direction. Whether the character crawling is a mere evasive target or remains unobserved depends upon gamemaster's discretion and circumstances.

Run

Running will require all AP for the turn and is not recommended. If a character does run, a Saving Roll against DEX must be made to prevent stumbling to a kneeling position.

Climb

Climbing stairs or ladders requires 3x AP (not 2x), and climbing a rope requires 4x AP (not 3x). If the character attempts any action requiring either hand while climbing, a Saving Roll against DEX and a Skill Roll against *Environmental Suit Operations* both must be successful to accomplish the action. If the Skill Roll fails, the action cannot be accomplished. If the Saving Roll fails, the character loses his grip and falls.

Swim

Swimming requires 4x AP (not 2x). Though an environmental suit, self-contained as it is, can serve as an underwater breathing apparatus, its bulk makes swimming difficult. If a character swims, a Saving Roll against CURR OP END is necessary. If the roll is successful, there is no temporary damage from fatigue. If the roll is unsuccessful and the character uses the full turn to swim, there are 15 points of temporary damage. If the roll is unsuccessful and the character swims for less than the full turn, there are 5 points of temporary damage.

EQUIPMENT AND WEAPON USE

Short Communication

The AP cost is the same as when not wearing the suit, if the character specifies the suit communicator is being left set at ON. Otherwise, it will be necessary to **Operate Familiar Device** and activate the communicator before any communication would be possible. It is *not* possible for a character in an environmental suit to be heard without using the suit communicator.

Draw and Ready Device

The normal AP cost applies.

Operate Familiar Device

The AP cost is from 0 to 2 AP more, at the gamemaster's discretion, based upon the degree of skill the character has in *Environmental Suit Operations* and the degree of manipulation required. For example, a character with a Skill Rating of 60 operating a communicator would not experience any additional AP cost. It would cost a character with a Skill Rating of 10 an additional 2 AP to make intricate changes in the communicator's setting.

Draw and Ready Weapon

The normal AP cost applies.

Aim Weapon

The normal AP cost applies.

Fire Ready Weapon

The normal AP cost applies.

Quick-Draw And Fire

This action requires 5 AP (not 3).

Throw Ready Weapon

The normal AP cost applies.

Adjust Weapon Settings

This action requires 4 AP (not 2).

Reload Weapon

This action requires 3 AP (not 2).

COMBAT AND EMERGENCY EVASION

Attack

This action requires a minimum of 5 AP (not 3).

Parry/Defend

This action requires a minimum of 4 AP (not 2).

Dodge

This action requires a minimum of 5 AP (not 3).

Duck Thrown Weapon/Object

This action requires 3 AP (not 2).

Hide

Hiding costs 2 AP more, regardless of the square in which the character is hiding. Also, it should be realized that hiding while wearing an environmental suit is more difficult and less likely to succeed. The added difficulty in successfully hiding is at the gamemaster's discretion.

Roll Sideways

This action requires 4 AP (not 2).

Drop Suddenly

This action requires 3 AP (not 1).

Dive to Prone

This action requires 4 AP (not 2).

Dive Roll

This action is not possible.

Flying Tackle

This action requires a minimum of 6 AP (not 4).

ZERO-G MOVEMENT

Movement in a weightless environment can be awkward and uncontrollable, at best. Because both Federation and Romulan personnel have backpack thrusters for their environmental suits, however, movement can be treated as movement in gravity. Of course, it is possible to elevate above the terrain for purposes of observation and obtaining a clear Line of Sight for combat. The gamemaster should decide on the AP cost when expended for vertical movement, based on the amount of elevation, at a rate of 1 AP for every 5 feet. Operating the thruster controls on the suit should count as an **Operate Familiar Device** action, with characters often holding a weapon in one hand and manipulating thruster controls with the other. The thrusters may *not* be set and locked to provide continuous flight to permit free use of both hands.

Even in zero gravity, characters with a rating of 10 or more in *Zero-G Operations* should have no problem with simple actions like walking, operating familiar devices, or firing weapons. However, before performing many of the more difficult or strenuous actions, the character may have to make a Skill Roll against the average of the character's ratings in *Environmental Suit Operations* and *Zero-G Operations*. If the roll is unsuccessful, the action may not occur as intended, if at all. In certain circumstances, such as evasion actions, a successful Saving Roll against DEX or LUC might even be deemed necessary by the gamemaster to prevent any mishap.

When the gamemaster judges movement or combat in zero gravity or with characters in environmental suits, it is important to keep the logic of the situation in mind. For example, a character in zero-gravity would not suffer any damage from striking the ground if he accidentally lost his hold on a ladder while climbing. Or, if a character is struck with a club while weightless, he might tumble helplessly out of control until a successful Saving Roll against DEX is made.

In all cases, the gamemaster has discretion to modify the additional AP costs, or require Saving Rolls against DEX or LUC, or Skill Rolls against Skill Ratings in *Environmental Suit Operations* or *Zero-G Operations* when a character performs an action, depending upon the situation and that character's proficiency in the skills in use. Common sense and logic should dictate the course of action.

COMBAT IN ENVIRONMENTAL SUITS

Modifiers

These are the modifications for combat in environmental suits as determined by the form of attack and assuming a vacuum (or poisonous atmosphere). Any damage sustained or modifications to damage are in addition to damage normally incurred in the attack.

Personal Combat, Unarmed

There is -5 Attacker To-Hit Modifier (due to the clumsiness of the suit, and a +5 Target To-Hit Modifier (due to the size and loss in mobility). Damage is reduced by 2 points per attack; if damage is reduced to less than 1 point, then damage is 1 point.

Armed Combat

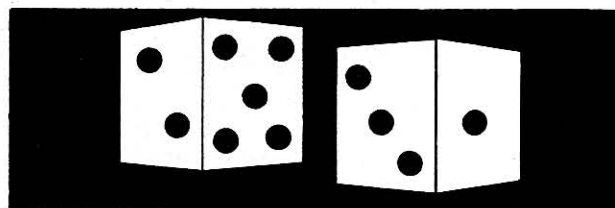
With *Personal Combat, Armed (Archaic Weapons)* or *Archaic Marksmanship*, there is a +5 Target Modifier. The defending character must make a Saving Roll against DEX or LUC, whichever is greater.

If the damage is less than 11 points, and the roll is successful, the environmental suit is undamaged; if the roll is unsuccessful, the suit has been slightly damaged. The effects and additional injury from suit damage are listed below. If the damage is more than 10 points and less than 21 points, the defender must make a Saving Roll against DEX or LUC. If the roll is successful, the suit has been slightly damaged; if unsuccessful, the suit is moderately damaged. If the damage is more than 20 points, the defender must make a Saving Roll against DEX or LUC. If the roll is successful, the suit is severely damaged.

With *Modern Marksmanship* or *Personal Combat, Armed (Modern Weapons)*, there is a +5 Skill Modifier. If the weapon is set on stun, both direct hits and grazes will inflict normal, stunning, non-permanent damage on the defending character. The suit is not damaged.

If the weapon is set to any permanent-damage setting (heat, disrupt, and so on), then the character must make a Saving Roll against DEX or LUC.

If the damage is less than 20 points and the roll is successful, the suit is slightly damaged; if the roll is unsuccessful, the suit is moderately damaged. If the damage is more



than 20 points but less than 41 points, and the roll is successful, the suit is moderately damaged; if the roll is unsuccessful, the suit is severely damaged. If the damage is more than 40 points but less than 81 points, and the roll is successful, the suit is severely damaged; if the roll is unsuccessful, the suit is destroyed. Any attacks of more than 80 points automatically destroy the suit.

If the attack is a graze, then the level of suit damage is one less than listed. Suit damage is cumulative. For example, a slightly damaging hit plus a moderately damaging hit equals a severely damaged suit.

Effects Of Damage

The condition of the environmental suit only serves to determine the additional damage the character wearing it suffers when exposed to vacuum. Environmental suits *do not* provide any kind of protection to the wearer.

(GAMEMASTER'S NOTE:) An environmental suit has five levels of damage, in order of increasing severity: undamaged, slightly damaged, moderately damaged, severely damaged, and destroyed. (Out of compassion, the gamemaster may wish to allow player characters separate Saving Rolls for LUC and DEX to help minimize suit damage and maximize their chances for survival.)

The famed Vulcan neck pinch can be performed by a Vulcan in an environmental suit, but, due to the shape of the suit, it cannot be made against any character wearing an environmental suit. Environmental suits affect the mind meld only in that direct, physical contact is not possible.

Damage to an environmental suit results in the following additional damage, and special medical treatment needs for its wearer. All damages are of the "permanent" type. If the character fails the unconsciousness roll and passes out without receiving almost immediate assistance from someone, he will (naturally) not wake up.

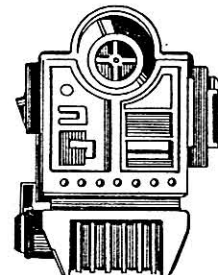
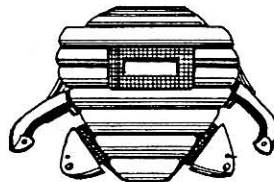
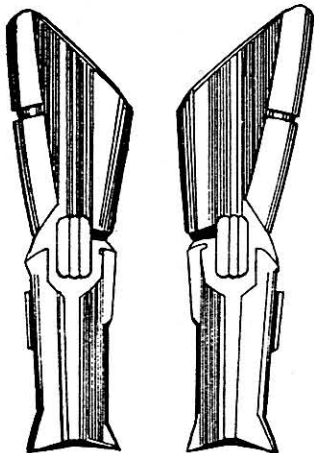
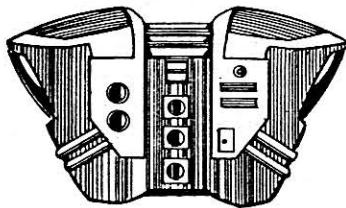
If the suit is slightly damaged, it is the equivalent of a small tear a centimeter across or a broken seam. Oxygen will pour out, and the character experiences a sudden drop in air pressure. The character must make a successful Saving Roll against CURR OP END, or suffer an additional immediate 5 points "vacuum" damage. The character will take another 5 points of damage per ten-second turn, until he is returned to a pressurized, breathable atmosphere. The character will need one day of completely undisturbed bedrest for every turn he remained in the damaged suit in a vacuum.

If the suit is moderately damaged, it is the equivalent of a large tear several centimeters across. It will be extremely difficult for the suit's life-support system to maintain an adequate level of air pressure, and the character must make a successful Saving Roll against END. If the roll is successful, the character takes an additional immediate 15 points "vacuum" damage; if unsuccessful, an additional 25 points damage. The character will take another 10 points of damage per ten-second turn, until returned to a pressurized atmosphere, and he will need two days of bedrest for every turn in the damaged suit. Also, for every turn in vacuum after the first, the character's END score is permanently and irreversibly reversed by 1.

If the suit is severely damaged, it is the equivalent of a hole in the suit perhaps 20 or 30 centimeters square. It will not be possible to maintain air pressure, and the character must make a successful Saving Roll against LUC. If the roll is successful, the character takes an additional immediate 30 points "vacuum" damage; if unsuccessful, an additional 50 points damage. The character will take an immediate additional 20 points of damage per ten-second turn until returned to a pressurized atmosphere, and will need one week for every turn in the damaged suit. Also, for every turn in vacuum after the first, the character's END score is permanently and irreversibly reduced by 3.

The amount of bedrest time needed to recover from partial or total exposure to vacuum can be reduced, if the afflicted character spends the time in an "atmospheric compression" chamber. Three hours in the chamber equals one day of bedrest, with no limitation on how much time a character can save in this way. Unfortunately, there is only one chamber on board most starships (including the *Niwen*), so time spent in this chamber will have to be carefully rationed out to the more important characters, enabling them to return to duty sooner.

By using Tri-ox compound, some of the effects from suit damage can be lessened. If the character injured received a Tri-ox injection before suffering any suit damage, any "vacuum" wounds suffered will be reduced by half, rounding down. If the wounded character received a dose after being depressurized but before losing consciousness, restore 20 points or the total amount of "vacuum" damage, whichever is less, to the character's MAX OP END and CURR OP END. If the wounded character received a dose after becoming unconscious, restore 10 points. A second injection will have an additional effect equal to half the first injection in characters injected after suffering suit damage, and no additional effect whatsoever on characters injected before undergoing depressurization.



ROMULAN SURRENDER?

As the marines watch suspiciously, every surviving Romulan will gradually appear from all over the complex and begin lining up in front of the Federation landing party. Speaking among themselves in Romulan, they will drop any weapons they carry and make universal gestures of surrender. If spoken to in Galacta, they will act as if they do not understand what is being said.

Unless stopped, S'laf will go around giving a smile and handshake to each Romulan present. It will be clear, even to the marines, that some of the Romulans are surrendering against their own better judgement, even daring to voice (in Romulan) some disparaging remarks concerning their commander's sanity. Despite the grumblings of some Romulans, Sub-Commander S'laf, speaking competent Galacta, will make the offer to surrender his entire command to the commanding officer of the Federation vessel. Lacking that, he will reluctantly surrender to the Senior Officer present.

(GAMEMASTER'S NOTE: At this point, with combat over, there will be 60 Romulans still alive. The base initially had 140 Romulans, and three died when the tovureen gas was released, leaving 137. The other 77 are considered to be casualties in combat, or Romulans who committed suicide. Either they will have committed suicide earlier, when they learned of S'laf's plan, or they will commit suicide as the combat is occurring, rather than coming out of the base and offering surrender with their Sub-Commander.)

Hopefully, the marines are merely watching (and not shooting) while the Romulans are assembling. The gestures of surrender are given for the purpose of deception; every Romulan at the installation speaks and understands Galacta with some degree of proficiency. If Romulan suit communications are being monitored, remarks in Romulan like "our worthy leader has finally cracked" and "treason in high places" can be heard.)

Explaining that the Romulans who opened fire disobeyed orders in doing so, S'laf sincerely apologizes to the crew from the *Niwen*, and if the gamemaster makes a successful Skill Roll for S'laf's rating in *Negotiation/Diplomacy*, the senior Federation officer present will have a tendency to believe his story.

(GAMEMASTER'S NOTE: Dramatic and deadly though it should have been, the now-completed exchange of combat should be the only act of aggression toward any member of the *Niwen's* crew by any Romulan. The idea is to keep this an adventure and not an extended firefight, or worse, a massacre. Also, the entire skirmish, including apologies and surrender should only take 15 minutes in game time.)



STRANGE BEHAVIOR

Having already astonished his Romulan subordinates, Sub-Commander S'laf's desire to cease hostilities will also be greatly surprising to the Federation crew, especially anyone familiar with Romulan personality traits and their sense of duty. It is uncharacteristic of any commanding officer to freely surrender (though the circumstances are admittedly unfair, with the *USS Niwen* very close by). This is especially true of Romulans, who have often enough elected to commit suicide, rather than permit themselves to be captured by an enemy. The Romulan sense of duty and honor should not have allowed even their base to be captured, and this only makes the behavior of S'laf seem all the stranger. In fact, many of the Romulans have already questioned the sanity of their Sub-Commander.

Once S'laf has surrendered his command, he will politely request an immediate series of formal hearings, called Rights of Statement, for himself and his most senior officers from the commanding officer and senior officers of the Federation ship. Due to his rank and position as Base Commander, he feels he is entitled to have the Federation officer with equivalent rank and position at his hearing. At this hearing, he will fully explain his role and criminal liabilities in establishing this "illegal" installation, as well as giving specific details regarding the installation's purpose as it affects the Federation. Again, a Skill Roll against the Romulan's rating in *Negotiation/Diplomacy* might be deemed appropriate to make his point.

If his request for the hearings is granted, he will quietly acknowledge the fact, and he and his senior officers will go peaceably to the *Niwen*. If denied this request, he will act in a pleading, almost begging, manner, and will appeal to the Federation Commander's sense of honor and duty. If asked about his odd behavior at any point, he will confess he is something of a coward by Romulan standards, and only through his efficiency as an administrator did he receive his position as Base Commander.

ABOARD THE NIWEN

Unless given other instructions by the Commodore or First Officer, Commandant Link will order the marines to collect the Romulan weapons and have the surviving Romulans transported to the ship, either by shuttle or transporter, whichever seems more appropriate. When informed of the combat, any Medical Officer present on the surface or aboard ship will insist the bodies of all killed, including the Romulans, be retrieved. The Federation casualties would be returned to the *Niwen* as part of normal procedures, but Dr. O'Grady will also want to perform autopsies on the Romulans for purposes of medical study.

The Romulans will remain under constant watch with an equal number of guards or marines present at all times, even in transport. Additional security guards will be waiting in the transporter rooms or hangar bay to escort their "prisoners" to their quarters. At the discretion of Chief Beaujolais, Sub-Commander S'laf and his senior officers should receive separate quarters, becoming available for immediate questioning by the Commodore.

Once the Romulans are aboard, they will have absolutely no opportunity to escape or take over the ship. Between the ship's complement of security guards and the marines aboard, there will be roughly one guard per Romulan available for round-the-clock duty. Also, because *Chandley* class frigates have accommodations for 250 marines and the *Niwen* is currently carrying only 147, there are ample facilities available for the 60 Romulans. Work by the engineering crew in preparing temporary force fields will have progressed quickly enough to allow the conversion of unoccupied marine quarters into brigs, and, with the marine staterooms located in the ship's "wings," bulkheads can be shut giving the Romulans no access to any other area of the ship.

The gamemaster should determine in a deliberately casual manner exactly how the Romulans are to be quartered. If each is to be kept in his own separate room, additional force fields will have to be erected, requiring an engineering crew currently working on stress repairs. If they are permitted to be together in adjoining rooms, sharing common areas in part of one wing, then there is no need to arrange for additional security facilities. The player character or NPC in charge of that particular work crew will need a Skill Rating of at least 10 in both *Mechanical Engineering* and *Astronautics*.

NO MORE SECRETS

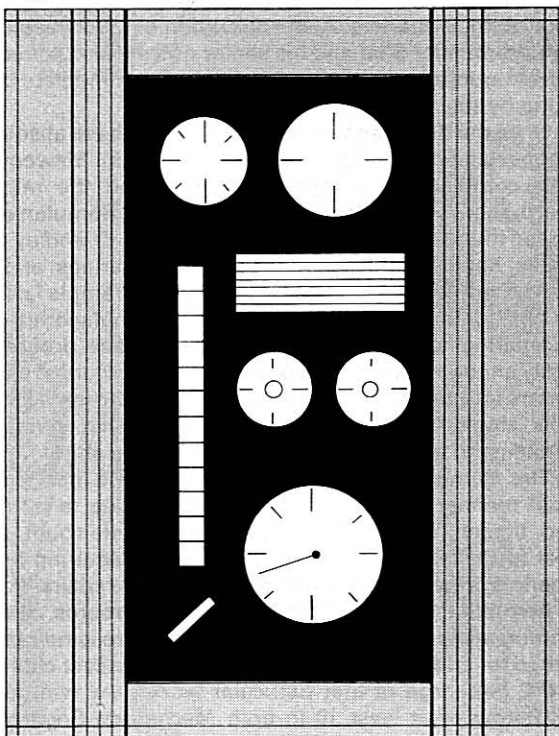
If the crew of the *Niwen* proceeds to investigate the installation, its purpose should be obvious. By quickly visiting the center hexagonal section, any Engineering Officer, Communications Officer, or Science Officer will learn that the purposes of the base were monitoring, recording, and decoding subspace communications from the Federation. This is a clear violation of the Romulan Treaty of Peace on how the Romulan Neutral Zone may be used (just as the presence of Federation bases, like the one the *Niwen* thought it was rescuing, are also violations.)

Depending upon whether the base was ransacked, that is, whether Sub-Commander S'laf knew the *Niwen* was coming and ordered the destruction, the Federation rescue party touring and inspecting the installation will pick up varying amounts of information on Romulans. Everything is of value, especially some of the personal effects. Even the layout of the installation itself provides insight into Romulan military architecture, for example.

BOOBY TRAP

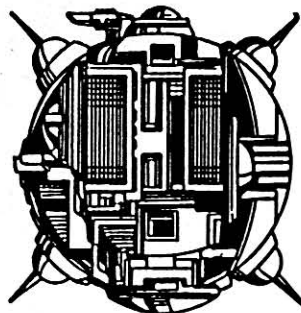
In a small, recessed area of the life-support room rests a black metal box about one meter square. This box, with several switches and dials on its front face, is mounted securely in place and cannot be removed without using cutting torches or phasers. The device is humming quietly, and a digital chronometer shows the time remaining before 0100 Hours, Day 2.

A sensor scan with a sciences tricorder or by ship's sensors will reveal the box contains numerous pressure, temperature, electromagnetic field, and tilt sensors to prevent it from being removed. It is also connected by circuitry extending from the center of the device through the floor of the complex to a large, anti-gravity unit implanted in the planetoid beneath the base. The anti-gravity unit contains a large quantity of anti-matter. The black box is a timing mechanism; by manually activating a switch on its side, the device is made operational. Eight hours after activating the timing mechanism, the anti-gravity unit will release the anti-matter, causing it to detonate.



The device is not an electronic circuit, and so the device could only be activated by physically throwing the switch. Therefore, any attempts to manually or electronically deactivate the time-delay circuit, or to remove it from its mountings, will result in the clock unit resetting itself to zero, prematurely detonating the anti-matter.

The effects of the anti-matter explosion will be severe enough to literally vaporize the entire planetoid and destroy any vessel "orbiting" at the time (i.e., within transporter range, or 26,000 km). The purpose of this device, present on all Romulan bases of this type near Federation or Klingon space, is for destruction of the base in the event its existence is discovered or the base becomes unusable. The eight-hour time delay would allow the device to be activated before the last crewmen were evacuated to Romulan rescue vessels, with the base's destruction assured.



DEACTIVATING THE DEVICE

Any Engineering Officer with a Skill Rating of 20 or more in *Electronics Technology* can try to disarm the device, without concern for accidental detonation. If an Engineering Officer makes the attempt with a rating of less than 20, a successful Saving Roll against the average of the character's INT, DEX, and LUC scores must also be made before each attempt.

After two unsuccessful attempts, or a successful Saving Roll against the character's INT score, any character (other than Ensign Storik) will express doubts as to whether he can successfully disarm the device, and would suggest Ensign Storik should have a very good chance to do so. Also, the area where the timing mechanism is located is so confined, only one character can be working on deactivation at a time.

The mechanism can be disarmed, but the attempt would require the character to make three separate, successful Skill Rolls against the character's Skill Ratings in *Electronics Technology*, *Life Support Systems Technology*, and *Personal Weapons Technology*, all in the same attempt. The first time all three rolls are successful, the intricate function of the mechanism has been figured out, *but not deactivated*. The second time all three rolls are successful, the mechanism and anti-matter bomb are considered to be disarmed and rendered totally harmless. Each three-roll attempt is considered to take 30 minutes.

(GAMEMASTER'S NOTE: The idea behind the attempts is to get the crew to waste time in trying to figure out the device. With the gamemaster by dropping hints such as "Your rolls were close. You almost had it that time...", the Engineering Officer should have enough hope to continue until the last minute and still be ultimately unsuccessful in the attempt. Even with Storik working on it, there is less than a 15% chance per 30-minute attempt for success, and two successes within the remaining time are necessary for deactivation. Of course, even if the device is deactivated by some miracle, the installation will still be destroyed later by the Romulan Task Force. It is important to get Storik involved on the disarming attempts, if possible.)

RIGHTS OF STATEMENT

S'LAF'S TESTIMONY

Sub-Commander S'laf, if not yet granted his request for Rights of Statement for himself and his senior officers, will plead for it again upon arriving aboard ship. If granted, he will first ask the rank and position of his listener. Neither he nor any other Romulan officer will knowingly make a Statement to any Federation officer of rank below that of Lieutenant Commander, but will instead ask for a higher-ranking officer. Once presented with an officer of appropriate rank, preferably the ship's commanding officer, S'laf will begin.

"The purpose of a Right of Statement, as you may or may not realize, is to permit a Romulan citizen the right to make a personal defense for his actions, motivations, or behavior. I come to you at this point to tell you of my culpability in this situation, as the senior and commanding officer of this installation, whose purpose was to serve as a communications beacon for Romulan vessels on routine patrol within the Romulan Neutral Zone.

"Let me explain that I was, am, and always will be, a loyal citizen of the Romulan Star Empire. I do not consider myself to be a particularly brave officer, for all my loyalty. I do feel I excel at serving as an example of a competent administrator and am efficient at what I do, namely, in the role of a scientist. When given the opportunity to command this installation, I knew that my chance to make a significant contribution had come, despite the inherent dangers from the proximity of the United Federation of Planets. Let me also add that I am not afraid of your techniques in interrogation, despite all that I have heard about them from certain, ahem, other parties.

"As I was saying, I had the opportunity to make a significant contribution by serving to coordinate the efforts of a navigational station, here, deep within the Neutral Zone. By providing time-space coordinates to all Romulan vessels requesting such information, and thus, protecting Romulan vessels from inadvertently entering Federation space, perhaps causing an interstellar incident, even war, I believed I could best serve the Empire and remain peaceable as well.

"Of course, now that your vessel is here, it does seem to change things somewhat. It is hardly my position to evaluate the long-term ramifications, but it might prove interesting to do so. I want peace because it is a more logical state of affairs, less wasteful of valued resources. I am not afraid of war, though, for that too has its periods of usefulness. I ordered my men to cease their attack on the surface because it was obvious they had no chance, and suicide too, is wasteful. As I am a popular commander, the men naturally followed my orders.

"Now, to begin my Statement. As a proper child raised and taught in the Romulan Star Empire, I always had respect for authority..."

From that point, he will continue to elaborate virtually his entire life story, given enough time. If given the chance, he will talk about unimportant, irrelevant, and probably false facts until the self-destruct device goes off or he is interrupted. The officer listening to S'laf's statement should be given an opportunity to put an end to the discussion, as S'laf is willing to talk for hours.

(GAMEMASTER'S NOTE: If the Federation officer is a player character, the gamemaster should probably ask the Federation officer, before beginning the Statement, how long the officer is willing to listen to the Statement, in multiples of 15 minutes (15 minutes, 30 minutes, 45 minutes, 60 minutes,

or more), before interrupting. After a short while, 30 minutes or so, it should become obvious, by the lack of specifics in the details of his Statement that S'laf is stalling. More importantly, some of his remarks are obviously false; whether he is deliberately lying or is just mistaken is not known.

If the Federation officer is an NPC, the NPC should listen for 30 minutes and then make a 'boredom roll' every 15 minutes after that. The gamemaster should make a Skill Roll against S'laf's Skill Rating in *Negotiation/Diplomacy*; if the roll is unsuccessful, the Federation officer has heard enough and will send the Romulan Sub-Commander to his quarters.

If at any point S'laf is interrupted while giving his statement, he will say, "Perhaps you are not familiar enough with Romulan custom to know that it is extremely irregular for a citizen making a Statement to be subjected to any form of interrogation. I'm just now getting to the most significant point. Now, will you let me go on, or shall I cease my Statement and go to my quarters? I have a need for another half-hour's time."

If S'laf is allowed to continue, he will begin again. "The installation I commanded suffered a failure in its life-support system, producing a toxic gas that killed three of my staff, though their bodies were never located. It also apparently affected an additional 80. I do not know the cause of the system failure, though the effect was to produce tovureen gas. The base had been resupplied only a few weeks ago, as part of a regular supply mission in this part of the Neutral Zone. I currently know of only one Romulan Task Force within a parsec of the base, consisting of one cruiser you call *Winged Defender*, and two scouts you call *Graceful Flyer*. As far as I know, they are heading away from this base and are not expected to return for another several weeks.

"My command now numbers around 60. The installation, when fully-staffed, had a crew of 140. Apparently, the 80 who received slight poisoning from the tovureen gas killed themselves. I am not sure exactly what happened. We were getting ready to evacuate the base in the slim hope that a Romulan Task Force might possibly be in the area and could engage in a rescue. Instead, you either heard the distress call yourselves and came to capture us, or you were in the process of making a sneak-attack on the base, and found us in dire straits. I have no idea which. And it does not matter now. I would like to go to my quarters. I do not wish to answer any questions." With that, S'laf will sit, acting exhausted, until escorted to his quarters.

Before beginning his Statement, S'laf will explain he is one of only a few Romulans who speaks fluent Galacta, and almost all of the other officers will need someone to interpret for them. Fortunately, there is another Romulan, Triavar, skilled enough in Galacta to serve as a competent interpreter, should the *Niwen* not have anyone fluent in Romulan.

(GAMEMASTER'S NOTE: Up to this point, no Romulan has given any indication of being able to speak or understand Galacta. For this reason, no one among the *Niwen*'s crew realizes that this is a deliberate lie on S'laf's part. As mentioned in *Salvation?*, All Romulans from this military intelligence-gathering base speak and understand Galacta with some proficiency because it is their job to listen to and interpret Federation transmissions. Just as all Romulans listening in on the Klingons will understand Klingonaase. If S'laf is challenged on this point, he will simply say all transmissions from the Federation were recorded for an intelligence team at Fleet Headquarters to interpret. Shrugging, he will say few Romulans wish to learn the "barbarically primitive" language of Galacta.)

OTHER ROMULAN STATEMENTS

If permitted, the other senior Romulan officers will then proceed to give their Statements in turn. Once their Statements have been made, the Romulans will refuse to say anymore about anything. Most of the remarks are similar to those made by S'laf, and the Sub-Commander's confession is actually the most interesting from the standpoint of intelligence-gathering. Several of the statements, however, will be contradictory to those made by the Sub-Commander, with the most interesting remarks given below.

Administration Centurion S'mar is very nervous and is unable to give a very coherent Statement. She paces in the room and constantly interrupts her own uninteresting Statement, asking the time. If asked about her nervousness, she will smile and say she has always been nervous, and that she is anxiously waiting to return to her quarters.

Engineering Centurion Gafon states that S'laf has been a joy to work under because he is such a brave and imaginative commanding officer. Willing to "think beyond the phalanx," so to speak, S'laf will generally come up with an innovative and novel solution to any problem he faces. The fact that Gafon and S'laf have been good friends does not prejudice his high opinion of his commander.

Communications Centurion Triavar states that working at the installation has become very tedious, and she hopes that her death will occur under more interesting circumstances than has her life thus far. She feels that S'laf threw away his command, but it is not her place to question his personal way.

Security Officer Trinam Mathlan refuses to actually make a Statement, but instead spends his time condemning the crew of the *Niwen* for permitting the Romulans to be taken alive, berates himself for also being in this situation without having been permitted to fight back, and makes unkind remarks about Sub-Commander S'laf. According to Mathlan, S'laf should have figured out some way to destroy the base, instead of surrendering. At least the three in the brig would not have had to go through this indignity. If asked about the three, he will say S'laf had placed three of his crew in the brig for discipline and, when the crisis came, apparently forgot they could not get to their suits. And so they died there.



A RACE WITH TIME

At this point, many of the player characters and important NPCs should be occupied with a variety of tasks. Some of the crew would probably still be working on repairing the stress damage to the engines and superstructure. The senior officers may be listening to lengthy statements by the senior Romulan officers. Doctors Young and O'Grady may be treating the wounds and vacuum exposure of marine casualties. The marines and guards should be ensuring the safety and security of the *USS Niwen* by posting guards over the other Romulans aboard. Science and Engineering officers may still be on the surface of the planetoid, inspecting the installation.

Depending upon the way these events have transpired, the rescue party of the *Niwen* may or may not even know of the existence of the anti-matter device in the life-support chamber. Though the existence of some device was detected in the initial sensor scan, if that section of the base had not been investigated in detail, the bomb could go unnoticed.

Whereas the callously deliberate destruction of the Federation vessel is not the purpose of this adventure, the gamemaster should provide the following information, if the bomb's existence has not yet been discovered. At 0045 Hours, Day 2, the Science Officer should report the timing mechanism earlier observed has undergone some kind of alteration in its operation, changing its pattern of impulses and now operating erratically. At this point, the nature of the device is revealed. This warning would come with 15 minutes remaining before the self-destruct device detonates, giving the crew just enough time to recall any landing parties and recover any shuttlecraft on the surface before departure.

The other possibility is that the *Niwen* will arrive too quickly, the rescue parties will initiate rescue too soon, or the player characters will act too conservatively and desire to depart before the anti-matter bomb has any chance to affect the ship. If that happens, when the Navigator receives instructions to leave the area, some damage incurred when the electromagnetic pulse purged the installation's computer banks will be discovered. The ship's navigation/engine-interface computer has suffered some damage to its memory banks, and until reprogrammed, it will not be possible to use impulse or warp engines. It will take until almost 0100 Hours, Day 2, to reprogram the computers.

(GAMEMASTER'S NOTE: Characters may attempt Skill Rolls against *Computer Operation* to hasten the reprogramming process, but they should be (secretly) unsuccessful. The objective is to have the *USS Niwen* in the process of departing from the planetoid with its full complement of marines, crew, shuttlecraft, and Romulans when the anti-matter device goes off. This objective should be met, even if it requires circumstances to be altered to some degree by the gamemaster. This is known as "forcing a climax," and was an often-used technique in the *STAR TREK* television series.)



DAY ONE

At 0100 Hours, Day 2, the anti-matter self-destruct device buried beneath the Romulan installation on the planetoid detonates. The *Niwen* is unable to leave the area of effect before detonation, and is just caught on the edge of the blast. The asteroid itself was virtually vaporized, and the effect of the explosion inflicts 5 points of damage against each shield of the *Niwen* with any additional superstructure or engine effects that may result from that attack. This damage can be repaired by using the guidelines in **Repairing The Damage**.

More significantly, however, is the other damage suffered. Due to the curious nature of uncontrolled anti-matter explosions, and the *Niwen* being just within the Roykirk/Abramson Perimeter Effect, every transtator relay aboard the *USS Niwen* was instantaneously fused. All systems, including gravity and life-support, will be operating on battery until the relays are systematically replaced throughout the *entire* ship. Weapons, shields, and engines will be out of service for several days, until the thousands of non-functional relays are substituted with functional ones. In effect, until the circuitry is replaced, a process that will take more than seven days, the *Niwen* is dead in space, deep within the Romulan Neutral Zone.

The Roykirk/Abramson Perimeter Effect was first observed in a Stellar Series probe about 200 years ago. The probe violently encountered several particles of anti-matter in deep space and suffered a fusing of all silicon integrated circuits less than a second later. The effect was later observed in the more modern transtator circuitry as well. The distance from the anti-matter explosion where circuitry is so affected is now known by the names of two scientists Jackson Roykirk, whose probe discovered anti-matter, and Willem Abramson, the physicist-inventor of the transtator component.

DAY TWO

At this point, 0130, Day 2, the *Niwen* should send another message to Star Fleet Command, informing them of the ship's current status, including its findings on the planetoid, the cargo of Romulans, and extent of damage.

Chief Engineer Ky will know the complete extent of damage to ship's circuitry by 0200 Hours, Day 2, and the engineering crew will have begun the long and tedious process of replacing all hull and life-support transtator circuits. All non-Engineering officers previously involved in repairing stress damage can now resume work, if they are not otherwise occupied, this time to repair the superstructure and engine damage received from the anti-matter blast.

The Medical Staff should be continuing their efforts with the treatment and "re-compression" of the characters injured in the combat on the surface. The Sciences staff, aside from bridge duty, will be spending the rest of the cruise categorizing and analyzing the data gathered from the Romulan installation.

The Security staff will proceed to finish the Statements of the other Romulans aboard ship, but nothing of importance will be learned in the process. Though it would not be necessary to have a Navigator or Helmsman on duty, at least two officers should remain on bridge duty to maintain surveillance on subspace frequencies and starship sensors.

Finally, any player characters who announce they will be on bridge duty during that day should make a Saving Roll against their character's LUC score. The first character to make a successful roll will hear the remarks of Lt. Margupta who is working on replacing some helm circuits. Margupta will be heard muttering to himself as he works, "Maybe my buddy

over here can explain why this all had to happen," and he makes a private gesture toward the unoccupied Navigator's station. If asked to explain his remark, he will nervously clear his throat and say that he was just talking to himself about some very odd kind of logic riddle that Lt. Silon told him off-duty, and perhaps Lcdr Sarpek can explain it. Then he will apologize, saying he must get back to his work, and suddenly he becomes very busy.

If Lt. Silon is later asked about it, he will state he does not recall ever telling Lt. Margupta a riddle of any kind, and honestly does not seem to know what Margupta or the inquiring officer are referring to.

As the next several days pass, the senior members of the crew should have at least one opportunity per day to meet as a group and discuss their opinions of the developing situation.

DAY THREE

The Engineering Crew are continuing their work on the transtator circuits in the hull. The Helm and Navigation sections will continue to have little to do at this time. Lt. Punti and Lt. Thalen will now ask the Commodore's permission to observe some of the Romulans during their off-duty hours, either in person or via closed-circuit video, to better learn about them. The Security officers will also have little to do except to escort Romulans from their quarters to sickbay and back. The Security Chief may wish to be involved in observing the Romulans, either in their quarters or during the medical examination.

The Medical staff should be spending the day divided between performing autopsies on the Romulans and marines who did not survive the skirmish, and performing complete medical examinations on each of the Romulans aboard. The purpose of the examination is to assure the good health of the Romulans, to make sure no communicable diseases are present, and to pick up more knowledge about Romulan physiology in the process.

With some luck and skill, the Medical officer may make an unexpected discovery about the Romulans aboard. As members of a special military intelligence unit, each Romulan has undergone oral surgery. One of the molars has been removed, hollowed out, and filled with a very small, rigid plastic acrylic sac containing a liquid. The liquid, neoxylanomine C, is a powerful nerve poison that specifically affects the brain tissue of Romulans (and Vulcans). The molar is then returned to its owner, and can be repositioned in the mouth by its wearer at any time. By biting down very hard in a certain spot, the poison can be released, causing a totally painless death within five seconds.

If the Security Chief is present or the security guards are allowed to stay in the room while the examination is taking place (at the discretion of the Medical Officer), then make a secret Skill Roll against the Security Officer's rating in *Security Procedures*. If the roll is successful, and a second Skill Roll against the attending Medical Officer's rating in *General Medicine, Romulan* is also successful, then the Romulan's hollow tooth is discovered. Both Skill Rolls should have a -20 penalty modifier of each Target, to reflect the difficulty in making the discovery.

(GAMEMASTER'S NOTE: Instead of checking each of the 60 Romulans for a "hollow tooth," make eleven sets of rolls for the 55 members of the Romulan staff. For every set of successful rolls, the hollow teeth are discovered in five Romulans and confiscated. For every set of unsuccessful rolls, the hollow teeth were not in their wearers' mouths at the time of the examination (or otherwise remain undiscovered), and so those Romulans still maintain their ability to commit suicide. Separate rolls should be made for each of the five senior Romulan officers.

If some, but not all, hollow teeth are discovered, it should make at least the Security Chief suspicious. Though the attempt should be permitted, any effort to search the Romulans' quarters for the suspected, but undiscovered, hollow teeth will be unsuccessful. The Romulans who still have their hollow tooth will emphatically swear they never had the suicide device "issued" to them, or they forgot to put it in and left it on the base.

Because of the great similarity between Romulans and Vulcans, any Medical Officer with skill in *General Medicine, Vulcan* can apply three-fourths of the character's Skill Rating, rounded up, to *General Medicine, Romulan*. Regarding the hollow teeth themselves, the gamemaster may use discretion to explain how each Romulan was able to keep the device despite security checks, depending upon circumstances. One possibility is that the teeth were concealed within a compartment of each Romulan's environmental suit, and as Sub-Commander S'laf shook hands with each of his staff before surrendering his command, he quietly told them of its presence.)

As each Romulan is brought into sickbay, two guards or marines are also there as escort. While Dr. O'Grady was in a connecting room in the middle of an autopsy, he happened to overhear one of the guards saying, "The autopsy table is where all you Romulans will be found before the *Niwen* gets back to Federation space." O'Grady will inform Dr. Young that he did not know who the guard was, and could not leave his work to find out; that would be something for Security Chief Beaujolais to worry about.

Unless the Security Chief was there, it would be very difficult to find out who made the inappropriate remark. Numerous guards are involved in ferrying the Romulans to sickbay, and neither the guard who made the remark nor the guard's partner will identify themselves. If the Chief was there, he will easily recognize the speaker as Lt. von ter Horst.

Later that day, the Science Officer operating ship's sensors should report picking up something non-metallic and not far away, apparently motionless. Nothing will be detected on any subspace frequency. After a few minutes, and once every hour, a Skill Roll against the character's rating in *Starship Sensors* should be permitted. If the roll is successful, the phenomenon should be revealed for what it is, namely, a sensor ghost. If the roll is not successful, then it remains an unknown, motionless reading.

Finally, very late that evening, Lt. Mohammed will report the hull has had all transtator circuits replaced, and all ship-board systems should now be operating properly, except for engines, shields, and weapons. If the earlier sensor reading is still an unknown, it is now correctly identified as a sensor ghost.

DAY FOUR

At 0430 Hours, Day 4, Lcdr Ky will report all transtator circuitry has been replaced in the phaser banks, photon torpedo tubes, and impulse engines. Repairs are now beginning on the warp engines, though work will still take another five days to complete. At least the *Niwen* now has impulse power, with limited capability for combat and movement. It is for Commodore Pollard and the other player characters to decide whether the *Niwen* should begin its journey back to Federation space at sublight speed and risk being detected or stay in place, probably hidden from any patrolling Romulan Task Force.

Later that morning, a yeoman informs Commodore Pollard or Commander Rodriguez that Sub-Commander S'laf needs to speak with either of them on a matter of the utmost urgency. S'laf will only tell his story to one of them.

If either officer will meet with him, the first thing noticed will be S'laf's anxiety and depressed attitude. If all Romulans are in separate quarters, then S'laf will explain he received a death-threat from one of the *Niwen*'s guards yesterday and has finally decided to tell someone. He does not know the name of the guard who threatened him, and is not able to describe him in sufficient detail (all Humans look alike). If the Romulans are sharing common quarters, then S'laf will explain that several of his own officers have so vocally expressed their dissatisfaction with his decisions as commander that he fears for his life.

There are no additional quarters available for Sub-Commander S'laf, unless the Commodore is willing to have S'laf in some other quarters without proper security facilities, and with unrestricted access to the ship. The engineering crew cannot be taken off their project of repairing the warp engines to install additional force fields, so few possibilities remain. If the death-threat came from a security guard and any effort is made to find out who made it, no one will admit it, but several guards, including von ter Horst, will be seen exchanging grins at the thought.

(GAMEMASTER'S NOTE: Depending on the way the situation develops, both sources of danger may be needed to keep the Romulan Sub-Commander's life in jeopardy. If the threat initially comes from the other Romulans and S'laf *does* get private quarters, then the threatening Federation crewmember will actually perform the attack. Unless von ter Horst's identity was discovered earlier and he is now spending time in the brig, he should be the guard who makes the attack on S'laf on Day 7. If von ter Horst is unavailable, then Lt. Margupta should be the character who sneaks into S'laf's quarters to carry out von ter Horst's death threat.)

Early that afternoon, funeral services for the marines and others killed in the skirmish are to be held. Most of the player characters and important non-player characters actually able to attend should do so. Commodore Pollard, Chief Beaujolais, and Commandant Link should provide the service. Whether or not the Commodore sees fit to hold some kind of rite for the Romulans also killed, there will be strong feelings for both viewpoints. Tension among the junior ship's officers is high, and especially so if Pollard decides to have any kind of ceremony for the slain Romulans. Though it is not possible to identify all of the speakers, numerous whispered remarks can be overheard at the funeral as members of the ship's crew discuss the events. The feelings of the speakers who are identified serve as a good cross-section of public opinion.

Ensign Bacek, Security: "Too many dead...and not enough of them Romulans..."

Lt. Kurgotzuv, Communications: "We answered a bona fide distress call. As a Federation starship, that's what we're supposed to do. After all, we aren't at war with them."

Lt. Thalen, Science: "I understand their casualties exceed 80. In comparison, our casualties, though unfortunate, were considerably fewer. We will learn so much for those few deaths, and death will come anyway; we should accept that."

Lt. Frazier, Security: "If we hadn't come in the Neutral Zone, they would have all died. Now some of them are alive, and we have the deaths..."

Lt. Margupta, Helm: "We could have captured the entire Romulan base and learned all about them, if Storik hadn't fouled up on the disarming of the bomb. Maybe it was deliberate. Considering our Navigator and Assistant Navigator are both Vulcans, we may never get back."

Lt. Thompkins, Security: "We did the right thing. Besides, we didn't know they were Romulans until too late."

Commandant Link: "Besides, think about it from Pollard's point of view. Normally, when a ship goes in to make a big rescue, there's a lot of glory. Medals, a pat on the back, the works. Besides, we're supposed to make the rescues; aren't we the 'good guys'? Now, here the Commodore is with a load of Romulans and a messed-up ship. We're still in the Neutral Zone, having to hold memorial services, and who knows if there are any Romulan warships prowling around. You go ask the Commodore...Where has all the glory gone?"

That evening, the Communications Officer should report receiving a transmission, with a Skill Roll against the character's rating in *Communication Systems Operation*. If the roll is unsuccessful, all that can be determined is that the transmission came from a Romulan vessel about 1.5 light years away. If the roll is successful, the message itself can also be received, reading as follows:

This is Commander Vamin. I am continuing to respond to Intrusion Detection Installation B to visually verify the destruction of that base. All sensors report no other vessel in the area. No apparent incursions by Federation or Klingon vessels. Everything else normal. End.

(GAMEMASTER'S NOTE: At 1615 Hours, Day 4, Star Base 20 receives the message *USS Niwen* sent at 0330 Hours, Day 1, explaining the *Niwen*'s diversion from routine patrol to enter the Romulan Neutral Zone and respond to the distress call. By 2300 Hours, Day 4, Star Base 20 will respond to the message, and the *Niwen* will receive their response at 1500 Hours, Day 8.)

DAY FIVE

Engineering Section reports repairs are continuing today on the warp engines. Security and Navigation sections will have another quiet day.

Very early that morning, the Communications Officer should report receiving another transmission. It is coming from a Romulan vessel about 1.1 light years away, and it is not the same ship that sent the message yesterday. This message reads as follows:

This is Sub-Commander S'taram. I have begun a search pattern for the Federation vessel detected near the Rom'Inz Neutral Zone three days ago by the Orion vessel *Tantrak Nightwalker*. The Federation vessel's course at time of detection indicated likelihood of Zone intrusion. Additional reports will follow as necessary. End.

The Medical Section will have a quiet day, except for a young Helm technician who runs up to the bridge in the morning, complaining of severe anxiety, headaches, and an inability to concentrate on her duties any longer. She will be irritable and slightly paranoid. If asked, she attributes her condition to a feeling of helplessness, being aboard a ship in the Neutral Zone unable to make warp speed, and surrounded by enemies. Laughing, she says she would not be surprised if she were being *made* to feel this way by some kind of Romulan secret weapon.

She is a cadet on her first cruise, and obviously disturbed at finding herself in such exciting surroundings. A Medical Officer should give her some kind of sedative and have her taken off duty for awhile, either confining her to quarters or sickbay. If she is not given treatment or is allowed to return to duty, the condition will continue to worsen until she finally attacks a fellow crewman in her hysteria.

Just after the cadet is removed from the bridge, the following dialogue can be overheard between Lt. Margupta and Lt. Silon:

Margupta (whispering loudly): "Why don't you explain about your secret weapon, huh? (Silon ignores him.) "After all, you're one of *their* kind of people, aren't you?"

Silon: "Please explain your remark."

Margupta: "Vulcans, Romulans, what's the difference?"

Silon: "I am a Vulcan. While it is true Vulcans and Romulans share a common genetic ancestry, it is also true Humans share a common ancestry with certain species of anthropoid. Even so, I would *not* refer to you as an ape, despite any superficial similarities."

Margupta (almost shouting): "You insult me!"

Silon: "I do not insult. I merely make observations."

(GAMEMASTER'S NOTE: Before the dialogue between Margupta and Silon is presented, the gamemaster should determine which player characters are on the bridge that morning. If no player characters are on the bridge, then the dialogue should not be revealed, and Margupta will come to the Commodore or First Officer that afternoon, saying Silon called him "an ape" while on duty. Any NPC on bridge duty that morning, Silon, or the bridge flight-recorder/log will reveal how Margupta provoked the incident.)

Assistant Security Chief N'Gomo, on the bridge that morning, hears the hysterical cadet's 'theory' of a Romulan secret weapon, and he will quietly drive everybody crazy, pestering them about the feasibility of a weapon to induce paranoia in a ship's crew. He is an otherwise competent officer, but somewhat obsessed with the idea of retaliating against the Romulans for the *Niwen*'s casualties, and so he will envision the design, development, and construction of such a weapon. Though he does not possess any of the necessary technical expertise, he feels the weapon could and *must* be installed aboard the *Niwen*, even before the ship returns to Federation space.

He will check with Dr. Young and Lt. Shranim for possible physiological effects, Lcdr Ky for necessary materials to construct such a weapon, Lcdr Sarpek for possible applications with deflector shields, Lt. Kingman for wiring up the weapon through the bridge weaponry controls, and Lcdr Hodgkins for the possibility of transmitting the effect of the weapon over subspace communication to attack other ships by radio.

Everyone questioned about the idea will say it is interesting, though fanciful, but certainly nothing can be done at this time to actually create an entirely new weapon system aboard the ship. Sciences will say it is not even known if such a weapon does or can exist. Medical will say that if it can exist, the effects would be unpredictable and probably insufficient to have an effect as a weapon. More importantly, the young Helsman with the idea was hysterical, slightly incoherent, paranoid, and not thinking rationally. In all probability, there *is* no Romulan secret weapon. Engineering will say the metallic fabricators are not set up for extensive research and development, aside from the section's crew busy still replacing transtators. N'Gomo will feel anyone who does not assist him is being uncooperative, and he will report them to Chief Beaujolais.

(GAMEMASTER'S NOTE: At 1730 Hours, Day 5, Star Base 20 will receive the message the *Niwen* sent at 0130 Hours, Day 2, describing the ship's findings at the Romulan base, the retrieval of the Romulans, and the damage to the ship. At 0000 Hours and 0600 Hours, Day 6, Star Fleet Command will respond with two separate messages, and the *Niwen* will receive them at 1600 Hours and 2100 Hours, Day 9, respectively.)

DAY SIX

Though the tension on the crew is mounting daily, duties aboard the *Niwen* are settling into as much of a routine as is possible, while still deep within the Romulan Neutral Zone. Lt. Mohammed reports repairs are continuing today on the warp engines. Security, Navigation, Helm, and Communications sections will continue with routine operations. Doctor Young reports several members of the crew have been prescribed small amounts of sedatives because of the stress, but things seem still to be under control. No messages are received today and no ships are detected.

At 2330 Hours, the Chief Engineer will report one warp engine nacelle has had all transtator circuits replaced. Unfortunately, it is still not possible to engage warp drive. Due to the delicate nature of the matter/anti-matter warp nacelles, the control circuitry, and in balancing the warp effect, vessels constructed with two warp nacelles must have both nacelles functioning to some degree to achieve warp speed. It will still be Day 9 before warp drive can be engaged.

DAY SEVEN

Engineering section reports repairs are continuing on the second warp engine. Navigation and Helm sections will continue with routine operations.

The Communications Officer will report receiving another signal from a Romulan vessel this morning. The message reads as follows:

This is Sub-Commander S'taram. I have had no success in locating the Federation vessel that the Orion tradeship *Tantrak Nightwalker* reported to be in this area. Suggest Orion message may have been deliberately false. Recommend that, in event *Tantrak Nightwalker* reenters Romulan space, it should not be allowed to leave again, to serve as warning to encourage all future Orion traders in filing accurate reports. Returning to routine patrol. End.

Early that afternoon, Lieutenant Thompkins will call Chief Beaujolais and Dr. Young to inform them Sub-Commander S'laf has been attacked in his quarters. Thompkins had been bringing S'laf his lunch; when she entered the Romulan's quarters, found a man holding a longsword still standing over S'laf, who now lay on the floor with two severe stab wounds. Dropping the tray, she pulled her phaser on the attacker, stunned him, and then called for help. Any Medical Officer can tell the Romulan's condition is very serious, and he will die unless he undergoes surgery. S'laf will not be able to make any kind of recovery until the operation takes place, and if surgery is not performed in the next three days, S'laf will die.

(GAMEMASTER'S NOTE: Consider S'laf to have suffered hits from two attacks with a sword, for a total of 8D10 points damage. If the damage taken is greater than S'laf's MAX OP END, then the damage, at the gamemaster's discretion, may be adjusted so that S'laf has a MAX OP END of 1.)

Depending on how the adventure has developed, as outlined in **In The RNZ, Day Four**, S'laf's attacker would be a Romulan, Trinam V'laram, or a member of the *Niwen's* crew, either Lt. von ter Horst or Lt. Margupta. Detailed motives for the three potential assailants are given in **The Purging**.

Surgery and Post-Op

Surgery can begin once S'laf's condition is stabilized (administer emergency first aid if necessary). Successful surgery on the Sub-Commander will require Doctors Young and O'Grady. Any necessary Skill or Saving Roll may be made by whichever Medical Officer possesses the greatest chance of success. At the gamemaster's discretion, any Skill Roll may be modified by averaging the appropriate Skill Rating with that character's INT score. Likewise, any Saving Roll may be modified by averaging the appropriate character score with that character's LUC score.

The surgical procedure would begin with a roll against the average of S'laf's END score and a Skill Rating in *General Medicine, Romulan*. Refer to **In The RNZ, Day Three** to determine any Medical Officer's proficiency in that skill. If the roll is successful, the operation may begin. If the roll is unsuccessful, S'laf's condition is considered to be too unstable for surgery, and another attempt to operate must be made the next day.

The second roll is against the average of a Saving Roll against the character's DEX score and a Skill Rating in *Surgery*. If the roll is successful, the internal damage to S'laf's vital organs has been determined and the operation may continue. If the roll is unsuccessful, the operation goes badly, and another attempt to operate must be made the next day.

The third roll is also against the average of a Saving Roll against a DEX score and a Skill Rating in *Surgery*. If this roll is successful, the surgical procedures have been successful. If the roll is unsuccessful, something drastically wrong happens, and S'laf dies *without any possibility of revival*.

The fourth and final roll is against the average of a Saving Roll against a DEX score and a Skill Rating in *General Medicine, Romulan*. If this roll is successful, the procedure is complete, and normal rest and recuperation are now possible. If the roll is unsuccessful, something drastically wrong happens, and S'laf dies, but *with a chance for revival*. Revival will require a successful roll against the average of INT and LUC scores, and a Skill Rating in *General Medicine, Romulan*. If this roll is successful, then S'laf is revived and the operation is complete. If this roll is unsuccessful, then S'laf is now dead.

(GAMEMASTER'S NOTE: Having the gamemaster add dramatic pauses between "surgery rolls," especially if they are made secretly, as well as requiring the use of medical equipment and/or drugs at appropriate points during the procedure, can be an effective way to keep things interesting and give the situation "flavor".)

Should the Sub-Commander die, especially if during surgery, suspicion will be cast on the Medical Officers by some of the members of the crew who are sympathetic toward the Romulans. Also, if the other Romulans find out S'laf is dead, they will remember von ter Horst's words about "every Romulan winding up on the autopsy table," and will be appropriately upset.

Should the Sub-Commander recover, some of the members of the crew who are hostile to the Romulans will ask "why didn't he just die accidentally in surgery, while Doc Young had the chance?" S'laf himself will again request protective custody, "since no one would heed his earlier request."

As soon as Centurion Gafon learns S'laf was attacked and is in the sickbay, he will assume command of the Romulans aboard, quietly passing the word that all Romulans who still have their hollow teeth should now use them. Unless all Romulans are in isolated, individual quarters, it will be impossible for them not to hear about the attack. After all, even Federation crew members talk among themselves, and all of the Romulans aboard do understand Galacta.

The Purging

This section contains the motives of the three potential assailants. Of course, only the section that applies should be revealed.

After interrogation, this will be Trinam V'laram's story: A Romulan Security Officer, he had a vision with obscure religious implications concerning the ultimate destiny of those captured from the base. He dreamed that everyone who had escaped death became *k'mantri*, or outcasts from Romulan society, including even the Federation crew. Shortly after that, flashes of light would come from all directions, and they would all cease to exist. Only by killing the Sub-Commander would they all be saved from oblivion.

He states that he was always loyal to S'laf, even after his very unpopular decision to surrender to the crew of the *Niwen*. It was only after he began having dreams aboard the ship that he changed his mind and began planning the death of his commanding officer. He found the longsword hidden in the marine's quarters he was occupying; apparently, in the haste to convert the stateroom to a temporary brig, the sword apparently was not removed. During S'laf's personal period for daily meditation, V'laram sneaked into the room and killed S'laf while he was still in a state of trance.

(GAMEMASTER'S NOTE: As far as V'laram knows, S'laf was killed by his attack.)

After questioning, this is Lt. von ter Horst's story:

A marginally-successful Security guard, Konrad von ter Horst is still a junior-grade Lieutenant at the age of 36. Though not an incompetent officer, he just has not "gotten the breaks," as he bitterly puts it. Others in his Academy graduating class are Lieutenant Commanders, while he is "just another shuttle pilot." Aggressive and bigoted, he is especially resentful of the Federation's preferred policy of peaceful co-existence with the Klingons and Romulans. He would personally like to see war declared between the Federation and all non-Federation empires, especially after the deaths of several of his friends on the planetoid. Now with several dozen Romulans actually aboard his ship, he saw the opportunity to personally "get even" with a few of the Federation's enemies.

Just after getting off duty toward lunchtime, he sneaked up on S'laf, who was in some kind of trance, unaware of his surroundings. Because he wanted the pleasure of killing S'laf with an antique weapon, he took a longsword normally used for training from the ship's armory. von ter Horst does not understand why he is being questioned. He asks, in fact, if it might be in connection with receiving a commendation for his actions; after all, he's a Security Officer and his job is to assure the protection of the ship and its crew.

After questioning, this is Lt. Margupta's story:

He and von ter Horst are good friends who are angry about the loss of some of their comrades on the planetoid and the presence of Romulans aboard a Federation vessel. Not as narrow-minded as von ter Horst, Margupta was against any killing, and was shocked when his friend confided his plan to kill the Romulan Sub-Commander. Though somewhat sympathetic with von ter Horst's position, Margupta was unwilling to risk any kind of involvement until von ter Horst was confined after some of his bigoted remarks were overheard "by the wrong people". After realizing von ter Horst was getting the same treatment as the Romulans, namely confinement, he decided to act, carrying out with exact detail his friend's plan to kill S'laf.

Margupta admits it was wrong, but he feels it was also wrong to confine von ter Horst for expressing the opinion of Romulans shared by many other members of the crew. Furthermore, if S'laf had been killed by a marine on the surface of the planetoid, that marine wouldn't have been put through this kind of unfair inquiry.

DAY EIGHT

Engineering Section reports repairs are continuing on the second warp engine, and, hopefully, all repairs and system checks will be complete by tomorrow. Navigation and Helm sections will continue with routine operations. The Science Officer will report the observation of a rather large, but weak, ion storm forming about halfway between the *Niwen*'s current position and the edge of Federation space. If the *Niwen* was to enter it, it should not seriously affect any ship systems, but it might result in sensor ionization, rendering them inoperative for awhile.



Very early that morning, a Security Guard will discover the bodies of the Romulans who committed suicide. If Dr. Young or Dr. O'Grady is available, a successful Skill Roll against the character's rating in *Pathology* will show traces of neoxylanomine C in the bodies; an unsuccessful roll will show nothing. If surgery on S'laf was not performed yesterday and is being attempted today, then Doctors Young and O'Grady will be unavailable to examine the bodies. In that case, a Science Officer should be permitted a Skill Roll against the character's rating in *Chemistry* to show the poisoning.

That afternoon, the Communications Officer will report receiving two messages in quick succession. The first signal is from a Romulan vessel. This message reads as follows:

"This is Commander Vamin. I have reached the vicinity of Intrusion Detection Installation B's former location. The planetoid is, of course, no longer in existence, and sensors indicate that no evidence of the base's existence remains. It appears that Standard Intelligence Protection Procedure Four has been successfully implemented. No survivors were retrieved. My compliments to the widow of Sub-Commander S'laf for the exemplary service her husband had performed for the Empire. Everything else normal, returning to routine patrol. End."

The second message is from Star Fleet Command and is in response to *USS Niwen*'s message of 0330 Hours, Day 1, when Commodore Pollard announced he was diverting from the routine patrol to enter the Romulan Neutral Zone. This message reads as follows:

TO: Commodore Michael A. Pollard
Commanding Officer, *USS Niwen*
FROM: Jacob O. Brochway, Commodore
Star Base 20 Military Operations Command
Stardate 8347.7

Star Fleet Command concurs with your decision to enter the Romulan Neutral Zone to render assistance to the Federation outpost there. It is hoped the matter will not be serious enough to cause the installation to be shut down permanently.

Under no conditions, however, are you to allow the personnel or equipment of Operation "Farsight" to fall into Romulan control. To prevent this from happening, you are authorized to destroy the base, if necessary, using all resources at your disposal.

An additional personal message follows:

I'm sorry you may have to be the death dealer in this mess, Mike. I have a son serving on that base, and I'd hate to have been the one to order his death, but we must not lose the secrets in that base to the Romulans! Good luck and bring them home, if you can.

(Commodore Brochway has been a good friend of Commodore Pollard for many years. Pollard knows Brochway to be a competent administrator and a just man, preferring peaceful methods whenever possible.)

DAY NINE

Conflicting Instructions

The ninth day for the *Niwen* within the Neutral Zone starts out routinely, except for the Chief Medical Officer's report about low morale among all officers and marines.

After the attack on Sub-Commander S'laf, everyone is at a fever-pitch, either wanting to release the Romulans unharmed or to kill them all now before returning to the Federation.

At 1600 Hours, the Communications Officer reports receiving a transmission from Star Fleet Command, coded Class-A Security Prime. A message with that coding classification must be personally decoded by the Commanding Officer in privacy, and its contents may not be shared with any other officer. Also, the Commander receiving the message is not permitted to call and confirm the accuracy of the message's contents. The message reads as follows:

TO: Commodore Michael A. Pollard
Commanding Officer, *USS Niwen*
FROM: X.W. Summers, Admiral
Star Base 20 Military Intelligence Command
Stardate 8347.7

You are ordered to make all necessary repairs and return at maximum speed to Star Base 20. Upon your arrival, all Romulan prisoners and captured information are to be turned over to Commander Tharon of Special Inquiries Section, Military Intelligence Command. Your ship and crew are re-assigned as of this stardate to this Command. Upon arrival, your entire crew will undergo extensive debriefing to generate the greatest possible amount of information regarding the Romulans. Your return to Star Base 20 is to be treated with the highest of priorities. End transmission.

At 1830 Hours, Chief Engineer Ky will report all transtator circuits in the second warp engine have been replaced. She does request, however, that speed be kept to Warp 1 for several hours to allow the transtators to 'cook in' under low-speed warp stress. When attaining high warp speed, the additional stress placed on the transtator units can cause them to burn out under the sudden load. Transtators function better when given time to build circuit tolerance, and the more time they are given, the more they can withstand. After several hours, higher warp speeds should be no problem. Ky should complain at anything faster than Warp 1 and vehemently protest any speeds greater than Warp 3, saying it will take *another* eight days to replace the transtators again if the Commodore insists on blowing these out.

(GAMEMASTER'S NOTE: The *Niwen's* speed at this point should be noted. How effective the transtators are allowed to become at this point will have an impact on starship combat.)

At 2100 Hours, the Communications Officer will report another transmission coming in from Star Fleet Command, but this message is not classified. The message reads as follows:

TO: Commodore Michael A. Pollard
Commanding Officer, *USS Niwen*
FROM: Jacob O. Brochway, Commodore
Star Base 20 Military Operations Command
Stardate 8347.7

Pursuant to Chapters VI and VII of the Articles of Federation of the United Federation of Planets and the relationship those chapters have with Part V of the Treaty of Peace between the United Federation of Planets and the Romulan Star Empire, you are ordered to retrieve all documents, data, and materiel obtained from the Romulan communications installation. Your vessel is to return at best possible speed to Star Base 20 where the collected material will be turned over to representatives of the Office of Star Fleet Operations,

Education and Training, and Engineering Commands. The Romulan citizens are to be *released* at the soonest convenience, permitting their safe return to their Empire.

This directive comes directly from Federation Assistant Undersecretary for Diplomatic Affairs Gromaat, with the acknowledgement of Admiral Mauston, Star Fleet Operating Forces Quadrant Chief, Quadrant Three Ess.

The attached personal message reads:

What did you do? It's been many years since I've seen the upper brass as rattled as they are over your little sightseeing trip. Man, you've got everyone warping off in all directions! If, by some fluke, you get your ship fixed and you survive long enough to get back here, you owe me a very long explanation. I'll even forget about the credit you borrowed from me 15 years ago and never paid back. Hope you and your ship are all right. Best of luck.

(GAMEMASTER'S NOTE: The message says the Romulans are to be released. It does *not* say whether Commodore Pollard should release them *before* returning to Star Base 20, or if they are to be released at some date *after* the *Niwen* arrives there. The message is deliberately ambiguous.)

Surprise Attack

At 2130 Hours, a pair of cloaked *Vas'Kalabam (Stormbird)* class cruisers come onto the scene. Before initial contact, allow one chance for the *Niwen* to realize their presence. Make a secret Skill Roll against the Skill Rating in *Starship Sensors* using the Skill Rating of either the Science Officer or Navigator, whichever is higher. A successful roll means it is possible to detect one (or, optionally, both, by making two successful rolls) of the cruisers. True to Romulan tactics, if their presence remains undetected, their first contact with the *Niwen* will be a violent one. They will approach the *Niwen* from nearly opposite directions and begin firing systematically.

(GAMEMASTER'S NOTE: The directions will not be exactly opposite, as the Romulans are not stupid enough to risk being caught within each other's field of fire. When setting up for starship combat, the *Niwen* should be in the middle of the field, with one *Stormbird* directly in front of and facing the *Niwen*, and the second *Stormbird* almost exactly behind the *Niwen*, also facing the Federation ship. On alternate turns, they will uncloak and fire upon the *Niwen* until Pollard catches on. At that point, the gamemaster is free to implement his own tactics. Vamin's ship will operate at his Skill Rating in *Starship Combat Strategy/Tactics*; the other ship has a Crew Efficiency Rating of 60.)

To determine current engine power, the gamemaster should now subtract the *Niwen's* current warp speed from the number 7. If asked, Engineer Ky will inform Commodore Pollard that the warp engines can now be used for any warp speed up to the subtracted number, without any danger of circuit damage. For example, if the *Niwen* was travelling at Warp 2, it can now safely maintain Warp 5.

Any attempts to establish communication with either Romulan vessel will be entirely unsuccessful. Combat will continue until one of the Romulan vessels suffers significant (though not necessarily crippling) damage. At that point, the message in **Imperial Decisions** would be transmitted from the Romulan flagship to the *Niwen*.

The level of 'significant' damage and, therefore, the timing of the Romulan transmission, is at the gamemaster's discretion. Whereas the *Chandley* class frigate has both fore- and aft-firing photon torpedo tubes, and the Romulans have never fought against a ship of this class before, it is very unlikely that the *Niwen* would be destroyed without the Romulans taking some damage. The first time a photon torpedo is launched from either of the *Niwen's* rear tubes at a Romulan ship should be extremely surprising and demoralizing to the Romulans, and might be considered 'significant' damage in itself.

If it is not mentioned, have Commodore Pollard and Commander Rodriguez make Skill Rolls against their respective character's ratings in *Starship Combat Strategy/Tactics* to realize the tactical and psychological impact of the *Niwen's* aft photon tubes. If both rolls are unsuccessful, then Lt. Kingman, recalling ship's tactics by former commanders, will mention it.

Imperial Decisions

Commander Vamin, the Romulan officer in overall command of the *Stormbirds*, will send the following uncoded transmission on subspace frequency K:

TO THE OFFICER COMMANDING THE UNAUTHORIZED VESSEL VIOLATING THE ROMULAN ZONE OF NEUTRALITY:

Be informed your actions are deemed to be a most heinous violation of the peace treaty your government has signed.

By attacking an unarmed installation engaged in inoffensive research and utterly destroying it, killing more than 100 innocent people, you have wantonly violated the very principles you claim to hold sacred. Fortunately, those killed were willing to expend their lives in the ultimate sacrifice of perpetuating their dream of the Road to the Stars. You have taken their lives. In the name of the Romulan Star Empire, I claim yours in return. Follow this vessel. End transmission.

Vamin has also responded to the original distress signal, receiving the message at 1415 Hours, Day 1. At that time, he was 3.0 light years away from the base. By calculating the distance to the Romulan base, he realized that even at the highest possible warp speed, he would be unable to reach the base in time. Knowing he would arrive far too late to rescue anyone, he elected to maintain radio silence and not inform the base of his inability to arrive in time. Instead, he ordered his two-ship command to travel at Warp 5 in order to ensure by direct observation that the base was destroyed, just as it should have been. He does not know the base and asteroid were deliberately destroyed by the implanted self-destruct device.

Vamin certainly did not expect a Federation vessel to be in the vicinity, anymore than Sub-Commander S'laf did. More importantly, he does not realize there is any kind of connection between the presence of the *Niwen* and the destruction of the base; he certainly has no idea that there really are Romulans aboard the *Niwen*.

If Commodore Pollard attempts to convince Vamin that the *Niwen's* intentions are peaceful and the ship was not responsible for attacking the base, he should make a Skill Roll against his character's rating in *Negotiation/Diplomacy*. If the roll is unsuccessful, then Vamin will not believe Pollard, and will resume combat; only after some kind of 'shocking' remark on Pollard's part (at the gamemaster's discretion) will Vamin break off his attack and resume communications. If the roll is successful, Vamin will say he is inclined to believe Pollard, but will then want to know why the Federation ship is so far within the Neutral Zone. If Pollard can give any kind of plausible excuse and make a second successful Skill Roll against *Negotiation/Diplomacy*, Vamin will break off the attack and the *Niwen* is free to return home. If the second roll is unsuccessful, Vamin will say the story wasn't quite good enough and will resume combat.

If Commodore Pollard informs Vamin that there are Romulans alive aboard the Federation ship, Vamin will express the Romulan equivalent of a guffaw. He would continue to express the opinion that all Romulans were killed when the base was destroyed and would laughingly ask to see one. If Pollard refuses to show Vamin any Romulan survivors, then Vamin will call Pollard "a fool, but with a remarkable ship," and continue the ship-to-ship combat with the *Niwen*.

Only by seeing a surviving Romulan on the bridge and speaking with him in Romulan would Vamin finally believe there really were survivors. Upon receiving this information and expressing extreme indignation and disgust, Vamin would then officially declare all Romulan survivors to be *k'manatri*, outcasts of Romulan society and no longer considered real persons, and proceed to engage in ship-to-ship combat.

If Pollard informs Vamin that some Romulans were rescued before the base blew up but have since successfully committed suicide, Vamin will express regret and formally request return of the bodies of those who died. This is in keeping with Vamin's unusually sensitive and religious nature. After receiving the bodies, Vamin will break off contact, ending the conflict. The *Niwen* is now free to return, unmolested, to Federation space.

Aside from releasing the bodies of any Romulans killed or convincing Vamin of the *Niwen's* peaceful motives, the only other way to break off combat is to accept Vamin's offer to have the *Niwen* interred at a Romulan port. Any attempt on the Commodore's part to return living Romulans will be met with insults and anger. Vamin will state that there is no room on his ships for useless trash, referring to the *k'manatri* on board the *Niwen*. If any reference is made to the attack on S'laf, Vamin will say S'laf is a soldier and should die as such, not at the hands of Federation butchers disguised as physicians.

Breakaway

Though the *Niwen* has had all transtator circuitry replaced, the warp engines are still not operating at peak efficiency, as described previously. Because the *Stormbirds* are older export versions of the Klingon *D-7A* class, however, they are not capable of as much speed as a newer *D-7* would be. For this reason, the *Niwen* should have less difficulty in reaching high enough warp speeds to break off contact. After every turn of combat, the Chief Engineer should make a Skill Roll against the character's rating in *Warp Drive Technology*, with a -50 penalty modifier. If the roll is successful, the *Niwen* can safely attain the next higher warp speed. This process should take place only during turns of combat, starting with the first turn.

If the Commodore orders the *Niwen* to travel at a warp speed that has not yet been safely attained, the Chief Engineer will need to make a Skill Roll against the average of the character's Skill Ratings in *Warp Drive Technology*, *Damage Control Procedures*, and the character's LUC score. One roll must be made for every warp speed over the current 'safe' speed. If each roll is successful, the *Niwen* can now safely maintain one higher warp speed. If any roll is unsuccessful, the transtator circuits have been overstressed, the *Niwen's* 'safe' warp speed is one less than before, and each warp engine immediately takes 2 points of damage. This roll is made separately from the roll against *Warp Drive Technology* with the -50 penalty. Both rolls may be made in a single combat turn.

Once the *Niwen* achieves Warp 8, it will be impossible for the *Stormbirds* to continue combat, and the *Niwen* is free to return to Federation space. At the gamemaster's discretion, one or both of the *Stormbirds* may break off combat when the *Niwen* achieves Warp 7, depending on the severity of damage each Romulan ship has received.

Offloading

Should Commander Vamin learn about and request the return of the Romulan bodies aboard the *Niwen*, the most efficient way would be to use the transporters, with that method acceptable to Vamin. Although suspicious, Vamin will be willing to provide coordinates aboard his ships to

improve the likelihood of success. He is concerned about the possibility of a Federation boarding party, but will cooperate as long as the six-man transporters are used. By using the regular transporters aboard the *Niwen*, it is possible to transport three Romulans per transfer. A successful Skill Roll made against the Transporter Officer's Skill Rating in *Transporter Operational Procedures* with a +10 bonus modifier will assure the complete success of each transfer. The effect of any unsuccessful roll should be at the gamemaster's discretion, keeping in mind the nature of the Romulans being transferred.

Another possibility, if mentioned, would be to travel to the class K planet the *Niwen* located on its journey through the Neutral Zone. There, the *Niwen* could beam the Romulans to the surface, Vamin could beam them back up, and everyone could go on their separate ways. Once Vamin realizes the planet involved is so close to Federation space, he will reject the idea.

Also, if any mention is made of using shuttlecraft, Vamin would respond that the use of any such craft would make the possibility of boarding too tempting for both Federation and Romulan crews, and so the transporters should be used instead.

The Road to Mandukam

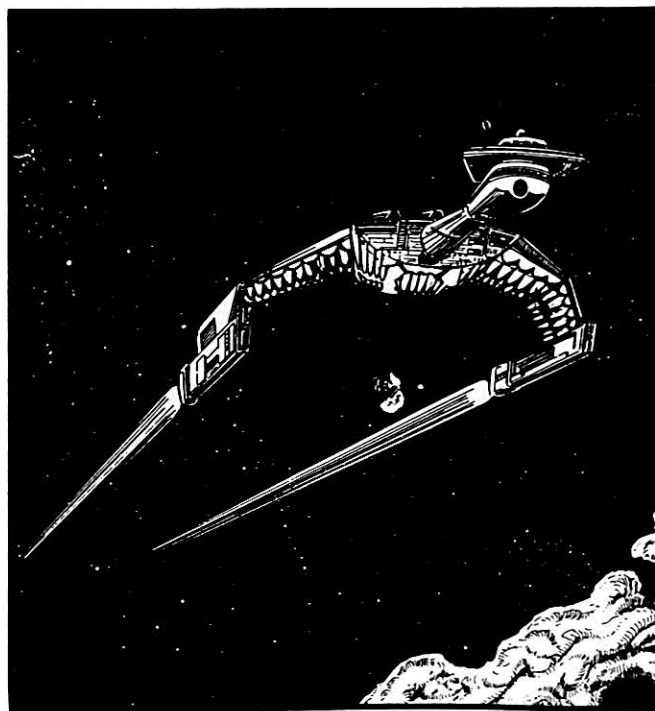
Should Commodore Pollard elect to accept Vamin's offer to return to Romulan space and have his ship interred, Vamin will quietly acknowledge the decision, promising that "No harm will come to you from my command." Their destination, Vamin announces, will be the world of Mandukam, the nearest major Romulan colony to the Neutral Zone. A world similar to Terra in size, gravity, rotational period, atmosphere, and climate, it serves as the headquarters for the outpost Division of the Romulan fleet in this region of the Star Empire. He then states that at Warp 4 it will take about two weeks to reach their destination.

Once there, the crew of the *Niwen* will probably be removed from the ship and turned over to the Romulan equivalent of the Diplomatic Corps, to be returned eventually to the Federation. Unfortunately, the ship will be destroyed, but members of the crew will be permitted to take a few personal possessions with them. This is an entirely uncommon practice, though it is usually employed with Klingon and Orion crews who have encroached too far into Romulan space. So far as Vamin knows – and he is an expert at such things – this will be the first Federation vessel interned in this way.

Vamin's description of Mandukam is accurate, except for its distance to the Neutral Zone; it is actually much farther away than he claims.

It is true Klingon and Orion vessels have been interred as Vamin described. This, however, will not be the *Niwen's* fate. After travelling uneventfully for two weeks at Warp 4, the *Niwen* will reach a point in Romulan space where an elaborate ambush has been prepared. This ambush will consist of three *Winged Defender* class heavy cruisers forming a semicircle in front of the *Niwen*, with the two escorting *Stormbirds* closing the circle. If desired, the gamemaster can allow the battle to be played out, or he can arbitrarily declare the *Niwen* destroyed, as it would assuredly be.

Because Vamin lied when he said the *Niwen* would be interned, he must now deal with the strict Romulan code of truth and honor. Because he lied in order to follow the standard Romulan procedure, he did not actually compromise his own personal code. Still, Vamin does not like having to lie, even upon command. For that reason, he gave his personal word of honor that the *Niwen* would not "suffer harm from his command," and he will abide by this. If the ambush combat is played out, the two *Stormbirds* under his command will not attack, and will disengage after the second combat turn, thus keeping his word and honor intact. If the



scenario is played out, the three *Winged Defenders* are considered to be entirely ordinary examples of their class in armament and speed. The Efficiency Rating of each crew can be determined by rolling 4D10 + 40.

RETURNING HOME

There are a number of ways in which the *USS Niwen* might be able to return to Federation space intact, with a number of Romulans still aboard. **Imperial Decisions**, **Breakaway**, **Offloading**, and **Unlikely Alternatives** each contain different guidelines for freeing the *Niwen* from combat to return home.

Once the *Niwen* has broken off combat with Commander Vamin, the voyage back through the Neutral Zone to Federation space will be totally uneventful. It is Commodore Pollard's decision whether to return to Star Base 20, but how Pollard copes with his conflicting instructions should be established by the gamemaster. Aside from that, the adventure is over.

UNLIKELY ALTERNATIVES

If ship-to-ship combat goes very badly or the player characters are especially creative in their problem-solving approach, there are some other ways to escape total destruction. These could include diving into the ion storm that was developing nearby, attempting to bluff Vamin with the *Niwen's* 'corbomite' device, or anything else the player characters might invent. Additional details surrounding these and other possibilities will have to be created or judged by the gamemaster.

There are many ways the group may try to respond in their final confrontation with the *Stormbirds*. The purpose of this adventure is *not* to cause the deliberate destruction of the *Niwen* or to start the next interstellar war, though the *Niwen's* destruction is a real possibility. The gamemaster should exercise caution and realize the need for play-balance while maintaining both a believable confrontation and interstellar peace.

ROMULAN INTRUSION DETECTION INSTALLATION B

This installation is a large, single-level complex constructed on the surface of an asteroid. It normally has a staff of about 140, all members of the Romulan Star Empire's Outpost Division. The purpose of the base is to allow the Romulans to receive, record, decode, and translate messages transmitted by private and Star Fleet starships within the region of Federation space nearest the Romulan base.

BASE DESCRIPTION

The installation consists of a single regular hexagon, 48 m long per side, and five isosceles triangles, each 42 m by 54 m long. Each of the triangles are directly connected with five of the hexagon's six sides.

All rooms have a letter and a one- or two-digit designation. Rooms in the central hexagon have the letter prefix of 'X'. The triangles have individual letter prefixes of 'A', 'B', 'C', 'D', and 'E'. The four triangles 'B', 'C', 'D', and 'E' have exactly identical physical arrangements. By keeping track of the room designations, it is possible to use a single floor plan to determine which triangle is being explored.

For the purpose of breaching interior structures, the construction of the installation's walls and bulkheads can be treated identically to their shipboard counterparts. Deliberate damage by player characters and NPCs should be limited, though, to keep it intact.

All doors are considered to be the 'iris-type,' opening in much the same way as a camera lens. They are operated by controls on the side of the entrance, and can be locked electronically. Unless otherwise mentioned, all doors are considered to be *unlocked*, only requiring activation of controls. Any character with skill in *Electronics Technology* or *Small Equipment Systems Technology* may attempt to unlock a locked door, provided he has some kind of tool kit with him. A successful Skill Roll against his rating in either skill will unlock it. The attempt is not considered to take any significant amount of time.

The only other way to enter a locked room is to destroy the door. To destroy a door requires a single phaser shot (any model of phaser) on disintegrate, or any single disruptor shot on high-power. Because they are the 'iris-type,' something substantial can be wedged in a partially-opened door, causing the safety override to fully open the door. It requires one full turn (ten seconds) for the door to cycle open and shut.

All corridors and rooms have intercoms at reasonable intervals. All environmental suit lockers hold ten suits each, and all lockers are considered to be empty unless otherwise specified. Areas marked 'Fresher' are heads, or sanitary facilities.

Depending upon the way the adventure develops, Sub-Commander S'laf may or may not know of the *Niwen's* arrival. If S'laf *did not* realize the Federation vessel was on its way, the first room description given is appropriate. If S'laf *did* know the ship was coming, then the portion of the description entitled "If ransacked" describes that room's current condition. If a room has only one description, then that is its condition, whether or not the *Niwen* was known to be coming.

EXPLORING THE BASE

REGULATING SEARCH AND MOVEMENT

Due to the sheer immensity of exploring the base in detail, extensive use of marine NPCs may be needed. The marines aboard can be divided into exactly seven search parties. To complete a reasonably detailed search of a triangular building will take one search party one hour. To search the hexagonal building will take one search party four hours. By using more than one search party, it will be possible to reduce the time required proportionally. (For the time being, regular security guards are assumed to be handling the Romulans captured and delivered aboard ship.) Player characters who wish to explore the base should do so as part of a marine search party so that the gamemaster can keep the situation in hand. Movement could be handled in an abstract manner of 15 minutes per turn, with the search parties expending time as described above. If desired, the gamemaster may lead the search party(ies) through the complex one door at a time, but the passage of time should be handled as described.

An alternate way of handling time might be to secretly base game time on real time in some way. Perhaps, for example, every minute of real time spent in searching the base equals one, two, or three minutes of game time. This method's advantage is that it 'penalizes' the characters for conducting lengthy discussions in every room. The disadvantage (and the reason for doing it secretly) is that the group(s) may ask if there is anything interesting in the room, find out there is nothing there, and proceed on, checking the entire complex in 15 minutes of real time. Obviously, that must not occur!

Using either method of regulating search and movement, the gamemaster needs to make sure the Security Chief, Marine Commandant, and any other player characters commanding search parties keep good track of the buildings searched and the time spent in doing so. This is necessary to allow the upcoming events to occur on schedule.

At his discretion, the gamemaster may wish to ask for Skill Rolls to determine whether the function of specific equipment is understood or not. These Skill Rolls may be made in addition to any particular rolls called for in the actual room descriptions. Also, misleading Skill rolls, as described in the **Setting The Tone** section of **Gamemaster's Notes** may be useful throughout the base's exploration.

DECIPHERING DOCUMENTS

Numerous written documents may be discovered in offices and staterooms, and most of them will be in Romulan, of course. Anyone attempting to read anything but the simplest kind of document must make a successful roll against a Rating consisting of that character's Skill Rating in *Language, Romulan*, multiplied by 2.5 (rounded up). For example, if the character's Skill Rating was 33, then he would need to roll an 83 or less to succeed ($33 \times 2.5 = 82.5$, or 83). If the roll is successful, then the document can be read; otherwise, the document is in Romulan and is unreadable (to that character). If an office has more than one collection of papers, more than one roll may be required. One roll may be made per collection of documents per character present, and anyone with a Skill Rating of 40 can naturally read all documents.

Whenever a Skill Roll is called for against a rating, the above procedure to determine success is used. Skill Rolls will be also be made against ratings in *Racial Culture/History, Romulan*, with successful attempts making the information known.

CONDITION OF STATEROOMS

Consider the exploration of the base to be taking place after the surviving Romulans have been captured and transported to the *Niwen*. For this reason, no living Romulans will be found in any of the rooms. Casualties may be discovered in the staterooms, where many crew members elected to commit suicide. To determine whether any stateroom contains the body of its occupant (who would have killed himself by removing the headpiece from his environmental suit and breathing the tovoreen gas), roll for a 50% chance.

Under certain circumstances, areas where black marks appear may be found in many places. These are spots where personal possessions, electronic components, even weapons were piled up and destroyed, usually by some kind of incendiary device.

Should the gamemaster wish to add additional detail, especially to the staterooms in Buildings B, C, D, and E, he should feel free to do so, realizing that major secrets of technological or military importance should not be found.

SENTRY/VOLUNTEER LOCATIONS

The gamemaster should decide where to set up the Romulan attackers on the area map before the *Niwen* landing party announces where they will beam down or land. All sentries have fully-charged weapons (hand disruptors-B on standard shot, as already mentioned).

ROOM DESCRIPTIONS

BUILDING X (The Hexagon)

Corridors (X1)

Passageways connect a number of offices and rooms, allowing quick movement.

If ransacked: There are a number of burn marks scattered on the floor of the corridors throughout the building. Also, every door that connects one corridor with another is locked.

Control Center (X2)

This is the 'bridge' of the installation. It contains much of the control circuitry for the base and the duty stations for many of the senior officers not directly related to the base's function. There are two environmental suit lockers on one wall.

If ransacked: Many of the panels are lying in ruins, apparently destroyed by axes and some disruptor fire. Aside from emergency lighting, nothing seems to work, and it would require an intensive effort by an engineering crew to get things operational.

Base Computers (X3)

Inside the Control Center, the computers operating the base's overall functions can be found. After the electromagnetic purge, no data of any kind will remain, and the components are too large to remove without cutting torches. Though blank, there are a few cassette-like items lying around that could be retrieved.

Guard Post (X4)

Inside the Control Center is a duty station where two security guards can stand watch.

Small Arms Room (X5)

This room is locked. In it, there is an arsenal of charged, functioning Hand Disruptors-A and -B, and a quantity of large, flare-shaped green objects. Roll against the character's rating in *Personal Weapons Technology* to recognize them as Romulan magnesium bombs. (Roll 3D10 model -A and 2D10 model -B, and 1D10 + 1 bombs.)

If ransacked: The room is now unlocked. There is a large black burn mark on the floor in the corner of the room. It is otherwise empty.

Conference Room (X6)

This is a small conference room containing a few chairs and a table. There is a small electronic notepad lying on the floor under the table. A starburst doodle with '1700' written in its center appears on the sheet, along with other assorted Romulan doodling.

Computer Room (X7)

This room contains computers and a number of duty stations used for the analysis of communications received by the base.

Component Storage (X8, 11)

These rooms contain small work areas and especially vital electronic components for the computer.

If ransacked: There are a few overturned chairs and a black burn mark on the floor.

Communications Research Lab (X9)

This room is locked. On various work tables there are personal communicators from the Federation, the Gorn Alliance, the Orion colonies, and the Klingon Empire, as well as the Romulan Star Empire. In addition, it contains testing equipment and some components that appear to be of recent invention. Roll against the character's rating in *Communication Systems Technology* to realize the Romulans are working on a new hand communicator.

If ransacked: This room is now unlocked. There are a few overturned tables and stools, a burn hole in one table, and a black burn mark on the floor.

Computer Room (X10)

This room is identical to X7, except that these computers are used for recording and storing transmissions received by the base.

Subspace Communications Room (X12)

This room contains the heart of the base. In here, duty stations manned by Romulans use the equipment to receive communications from the Federation, as well as transmit information back to Romulan space.

If ransacked: The purpose of the room can be determined, but all of the equipment panels have been severely damaged by axes or blunt tools. Nothing works.

Chief Security Office (X13)

This room is locked. It was the office of the Senior Security Officer (now dead). The desk contains miscellaneous work schedules and other duty forms. Also, there is a note concerning three Romulans in the brig who were apparently derelict in their duty, and were scheduled to be released the next day. There is a Hand Disruptor-B in the top drawer.

If ransacked: The room is the same, except that the weapon is not there.

Chief Communications Office (X14)

This was the office of the Senior Communications/Intelligence Officer (now dead). Papers can be found on the desk explaining the lack of progress on the new Romulan communicator. On the wall is a small plaque about 15 years old commending the officer for his efforts in successfully 'breaking' Federation Code Two. (Note: This code was 'recently broken' at the time of the *STAR TREK* TV episode "The Deadly Years".)

If ransacked: This room is now locked. The papers on the desk are gone.

Chief Support Systems Office (X15)

This is the office of Senior Support Systems Officer Gafon. Aside from some personal stationery and assorted office furnishings, the room is completely empty.

Chief Administration Office (X16)

This is the office of the Senior Administration Officer, S'mar. Same as X15.

Commander's Office (X17)

This is the office of the Installation Commanding Officer, S'laf. Same as X15.

Lounge/Library (X18)

This is a lounge area with comfortable chairs and small tables. There is a food dispensary along one wall, and a fresher in a cubicle. A book-display machine is in the room, along with a small collection of book-tapes. Roll against the character's Skill Rating in *Racial Culture/History, Romulan* to recognize fiction, Romulan 'gothic romance,' and some tapes on Romulan religious belief. The tapes are all blank.

If ransacked: The book-display machine has been mangled.

Mass Assembly Hall (X19)

This is a large area used to serve meals and for making announcements to the base's entire population. About half the room contains chairs and tables for use while eating. The other half contains a small podium with rows of chairs in front of it. Dividers have been erected to create two small lounges in one section of the room. There is a fresher connected to the room.

Transporter Room (X20)

This room holds a standard six-man transporter and controls.

If ransacked: The controls have been fused by disruptor fire, and the transporter is not operational.

Decontamination Room (X21)

This room holds necessary equipment for decontamination of passengers and cargo. Roll against the character's Skill Rating in *Life Support Systems Technology* or *Electronics Technology* to recognize a portable ultraviolet wave sterilizer that is different in design from anything before seen in the Federation.

Storage Area (X22)

This room contains extra tables and chairs.

Shrine (X23)

This room, whose floor and walls are heavily-carpeted, is decorated with tapestries and paintings. There are a few plush chairs, a hard plasteel bench, and some ornamental figurines resting on an ornately-carved altar. Roll against the character's rating in *Racial Culture/History, Romulan* to recognize the room as a Romulan religious shrine, and the figurines to be religious art objects.

There is an identity bracelet and a large notepad resting next to the figurines. The notepad contains the name "Res'tarvis" on its cover, and consists of his daily diary and chores assignment as a Security Officer. It also contains a prayer to the "Great Brothers" for strength during the events to come. Too, there are notes on his personal feelings about S'laf as a commander, characterizing him as an open, exciting superior, fearless and compelling.

If ransacked: This room is now locked. The figurines are not there. The diary also explains how S'laf called for volunteers for his plan, as described in **Planned Destruction**, and that Res'tarvis was one of those who volunteered.

Life Support Equipment Room (X24)

This room contains all the necessary equipment for the installation's life-support systems. There are two environmental suit lockers on one wall. The self-destruct device, as described in **Booby Trap!**, is in one corner. All of the life-support equipment is turned off, except for lighting and artificial gravity. There is a fresher in another corner. One air-quality assembly has been carefully removed and is not in sight.

If ransacked: Several key components have been mangled by some kind of heavy, sharp object. The system cannot be easily repaired, even if time permitted.

Large Transporter Room (X25)

This room holds the larger, 18-man transporter and controls.

If ransacked: The controls have been fused by disruptor fire, and the transporter is not operational.

Decontamination Room (X26)

This room holds necessary equipment for decontamination of cargo. There is a Romulan medical tricorder in here, along with gloves and other protective gear for handling toxic or corrosive materials.

If ransacked: There is a black mark on the floor, and the room is empty.

Storage Room (X27)

This room is empty.

Food Fabrication Equipment (X28)

This room contains necessary equipment for the fabrication of food. There is a fresher adjacent to the room.

If ransacked: The parts and assembly are not here, but a large black mark is.

Sickbay (X30)

This room contains diagnostic beds, a small office for the attending physician, a cabinet with an assortment of Romulan medicines and small equipment, and the body of the installation's Chief Medical Officer. Any character using a medical tricorder will discover in her blood large amounts of diatriphine, a central nervous system depressant.

Airlock (X31)

This is an ordinary airlock, leading to the outside. Any character who makes a successful Saving Roll against his or her average of INT and LUC scores can operate the controls without mishap. If the roll fails, the gamemaster may judge the effects.

If ransacked: The control panel has been smashed in by a heavy, blunt object. A large sledgehammer-like object is on the floor nearby.

Shuttle Repair Room (X32)

This room contains several very large workbenches and equipment for moving heavy parts. Against the walls, there are numerous cabinets of mechanical and electronic tools, and two environmental suit lockers. Roll against the character's Skill Rating in *Shuttlecraft Systems Technology* to recognize a shuttlecraft fuel-transfer assembly in pieces on one table. A large door allows access to the Shuttle Hangar.

Shuttle Hangar (X33)

This room is locked. It contains a *Songbird* class Romulan shuttlecraft and a shuttle dolly. Because the base is only one-story high, shuttlecraft cannot actually begin flight from within the room, and so it is not a true shuttle 'bay'. Shuttlecraft can land just outside, however. A shuttle dolly, a large, flat, forklift-like vehicle with balloon tires, can go out through the bay doors, wheel underneath the resting shuttle, 'jack up' to lift the shuttle, and wheel right back inside.

The shuttle is not functioning (its fuel-transfer assembly is in the repair room).

Decontamination Room (X34)

This room is empty.

Storage Room (X35)

This room contains several neatly-stacked boxes. If opened, the boxes will be found to contain office supplies and some new book-tapes for the Library (all blank).

BUILDING A

Corridors (A1)

Passageways connect a number of offices and rooms, allowing quick movement.

If ransacked: There are a number of burn marks scattered on the floor of the corridors throughout the building. Also, every door that connects one corridor with another is locked.

Conference Rooms (A2, 5)

This is a room equipped with table and chairs, and is suitable for small meetings or lecture sessions. There is a fresher connected. Nothing else of interest is there.

Non-Metallic Non-Organic Fabrication and Storage (A3)

This room contains the necessary equipment for very limited fabrication. There is some room for storage of items that cannot be fabricated. There is one environmental suit locker.

If ransacked: Several important components have been destroyed. The boxes stored in the room have been set on fire by a magnesium bomb, and the contents were burned.

Metallic Fabrication And Storage (A4)

This room contains the necessary equipment for very limited fabrication. There is some room for storage of items that cannot be fabricated. A large supply of environmental suit backpack thrusters are stored in here.

If ransacked: Several important components have been destroyed. The boxes stored in the room have been set on fire by magnesium bomb, and the contents were melted.

V.I.P. Stateroom (A6)

This room is locked. Tastefully furnished and with private fresher, the room is used for important visitors to the installation. It is currently unoccupied and ready to receive guests.

Organic Fabrication and Storage (A7)

This room contains the necessary equipment for very limited fabrication. There is some room for storage of items that cannot be fabricated.

If ransacked: Several important components have been destroyed. The boxes stored in the room have been set on fire by magnesium bomb, and the contents were burned.

Transporter Room (A8)

Treat as identical in every way to Room X20.

Decontamination Room (A9)

Treat as identical in every way to Room X21.

Small Arms Room (A10)

Treat as identical in every way to Room X5.

Recreation Area (A11)

This is a recreation area with comfortable chairs and a number of small tables. On several tables, Romulan boardgames are set up and ready to play, including three-dimensional chess. There is a televisior and a cabinet holding videotapes on one wall, but all tapes are blank. A food dispensary unit is in another wall.

Enlisted Men's Gym, Officer's Gym (A12, 14)

These are large areas used for exercise and target practice. All kinds of assorted equipment for improving physical strength, endurance, and dexterity are provided. Two freshers and one environmental suit locker are in each gym.

Small Arms Rooms (A12, 15)

These rooms contain Romulan dueling sticks, scimitars, and other assorted melee weapons for hand-to-hand combat. No disruptors or other modern weapons will be found. (Unlike other Small Arms Rooms, these are not locked.)

Storage Rooms (A16, 17)

These rooms contain additional equipment for use in the gyms.

Brig (A18)

The bodies of two male and one female Romulan are in here. They died from tovureen gas exposure. There is a small fresher connected.

BUILDINGS B, C, D, AND E

These four buildings contain identical floorplans. In them are the staterooms for the crew. Ten per cent of all staterooms will be locked; roll percentile dice to determine which. Aside from the exceptions listed below, all staterooms in these buildings fit the following description: This is a stateroom for one Romulan crew member. Aside from furniture, there is nothing of interest in the room.

Storage Rooms (B39, C39, D39, E39)

This room contains a fresher and an environmental suit

locker. The locker in C39 contains nine suits; the locker in D39 contains three. There is nothing else in any room.

Airlocks (B40, C40, D40, E40)

Treat as identical in every way to Room X31.

Corridors (B41, C41, D41, E41)

A total of five passageways connect various staterooms, allowing quick movement. If the senior character (or NPC, if no player characters are in the group) makes a successful Saving Roll against his LUC score, there will be a large pile of clothing and other personal possessions located in that passageway. Otherwise, there is a burn mark. Roll once for each of the five passageways in each building.

If ransacked: There are a number of burn marks scattered on the floor of the corridors throughout the building. Also, every door that connects one corridor with another is locked.

UNUSUAL STATEROOMS

Stateroom (B21)

This room is locked, and there is nobody in it. This room belongs to Sub-Commander S'laif. In the desk, there is a starburst-shaped medal. Roll against the character's Skill Rating in *Racial Culture/History, Romulan* to recognize it as the Ranam Valassa, or "Shining Star", a medal given to a great hero for service above and beyond the normal call of duty.

Stateroom (C26)

A body is found in this room. In the desk, there is also a book on Mandukam, a Romulan world near the Neutral Zone. It shows Mandukam to be much farther away than Commander Vamin (in the *The Road to Mandukam*) will say it is.

Stateroom (D2)

This room was recently occupied and is in a bit of a mess. There is no body in it, only a jumbled pile of old-fashioned duropaper books written in Romulan, Orion, and Klingonaase. The first group of books seems to contain recent information on the planets and the political situation in a region of space known as "Avastam" in Romulan (the Triangle in Galacta). The second group of books is on the Orion colonies, their people, and their ways of life.

(Note: Much of this material has not been available before in the Federation. The books should prove to be of extreme importance for evaluating the Orions, and the situation in that area of space where the UFP, Klingon Empire, and Romulan Star Empire borders form a no-man's land. (See FASA's *The Triangle Supplement* and *The Triangle Campaign*.)

Stateroom (D22)

There is nobody in it. There is, however, a letter in the desk of this room. Written in Romulan, the letter is from a Captain Hygroziar of the *Tantrak Nightwalker*, thanking S'Lomar for her assistance in making a successful trade, and hoping she enjoys the reading material. (Note: S'Lomar is the woman who died in the brig.)

Stateroom (D25)

This room has two locks, one of which was very recently installed, but there is nobody in it. This room has been converted to a storage area and contains a wide variety of luxury goods from Federation planets.

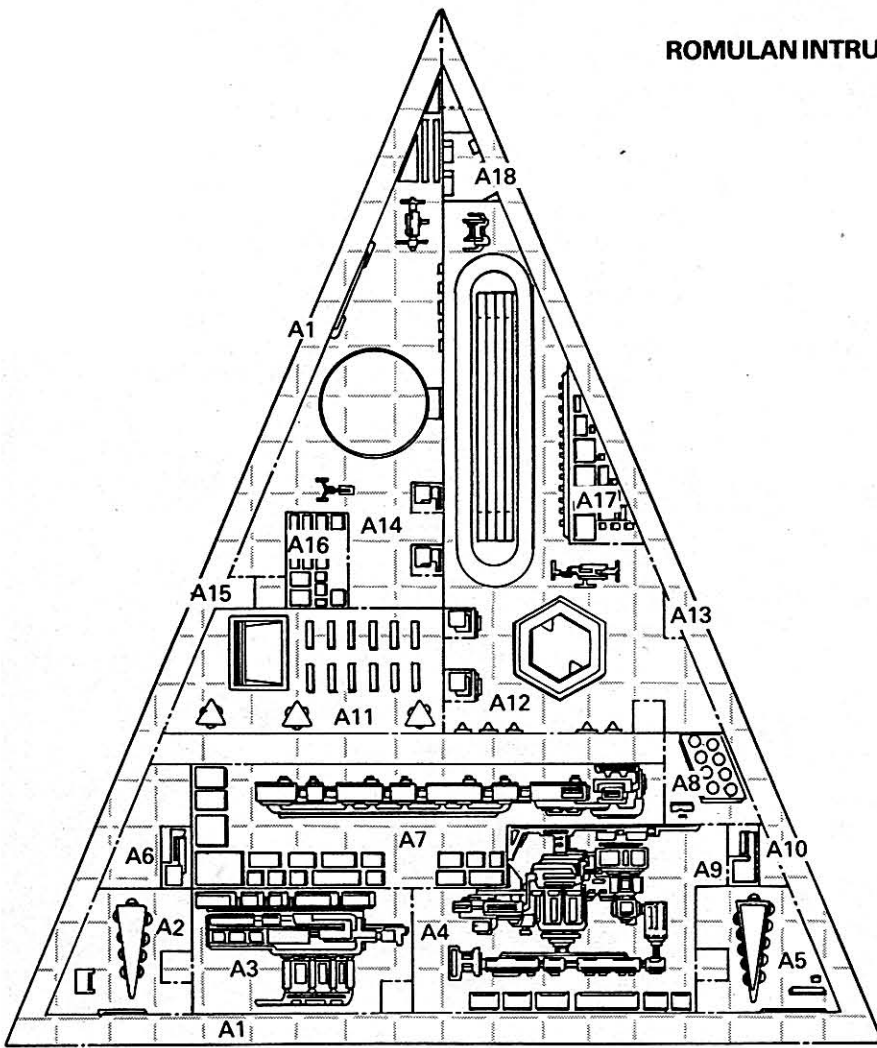
Stateroom (D35)

This room is unlocked, and there is nobody in it. The room belongs to Security Officer Res'tarvis, and contains a note on the bed that simply reads: "I have found my Path."

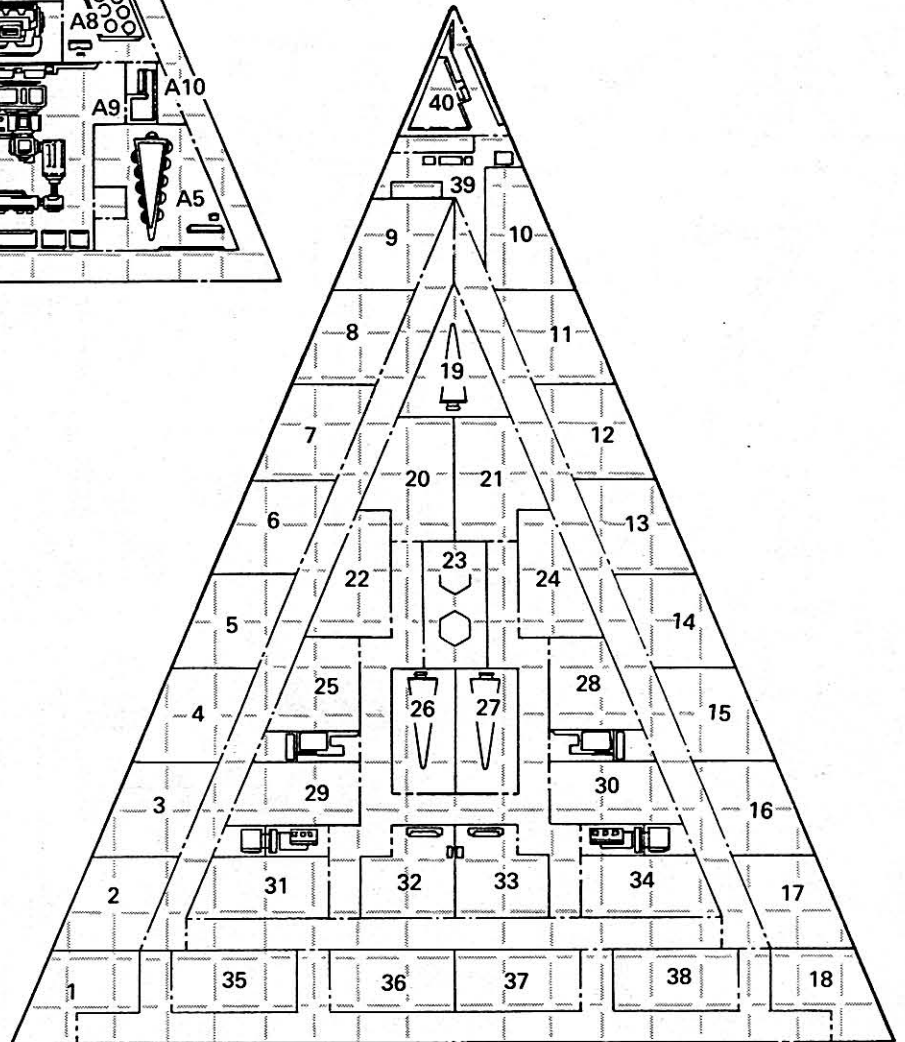
Stateroom (E19)

This room is locked, and there is nobody in it. The room belongs to Engineer Gafon and contains all the information pertinent to the self-destruct device that appears in *Booby Trap!*, including its potential range of effect.

ROMULAN INTRUSION DETECTION INSTALLATION B



Triangle A



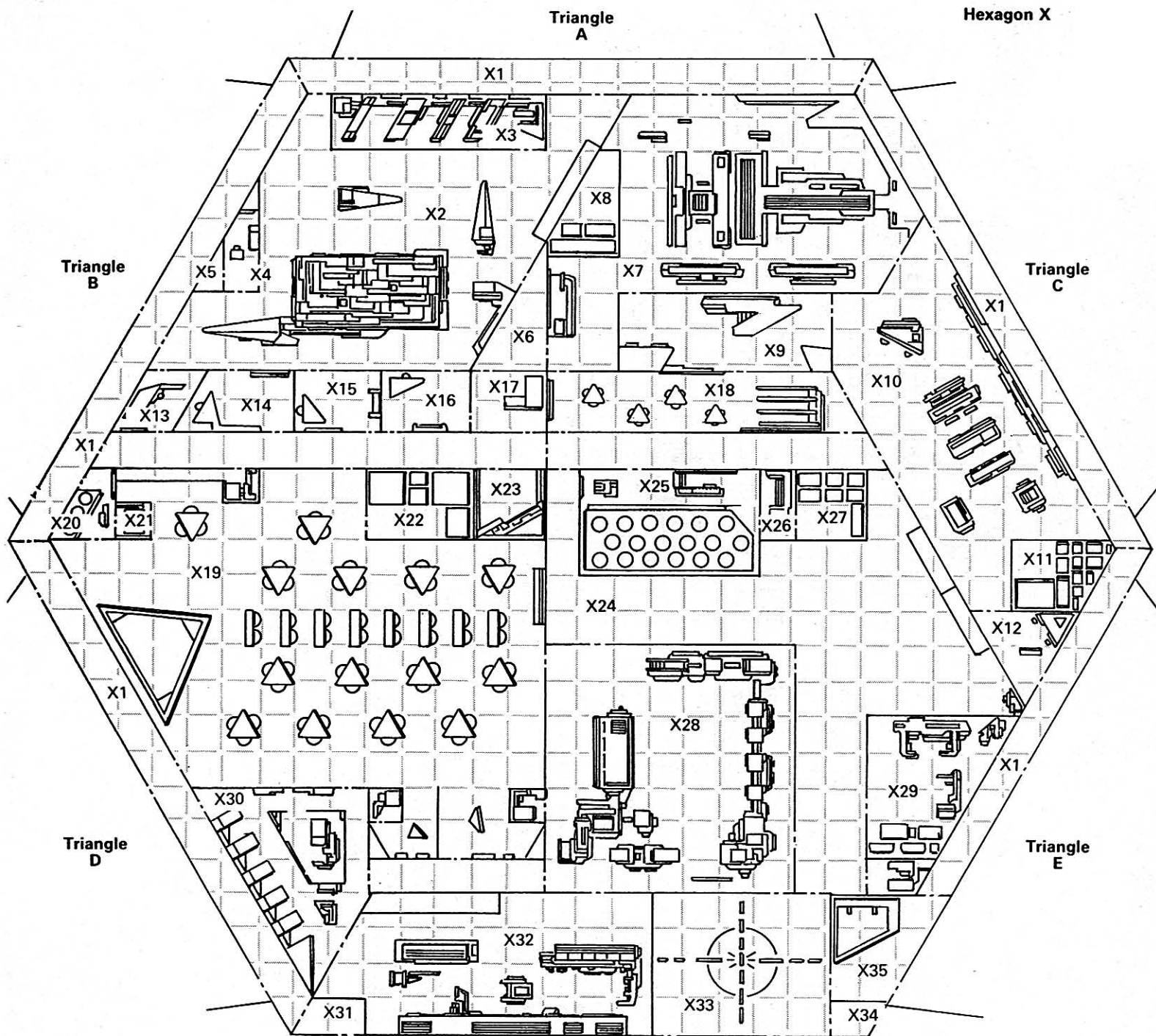
Triangles B, C, D, E

Key on pages 30-32

1 square = 3 meters



ROMULAN INTRUSION DETECTION INSTALLATION B



Key on pages 30-32

1 square = 3 meters

Vessels

CHANDLEY CLASS XI FRIGATE

On Stardate 2/1612, the *USS Chandley*, NCC 2300, the first of this prestigious line of vessels, was commissioned. The *Chandley* not only met the requirements for a fighting vessel but was also capable of dispatching 250 marines to any point within transporter range in less than four minutes. Star Fleet now had the ability to efficiently follow up after combat.

The *Chandley's* large, wing-like assembly houses the company of marines, their equipment, training areas, shuttlebay, and the combat transporters needed to perform their mission. The marines are billeted by platoons in spacious rooms, with each platoon having its own training, mess, and recreation areas. The training areas are used to ready the troops for boarding and assault operations and are located in the central core of the wing structures. These training areas are made up of modules that may be positioned to resemble the interior of enemy ships and installations. This allows the assault teams to familiarize themselves with the surroundings of their intended area of operation and is largely responsible for the high rate of success in boarding actions. The training areas are also used for physical training and firing ranges. Each of the recreation areas contains a swimming pool, a gymnasium, a gravball chamber, and complete health facilities. All recreational facilities are located in the respective platoon's training area, and are available only to the officers and men of that particular platoon. The exploits of marine sports teams are well known throughout Star Fleet, and competitions among them are quite frequent. In many cases, the naval crew members also form teams and compete with the Marines, thus carrying on the tradition of inter-service rivalry.

Notes:

The *Chandley* is the only ship in Star Fleet named after the company that designed and built the original class. This distinction is derived from the fact that the company is owned by the descendants of Rear Admiral Thomas Chandley, one of the most-decorated naval heroes of Earth's history. Admiral Chandley of the U.S. Navy is well known for his brilliant blockade of Soviet ports during the Aleutian Incident of 2003. Star Fleet decided to name the class after Chandley when it was discovered that the firm bearing his name had submitted the lowest bid.

While patrolling in the Gorn sector, the *USS Hanson*, NCC 2309 received a distress call from a commercial freighter stating that it was under attack by unknown vessels. Upon reaching the coordinates given by the freighter, the *Hanson* encountered two Gorn cruisers involved in a boarding action against a *Liberty* Class freighter. When called upon to withdraw, the Gorn cruisers put up shields and opened fire. The *Hanson* fired a salvo of missiles and phasers at one of the cruisers, destroying the cruiser's shield system and severely crippling its maneuvering capabilities. The *Hanson* then closed with the disabled vessel and began boarding operations. In the meantime the other Gorn vessel continued to fire at the *Hanson* until it suffered complete engine failure and was left adrift in space. The marines from the Federation ship had a difficult time taking control of the first enemy vessel, which was manned by Gorn marines who refused to give ground easily. Finally, the Star Fleet marines gained access to and shut down the life-support systems of the cruiser, forcing the Gorn defenders to capitulate.

A similar operation was carried out aboard the other enemy vessel. However, upon reaching the bridge of the Gorn vessel, the Marines discovered that the entire bridge crew had committed suicide. Upon further interrogation of the crew members, it was learned that the ships had defected from the Gorn Alliance and were operating as renegades. All crew members were finally turned over to a military attache from the Alliance, where their fate is unknown.

This was the first combat experience encountered by any *Chandley* Class ship, and it was considered a success. During this spirited action, only three marines were killed and 17 wounded; all units involved received a Commendation of Valor. This was also the first time a Gorn ship had been boarded by Star Fleet personnel, and much of the current knowledge of their navy stems from this encounter.

Another incident involving a *Chandley* Class frigate took place on Stardate 2/1910 when the *USS Monson*, NCC 2392 was on a fact-finding mission within the Triangle. While journeying to its destination, the *Monson* was overtaken by four Klingon K-23s. The Klingons did not attack the Star Fleet vessel but remained at a seemingly-safe distance to its rear, all the while scanning the *Monson*. Finally, two of the Klingon ships closed with the frigate and demanded it heave to and prepare to be boarded, as it had entered Klingon Imperial space. The *Monson's* captain made a quick reference check of its location only to find that his ship was still within the boundaries of the Triangle. Sensing that the Klingons' demand was the prelude to an unprovoked attack, the captain of the Federation vessel immediately raised shields and warned the Klingons to stay away as he was in neutral space and had violated no one's territory.

The Klingon group commander, apparently incensed by the bravado of the Star Fleet captain, ordered his ships to attack. The two K-23s that had closed to the rear of the *Monson* fired a burst of disrupter bolts at the Federation ship and scored light hits. The *Monson* returned fire with its aft torpedoes, scoring hits on the bridge section of the lead Klingon vessel that caused it to veer off-course and into the path of the oncoming K-23s. At this very moment, these vessels fired their disrupters, which struck their disabled comrade as he crossed their path. The Klingon commander took this as a bad omen and immediately departed the area, leaving the crippled ship behind.

The *Monson* then approached the Klingon vessel and called for its surrender. The Klingon captain acceded by lowering the shields of his vessel for the boarding parties. After two of the marine platoons had boarded, the Klingon ship suddenly exploded, killing all aboard. A later investigation of the marine commander's tapes revealed that an unidentified device had been found in the engine room. When touched by an unsuspecting trooper, the device apparently initiated a critical overload in the matter/anti-matter mix chamber. The explosion was of low yield and caused no damage to the *Monson*. Although the device was never found, it is suspected by Star Fleet Intelligence that it was a temporary self-destruct unit made by the engineering crew or officer and was not of a typical Klingon design.

As a direct result of this incident, Star Fleet instituted a new procedure for boarding an enemy vessel. Before boarding, a complete scan is made of the vessel to determine if the destruct systems are in operation. If the scan proves negative, the boarding operation will proceed. If not the enemy is given the chance to rectify the situation. Failing

this, the vessel will be disabled and the crew subjected to intense phaser stun so that engineers and UXB personnel can beam aboard and disarm the device.

On Stardate 2/2005, one of the most-decorated frigates in Star Fleet, the *USS Blackheart*, NCC 2327, was reported missing. The vessel was patrolling the rimward sector when it failed to make a standard mission report. A search made for the vessel was unsuccessful except for the discovery of a communications buoy apparently discharged by the *Blackheart*. Its tape contained only the partial message "...small object paralleling our course...no response on hailing freq...". The remainder of the tape was garbled, and portions had been intentionally erased. Star Fleet has no more information on the fate of the ship or its crew.

What is most remembered about the *Blackheart* is that it had a large black heart painted on each of its lower wing assemblies. As with most *Chandley* Class ships, the ship's emblem or logo make the vessel easily-distinguished on visual scan and helps maintain at a peak level the crews pride in their vessel.

Of the 184 *Chandleys* built, 63 Is, 64 IIIs, and 47 IVs remain in active service. Two Is are used by Training Command, 12 Is have been converted to IIIs, 4 Is and 1 IV have been destroyed. One I is listed as missing, one I has been scrapped, and one I has been sold to the private sector.

The *Chandley* Class frigate is produced at the shipyards of Sol IV, Sol VI, and Andor at a rate of 4 Is, 10 IIIs, and 14 IVs per year.

CHANDLEY CLASS XI FRIGATE

Construction Data:	
Model Numbers —	MK-1
Date Entering Service —	1/1612
Number Constructed —	84
Hull Data:	
Superstructure Points —	28
Damage Chart —	C
Size	
Length —	315 m
Width —	262 m
Height —	90 m
Weight —	173,300 mt
Cargo	
Cargo Units —	825 SCU
Cargo Capacity —	41,250 mt
Landing Capability —	None
Equipment Data:	
Control Computer Type —	M-6
Transporters —	
standard 6-person	8
combat 20-person	8
cargo	4
Other Data:	
Crew —	363
Passengers —	10
Troops —	250
Shuttlecraft —	12
Engines And Power Data:	
Total Power Units Available —	48
Movement Point Ratio —	3/1
Warp Engine Type —	FWC-1
Number —	2
Power Units Available —	16 each
Stress Charts —	O/M
Maximum Safe Cruising Speed —	Warp 7
Emergency Speed —	Warp 9
Impulse Engine Type —	FIF-2
Power Units Available —	16
Weapons And Firing Data:	
Beam Weapon Type —	FH-11
Number —	6, in 3 banks of 2
Firing Arcs —	2 f p, 2 f s
Firing Chart —	Y
Maximum Power —	0-10
Damage Modifiers —	
+3	(1 - 10)
+2	(11 - 17)
+1	(18 - 24)
Plasma Weapon Type —	FP-6
Number —	4
Firing Arcs —	2 fwd, 2 aft
Firing Chart —	O
Power to Arm —	1
Damage —	12
Shields Data:	
Deflector Shield Type — FSO	
Shield Point Ratio —	1:3
Maximum Shield Power —	16
Combat Efficiency:	
D	131.5
WDF	91

STORMBIRD CLASS LIGHT CRUISER

The two Romulan ships under Commander Vamin are of this type, reflecting the export of older Klingon *D-7A* models to the Romulan Star Empire. Modified for Romulan use, RB-6 beam weapons have replaced Klingon disruptors, an RPL-1 plasma weapon has been mounted in the forward pod, and the cloaking device has been installed on both.

An interesting note is that, despite the condition of the two ships, it is a compliment of sorts to Commander Vamin. Because he is more competent than most, Romulan Imperial Navy leaders feel Vamin is able to accomplish as much with his two-ship command as another Commander might do with three newer, or more powerful, ships.

STORMBIRD CLASS IX CRUISER

Construction Data:	
Model Numbers —	Type 2
Date Entering Service —	2 12
Number Constructed —	40
Hull Data:	
Superstructure Points —	20
Damage Chart —	C
Size	
Length —	220 m
Width —	152 m
Height —	55 m
Weight —	136,300 mt
Cargo	
Cargo Units —	120 SCU
Cargo Capacity —	6,000 mt
Landing Capability —	None
Equipment Data:	
Control Computer Type —	R4M
Transporters —	
standard 9-person	3
emergency 22-person	1
combat 22-person	5
cargo	2
Cloaking Device —	RCC
power requirement	15
Other Data:	
Crew —	350
Passengers —	200 Troops
Shuttlecraft —	5
Engines And Power Data:	
Total Power Units Available —	41
Movement Point Ratio —	4 1
Warp Engine Type —	RWF-1
Number —	2
Power Units Available —	16 each
Stress Charts —	L N
Maximum Safe Cruising Speed —	Warp 7
Emergency Speed —	Warp 9
Impulse Engine Type —	RIC-2
Power Units Available —	5
Weapons And Firing Data:	
Beam Weapon Type —	RB-6
Number —	4
Firing Arcs —	2 f p, 2 f s
Firing Chart —	T
Maximum Power —	6
Damage Modifiers —	
+2	(1 - 18)
Plasma Weapon Type —	RPL-1
Number —	1
Firing Arcs —	1 fwd
Firing Chart —	E
Power to Arm —	10
Damage —	See Table RL-1 in Gamemaster's Notes
Shields Data:	
Deflector Shield Type — RSK	
Shield Point Ratio —	1:2
Maximum Shield Power —	13
Combat Efficiency:	
D	76.6
WDF	36.6

V-30 WINGED DEFENDER CLASS XII CRUISER

The three ships of this class employed in the ambush, as described in **The Road to Mandukam**, are typical of this new class of ships. Not yet in widespread use, Romulan tactics will sometimes employ these ships in small, centrally-located groups to serve as reinforcements for sensitive sectors, or as a point of rendezvous or interception when Romulan vessels operating on the frontiers find themselves being shadowed or pursued (or for internment, as in the *Niwen's* case.)

WINGED DEFENDER CLASS XII CRUISER

Romulan Star Empire

Construction Data:

Model Numbers —	Type 1
Date Entering Service —	2/17
Number Constructed —	20

Hull Data:

Superstructure Points —	30
Damage Chart —	C
Size	
Length —	185 m
Width —	295 m
Height —	95 m
Weight —	200,100 mt

Cargo	
Cargo Units —	40 SCU
Cargo Capacity —	2,000 mt
Landing Capability —	None

Equipment Data:

Control Computer Type —	R6M
Transporters —	
standard 9-person	4
emergency 20-person	2
cargo	1
Cloaking Device Type —	RCE
power requirement —	38

Other Data:

Crew —	350
Shuttlecraft —	2

Engines And Power Data:

Total Power Units Available —	68
Movement Point Ratio —	4/1
Warp Engine Type —	RWG-1
Number —	2
Power Units Available —	24 each
Stress Charts —	G/L
Maximum Safe Cruising Speed —	Warp 7
Emergency Speed —	Warp 9
Impulse Engine Type —	RIE-3
Power Units Available —	20

Weapons And Firing Data:

Beam Weapon Type —	RB-9
Number —	8
Firing Arcs —	4fwd, 1p, 1s, 1p a, 1s a
Firing Chart —	W
Maximum Power —	6
Damage Modifiers —	
+3	(1 - 8)
+2	(9 - 16)
+1	(17 - 20)

Plasma Weapon Type —

RPL-3	
Number —	1
Firing Arcs —	fwd
Firing Chart —	T
Power To Arm —	8
Damage —	See Table RL-3 in Gamemaster's Notes

Shields Data:

Deflector Shield Type —	RSL
Shield Point Ratio —	1:3
Maximum Shield Power —	13

Combat Efficiency:

D	129.8
WDF	98.9

LIGHTNING CLASS BLOCKADE RUNNER

This ship, possibly encountered in **Radio Traffic**, is a typical example of the class except that it is equipped with the Romulan cloaking device.

LIGHTNING CLASS IV BLOCKADE RUNNER

Orion Colonies

Construction Data: None

Hull Data:

Superstructure Points —	16
Damage Chart —	C
Size	
Length —	100 m
Width —	33 m
Height —	32 m
Weight —	26,880 mt

Cargo	
Cargo Units —	100 SCU
Cargo Capacity —	5,000 mt
Landing Capability —	

Equipment Data:

Control Computer Type —	MK IV
Transporters —	
standard 2-person	2
cargo	1
Cloaking Device Type —	RCB
power requirement —	10

Other Data:

Crew —	23
Passengers —	5

Engines And Power Data:

Total Power Units Available —	33
Movement Point Ratio —	3/1
Warp Engine Type —	OWA-1
Number —	2
Power Units Available —	15 each
Stress Charts —	G/F
Maximum Safe Cruising Speed —	Warp 8
Emergency Speed —	Warp 10
Impulse Engine Type —	OIB-3
Power Units Available —	3

Weapons And Firing Data:

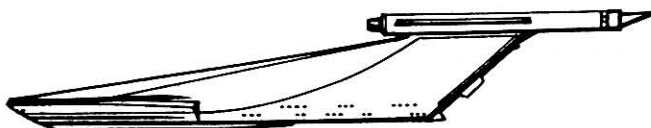
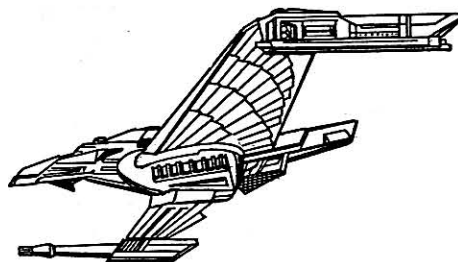
Beam Weapon Type —	OD-3
Number —	6
Firing Arcs —	3f p s, 1p, 1s, 1a
Firing Chart —	R
Maximum Power —	4
Damage Modifiers —	
+1	(1 - 16)

Shields Data:

Deflector Shield Type —	OSF
Shield Point Ratio —	1:3
Maximum Shield Power —	6

Combat Efficiency:

D	79.9
WDF	18



Cast Of Characters

Several characters, particularly the senior officers and department heads of the *USS Niwen*, have been generated in detail. They are suitable for use as player characters. A number of others have less detailed treatments; in the absence of player characters, these may serve as extra characters or substitutes.

CREW OF THE NIWEN

SENIOR OFFICERS AND DEPARTMENT HEADS

Players may use the characters to play the adventure, or they may replace any character with one they have created themselves. The **Player Character, Selection** section in **Gamemaster's Notes** contains recommendations on the importance of each character. If there are not enough players to fill all department head posts, the empty positions will be filled by pre-generated characters as NPCs. Commodore Pollard may *not* be replaced.

SECONDARY OFFICERS

Characters provided are suitable as NPCs or secondary characters for use by players in situations such as starship combat where some crucial player characters are absent and must be replaced by a substitute. These NPCs could be used either aboard ship or in landing parties, as desired; players whose primary characters are not participating in the current sequence of events can play the NPC characters in order to keep busy during those breaks, and to relieve the gamemaster of the task. If the gamemaster desires, they can be also be expanded into player characters or more detailed NPCs.

They also should be used for some of the relatively routine encounters that take place during the course of this adventure. Players acting out the senior officers should make some indication to the gamemaster of when their watch periods will be so that the NPC assistant department heads can be assumed on duty the rest of the time. The gamemaster should then make the players stick to their decision, at least to some extent. Not even Captain Kirk was on duty all the time!

INCIDENTAL OFFICERS AND CREWMEN

These characters are included to fill specific functions, or to provide a pool from which a landing party can be drawn. As such, they are not detailed greatly.

Additional characters may be freely created, of course, as additions and/or substitutions for the individuals presented here. These characters allow the gamemaster to introduce needed personnel quickly, without having to pause to generate them. The only limitation on creating characters as needed is to be realistic when giving skills to NPCs. There will be very few personnel anywhere in Star Fleet with high Skill Ratings in *General Medicine*, *Romulan*, for example, because Romulans and Federation personnel have almost never met except at weapon-point. Care should be used in hastily creating 'experts' when no experts are likely to exist anywhere, let alone on board this ship.

COMMANDANT LINK AND MARINES

Commandant Link of the Marine Corps Command and several marine NPCs are also included in order to provide some additional, incidental characters for the landing party. They were generated using the character creation tables given in **Space Marines** and are not greatly detailed. They may be used wherever additional NPCs are needed for security purposes. Because they were not created with the player

character generation system, there would be some difficulty in expanding these characters into player characters, and so they should not be used as PCs. Additional information on characters serving in this Command is provided in **Space Marines**.

CHAIN OF COMMAND ABOARD USS NIWEN

The chain of command is the way authority passes to subordinates if the starship commander is killed or otherwise unfit to command. Based on rank, position, and time in grade, the chain of command aboard the *USS Niwen* is as follows: Commodore Pollard (Captain), Commander Rodriguez (First Officer), Lt. Commander Hodgkins (Communications/Damage Control), Lt. Commander Ky (Engineering), Lt. Commander Sarpek (Navigation), Lieutenant Kingman (Helm).

THE ROMULANS

SUB-COMMANDER S'LAF AND COMMANDER VAMIN

Sub-Commander S'laf and Commander Vamin are used extensively throughout the course of this adventure, and are generated in detail. They are designed to be NPCs, though they could be used by the gamemaster as player characters, at his discretion. In that event, the gamemaster should brief the player who will take on either of these characters about the course of the adventure and the role of that Romulan in it before the start of play.

OTHER ROMULAN NPCs

The other senior Romulan officers aboard the *Niwen* are also provided in lesser detail. Aside from Trinam V'laram, who may play a key role, these characters are not essential to the development of the story. Should the gamemaster want to provide additional interaction between the Romulans and the *Niwen's* crew, these characters can be used as they are, or expanded in detail, depending on what conditions require. In addition, six Romulan NPC guards are included, and they will serve as the 'volunteers' for S'laf's plan, or as sentries when the Federation rescue party arrives.

Sub-Commander S'taram, never seen or heard from outside of subspace radio, is a typical Romulan ship commander. Because he is never involved in any action, no statistics are provided for his character. The same holds true for the commander of the second *Stormbird*. The gamemaster can generate an NPC Romulan starship commander if desired, or simply use the second ship's Crew Efficiency Rating of 60 for purposes of combat.

SPACE MARINES

This section contains information on the Marine Corps Command of Star Fleet and its duties, and provides tables to generate non-player characters from this Command.

GAMEMASTERING CASUALTIES

Certain situations within the adventure will call for specific player- or non-player characters. Obviously, if the character mentioned was incapacitated or killed before that time, then a substitute character who most closely fits the original character description may be selected. Unless it is impossible to substitute another character (a rare circumstance), the event *should* go on as planned, and not be eliminated from the adventure just because the original character was not available.

PLAYER CHARACTERS

Name: Michael A. POLLARD

Rank/Title: Commodore

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Captain

Race: Human

Age: 50

Sex: Male

Attributes:

STR —51	CHA —66
END —53	LUC —47
INT —55	PSI —42
DEX —65	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10 + 5
Modern: 46	AP: 10
HTH: 46	

Significant Skills:

	Rating:
Administration	52
Carousing	30
Computer Operation	46
Environmental Suit Operation	12
Instruction	46
Language, Andorian	29
Law, Federation	42
Leadership	56
Marksmanship, Modern	27
Negotiation/Diplomacy	62
Personal Combat, Unarmed	27
Racial Culture/History, Federation	38
Starship Combat Strategy/Tactics	72
Starship Helm Operation	60
Starship Weaponry Operation	53
Streetwise	40
Zero-G Operations	26

Distinguishing Physical Characteristics:

Pollard is slightly above average in height, average in weight, and, because he is allergic to Retinax 5, wears glasses to correct his astigmatism. He is stoop-shouldered, has some tendency toward balding, and looks very much like a university professor.

Brief Personal History:

Birthplace: Oklahoma, U.S.A., Terra
1st Cadet Cruise, Merchant Marine Command.
2nd Cadet Cruise, USS Yorktown.
3rd Cadet Cruise, Colonial Operations Command.
4th Cadet Cruise, Galaxy Exploration Command, High Honors.
Merchant Marines Command, 4 years.
Galaxy Exploration Command, 5 years.
Star Fleet Academy, 2 years.
Merchant Marines Command, 5 years.
USS Yorktown, 3 years.
Merchant Marines Command, 4 years.

Commodore Pollard is one of very few Star Fleet officers to have had a successful career after undergoing four cadet cruises. Having served on the USS Yorktown during his second cadet cruise and then as its First Officer many years later, Pollard requested to be its next commander. As it turned out, Star Fleet selected another for the Yorktown, promoted Pollard to Commodore, and gave him the Niwen. Recently re-assigned to the Military Operations Command, Pollard has been the Captain of the Niwen for only a few months.

Pollard also served in the past with Lieutenant Thompkins and Ensign Sheraan of Security, and Ensign Storik of Engineering; respecting their skills, he requested the transfer of those officers to his command.

Personality:

Motivations/Desires/Goals:

Commodore Pollard has two desires in life: to return to teaching at Star Fleet Academy, and to command the Yorktown, the ship where he feels he "grew up". He would happily accept the attainment of either goal, but intends to give his current command all the attention it deserves. He is willing to wait quietly for his opportunity to come, and is confident that it will arrive before he retires from Star Fleet.

Manner:

Pollard is a soft-spoken but competent commanding officer. Always willing to listen objectively to another's viewpoint, he is a popular superior. An excellent instructor, he also possesses the needed skills to make a formidable commander in battle. Peaceful by nature, he tries never to make unreasonable demands on his subordinates. He is also a connoisseur of herbal teas, and given the chance, will talk about his interest at length while off duty.

He has a healthy respect for Romulans as individuals and as opponents, and so is not entirely favorable to lengthy exposure to them, although he has the natural curiosity of a teacher.

Special Knowledge/Powers:

Pollard knows the contents of the sealed orders described in Briefing.

Name: Octavio Julio Soldavilla y RODRIGUEZ

Rank/Title: Commander

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: First Officer

Race: Human

Age: 47

Sex: Male

Attributes:

STR —63	CHA —51
END —60	LUC —39
INT —55	PSI —62
DEX —57	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10 + 7
Modern: 49	AP: 9
HTH: 49	

Significant Skills:

	Rating:
Administration	63
Computer Operation	49
Environmental Suit Operation	20
Language, Vulcan	35
Law, Federation	34
Leadership	46
Marksmanship, Modern	41
Negotiation/Diplomacy	24
Personal Combat, Unarmed	40
Starship Combat Strategy/Tactics	73
Starship Helm Operation	42
Starship Sensors	25
Starship Weaponry Operation	43
Zero-G Operation	14

Distinguishing Physical Characteristics:

Commander Rodriguez is a short, slight man with a dark complexion and black hair that is graying at the temples.

Brief Personal History:

Birthplace: Spain, Terra.
Cadet Cruise, USS Republic, Honors.
Galaxy Exploration Command, 2 years.
Merchant Marines Command, 3 years.
Military Operations Command, 1 year.
Star Base 13 Headquarters, 4 years.
Merchant Marines Command, 6 years.
Colonial Operations Command, 5 years.

The son of a nobleman, Rodriguez has worked his way up through the ranks, despite some severe difficulties with superiors. His quick temper has resulted in a poor efficiency rating on more than one occasion.

While serving in the Merchant Marines Command, Rodriguez found himself as a Helmsman on a transport, under then Chief Helmsman Pollard. Pollard's quiet, almost plodding personality was unaffected by Octavio's sporadic temper, and they became good friends while serving together for four years. When Pollard took command of the Niwen, he requested Rodriguez for First Officer, knowing they could work well together.

He also served with Dr. O'Grady in the past, and advised Pollard to have O'Grady transferred aboard. Dr. O'Grady, a cynical man with the caustic wit of a mortician, was able to keep Rodriguez' temper in check on more than one occasion.

Personality:

Motivations/Desires/Goals:

Commander Rodriguez has the tendency to be a bit unorthodox in getting things accomplished. Once, while temporarily serving as a Supply Officer, he commandeered an Admiral's personal shuttlecraft to get some vital repair parts delivered to his ship. He got the parts before the vessel had to leave, but he also got a lengthy reprimand (not that it did any good).

His goal is to serve in Star Fleet for a few more years before going into merchant trading. He is using his time aboard ship to make trading contacts on Federation worlds.

Manner:

Aside from having a quick temper, Rodriguez is a good executive officer, skilled in administration duties. He has studied the Vulcan language in the hope that it might calm his nature — so far, without success. His free-spirited nature makes him popular with subordinates and a headache to most superiors. He will sometimes come up with the most radical ideas that, on occasion, are actually practical. In every case, they are interesting and offbeat.

He is somewhat favorable toward the idea of having Romulans aboard, and personally would like to see trade relations established with the Romulan Star Empire.

Special Knowledge/Powers:

Rodriguez may know the contents of Pollard's sealed orders.

Name: Elias Y. HODGKINS

Rank/Title: Lieutenant Commander

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Chief Communications/Damage Control Officer

Race: Human

Age: 38

Sex: Male

Attributes:

STR —56	CHA —59
END —66	LUC —75
INT —69	PSI —7
DEX —66	

Combat Statistics:

To-Hit Numbers—

Modern: 43

HTH: 46

Bare-Hand Damage: 1D10 + 5

AP: 10

Significant Skills:

Administration	40
Communication Systems Operation	73
Communication Systems Technology	48
Computer Operation	42
Damage Control Procedures	69
Environmental Suit Operations	22
Language	
Klingon	18
Romulan	49
Law, Federation	29
Leadership	30
Personal Combat, Unarmed	26
Racial Culture/History, Federation	24
Racial Culture/History, Romulan	30
Zero-G Operations	28

Rating:

Distinguishing Physical Characteristics:

Lt. Commander Hodgkins is an Alpha Centauran, and, therefore, basically Human. About 6'6" tall and thin, he has unusually bright green eyes and wears his blond hair close-cropped in a crew cut.

Brief Personal History:

Birthplace: District 24, Greensmoke Region, Alpha Centauri

Cadet Cruise, Colonia Operations Command.

USS Yorktown, 3 years.

Star Fleet Academy, 4 years.

USS Republic, 1 year.

USS Lexington, 5 years.

A very lucky officer to date, Hodgkins is having his first experience with non-Constitution class starships. At the insistence of his parents, he reluctantly joined Star Fleet. After the death of both parents in a shuttle crash while he was on his cadet cruise, Hodgkins has devoted himself solely toward becoming a successful career officer in their memory.

While serving at the Academy and the next year aboard the *Republic*, he became close friends with Lt. Commander Ky. He is extremely fond of her, and they often spend off-duty hours together, usually practicing yoga, a common interest.

He also served with Ensign Sheraan while both were on their cadet cruise. As Hodgkins is fascinated by Andorians, the two get along fairly well.

Personality:

Motivations/Desires/Goals:

Hodgkins would eventually like to serve in all Commands of Star Fleet to broaden his base of experience. Beyond that, his only goal is to someday serve as a Communications Officer assisting flight operations at a large spaceport, because of his parents' deaths. Even now, he still feels responsible for their deaths, and he will become very defensive when his competence is questioned in any way.

He is very excited by the chance to be aboard this vessel because it is a totally new experience for him. Attributing his previous shipboard service exclusively aboard Constitution class ships to "dumb luck," he has maintained an innocence of attitude despite some jealousy by less fortunate officers.

Manner:

When on duty, Hodgkins is very serious about his job performance. While off duty, he is a friendly, easygoing person, willing to talk with anyone about anything. If the actions of another person result in making him look bad during the performance of his duties, however, he will seek deliberate (though not malicious) revenge on the perpetrator.

Hodgkins is very much in favor of making personal contact with the Romulans, because he does not feel they are the "faceless enemy" that they are made out to be. Furthermore, he would appreciate it as another unique experience.

Special Knowledge/Powers:

None.

Name: Hwung Chang KY

Rank/Title: Lieutenant Commander

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Chief Engineer

Race: Human

Age: 39

Sex: Female

Attributes:

STR —65	CHA —62
END —64	LUC —21
INT —68	PSI —24
DEX —69	

Combat Statistics:

To-Hit Numbers—

Modern: 45

HTH: 45

Bare-Hand Damage: 1D10 + 5

AP: 10

Significant Skills:

Administration	48
Astronautics	70
Computer Operation	44
Environmental Suit Operation	10
Leadership	33
Life Support Systems Technology	58
Mechanical Engineering	27
Transporter Systems Technology	40
Warp Drive Technology	67

Rating:

Distinguishing Physical Characteristics:

A short woman with dark brown, shoulder-length hair, Ky is rather attractive in her own way, though the dark-colored lubricants that have become imbedded in her hands through many years of engineering do reflect her profession.

Brief Personal History:

Birthplace: Ming Province, Tar-sung Colonies

Cadet Cruise, Merchant Marines Command.

Colonial Operations Command, 3 years.

Star Fleet Academy, 4 years.

USS Republic, 1 year.

Merchant Marines Command, 1 year.

Military Operations Command, USS Niwen, 4 years.

One of only a few female Chief Engineers in Star Fleet, Lt. Commander Ky has been successful in this capacity. Serving aboard USS Niwen as Assistant Chief Engineer since the vessel was commissioned four years ago, Ky has been the ship's Chief Engineer for the past two.

She also served with Ensign Storik in the Merchant Marines. At her insistence, Commodore Pollard had Storik transferred to the Niwen. She greatly respects his skill and willingness to work hard.

Personality:

Motivations/Desires/Goals:

Very happy with her duties aboard the ship, Ky would be quite satisfied to remain with this one ship until either she retires, or it is decommissioned. Driven by almost a compulsion to have the vessel operating at highest efficiency, she has been known to pressure herself and her subordinates unmercifully to "get the job done," usually with positive results.

Though very friendly with Lt. Commander Hodgkins, she is married to her work even more, and would rather lose him than leave what she loves.

Manner:

When things are going well, she is cheerful, friendly, and wonderful company. But, if there are any problems in Engineering, she becomes irritable and nervous, occasionally shouting orders in Cantonese. She is always upset if even the slightest thing is wrong with the ship or its engines, and will persist in pestering and harassing everyone within range until the situation is corrected.

Ky is neutral toward Romulans until their cause results in stress damage to the Niwen, after which she becomes very opposed to their presence.

Special Knowledge/Powers:

None.

Name: SARPEK**Rank/Title:** Lieutenant Commander**Current Assignment:** Military Operations Command,
USS Niwen, NCC-2306**Position:** Chief Navigator**Race:** Vulcan**Age:** 39**Sex:** Male**Attributes:**

STR —77	CHA —53
END —65	LUC —21
INT —81	PSI —72
DEX —67	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 2D10 + 3
Modern: 44	AP: 10
HTH: 53	

Significant Skills:

	Rating:
Administration	48
Astrogation	73
Astronautics	28
Astronomy	27
Astrophysics	21
Computer Operation	61
Deflector Shield Operation	68
Deflector Shield Technology	30
Environmental Suit Operation	10
General Medicine, Vulcan	25
Language, Spanish	33
Leadership	35
Negotiation/Diplomacy	24
Personal Combat, Unarmed	39
Planetary Survival, Desert	24
Racial Culture/History, Federation	28
Starship Sensors	29
Transporter Operational Procedures	26

Distinguishing Physical Characteristics:

Sarpek is unusually heavy-set for a Vulcan, and he wears his hair somewhat longer than average. He also continually wears a small, unattractive brass locket, usually in open view.

Brief Personal History:**Birthplace:** SharKhan Region, Vulcan1st Cadet Cruise, USS *Repblic*

2nd Cadet Cruise, Colonial Operations Command.

Colonial Operations Command, 10 years.

Merchant Marines, 1 year.

Star Base 7 Headquarters, 3 years.

Not particularly interested in science, Lt. Commander Sarpek has elected to apply himself to Navigation, and possesses a well-rounded set of skills in that area.

His interest in Medicine and Planetary Survival stem directly from his personal Kahs-Wan ordeal, which was an unusually successful and led him to develop an interest in hiking and wilderness survival. It is a hobby he indulges whenever possible, saying it "is logical to keep in good physical condition."

Sarpek served with Lieutenant Bacek of Security many years ago. During an incident with a small group of colonists armed with old-style firearms, Sarpek was the target for a bullet. Bacek stepped in front to knock Sarpek down and was hit instead. The bullet was removed, and Sarpek wears the locket to honor the guard who saved his life.

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

Sarpek would eventually like to command a ship of his own, and have Bacek for his Security Chief. His attitudes primarily reflect Vulcan thinking, though he is more tolerant of Human mentality than most Vulcans; after all, he would not be alive right now if it had not been for Human illogic.

Manner:

Sarpek is fairly likable, even refraining from correcting his fellow crewmembers in errors of logic. He is a good listener, and enjoys a rousing debate on any subject.

He is neutral toward Romulans, being both curious about their common biological relationship and respectful of their skill in combat. He sees both good and bad points to the situation.

Special Knowledge/Powers:

None.

Name: Sandra L. KINGMAN**Rank/Title:** Lieutenant**Current Assignment:** Military Operations Command,
USS Niwen, NCC-2306**Position:** Chief Helmsman**Race:** Human**Age:** 27**Sex:** Female**Attributes:**

STR —70	CHA —63
END —66	LUC —82
INT —73	PSI —1
DEX —52	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10 + 5
Modern: 41	AP: 9
HTH: 37	

Significant Skills:

	Rating:
Administration	40
Astronautics	25
Computer Operation	35
Environmental Suit Operation	19
Language, Orion	27
Leadership	30
Marksmanship, Modern	29
Negotiation/Diplomacy	26
Personal Combat, Unarmed	21
Starship Helm Operation	66
Transporter Operational Procedures	26
Zero-G Operations	25

Distinguishing Physical Characteristics:

Lieutenant Kingman is a tall, very strong brunette with a pretty smile. Once considering Security for a career, she still keeps herself in excellent physical condition. Preferring to be recognized for her intelligence and skills, she makes no deliberate effort to be attractive.

Brief Personal History:**Birthplace:** Connecticut, U.S.A., Terra

1st Cadet Cruise, Merchant Marines Command.

2nd Cadet Cruise, Military Operations Command, USS *Niwen*, Honors.Military Operations Command, USS *Niwen*, 2 years.

Lt. Kingman served her cadet cruise aboard the *Niwen*, and never left. Although she has risen to the position of Chief Helmsman with remarkable speed, she is not a remarkably competent officer. Rather, she attained her position through a great deal of luck.

While aboard the *Niwen*, she has fallen in love with Lt. Commander Beaujolais. The relationship is almost exclusively one-sided, and never interferes with the performance of her duty, but she does everything she can to make her feelings known while off-duty.

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

Judging from her rapid rise to Chief Helmsman, Kingman feels the command of her starship might not be far off. She is highly motivated and is sometimes reckless in her efforts to be acknowledged for a job well done.

After leaving Star Fleet, she wants to get directly involved in stopping the trade in Orion slave women. She was serving her cadet cruise during the "Green Death," and has felt an almost religious conviction to correct that, to her, barbarous practice.

Manner:

She is a very assertive young woman, and the "Green Death" incident made her even more so. Though a little foolhardy on her own time, she performs her official duties with speed and efficiency.

Lt. Kingman is slightly favorable toward Romulans, as long as they are not responsible for any harm or destruction. When they do bring harm, she feels hate toward them.

Special Knowledge/Powers:

None.

Name: Henri P. BEAUJOLAIS

Rank/Title: Lieutenant Commander

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Security Chief

Race: Human

Age: 40

Sex: Male

Attributes:

STR — 60	CHA — 58
END — 63	LUC — 99
INT — 61	PSI — 1
DEX — 68	

Combat Statistics:

To-Hit Numbers—

Modern: 72

HTH: 63

Bare-Hand Damage: 1D10 + 8

AP: 10

Significant Skills:

Administration	44
Computer Operation	43
Environmental Suit Operation	20
Gaming, Poker	22
Language	
Orion	15
Romulan	11
Law, Federation	27
Leadership	46
Marksmanship, Modern	75
General Medicine, Human	29
Personal Combat, Foil	27
Security Procedures	63
Shuttlecraft Pilot	48
Small Unit Tactics	52

Distinguishing Physical Characteristics:

Lt. Commander Beaujolais is a tall man of average build and curly hair. He has a small scar on his right thumb.

Brief Personal History:

Birthplace: New Paris Colonies

Cadet Cruise, Colonial Operations Command, High Honors

USS Yorktown, 2 years.

USS Enterprise, 4 years.

Military Operations Command, 5 years.

Military Operations Command, USS Niwen, 4 years.

Beaujolais, the son of a vintner, went against his father's wishes and joined Star Fleet. Rising in rank rapidly at first, he reached the point where any additional promotions would be few and far between. Thus, he has been a Lieutenant Commander for the past seven years and Security Chief aboard the USS Niwen since its commission.

The only difficulty in working aboard the Niwen is Lt. Kingman. Though she is a pretty and very athletic young woman whom Henri does like, he feels there is too great an age difference for any relationship to work. He is friendly to her in a teasing sort of way (which only makes her try all the harder).

The scar on his hand is from an accident in training while at the Academy. Another cadet was fooling around and awkwardly handed him a phaser supposedly set on stun. It was set on heat, and went off by mistake. The cadet was discharged immediately, and Beaujolais was left with an unusual wound mark.

Personality:

Motivations/Desires/Goals:

Disappointed by his continued failure to receive additional promotions, Lt. Commander Beaujolais would love to serve as Security Chief aboard another Constitution class starship. He received his promotion to Lieutenant while under Captain Pike of the USS Enterprise, and feels he deserves better than he has gotten. Still, he will not let personal feelings impede his work, continuing to perform his duties with the same high level of efficiency.

Manner:

Beaujolais is a quietly grim man, bitter over his rank. He deserves and commands the respect of those under him, but seems to be haunted by his own career's recent lack of success.

He is against the presence of Romulans aboard the Niwen because he believes Romulans are cunning, dangerous enemies. He also partially blames the Federation's peaceful politics for the shortage of high-level Security positions, and indirectly, the Romulans (and Klingons, Gorns, and others).

Special Knowledge/Powers:

Beaujolais may know the contents of Pollard's sealed orders.

Name: Shari SHRANIM

Rank/Title: Lieutenant

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Chief Science Officer

Race: Andorian

Age: 32

Sex: Female

Attributes:

STR — 75	CHA — 54
END — 73	LUC — 63
INT — 71	PSI — 71
DEX — 67	

Combat Statistics:

To-Hit Numbers—

Modern: 49

HTH: 44

Bare-Hand Damage: 1D10 + 5

AP: 10

Significant Skills:

Administration	49
Astrogation	32
Computer Operation	67
Ecology	40
Environmental Suit Operations	32
Exobiology	24
General Medicine, Native	32
Geology	56
Language	
Klingon	28
Romulan	22
Law, Federation	24
Leadership	48
Marksmanship, Modern	30
Mathematics	25
Meteorology	32
Starship Sensors	68
Transporter Operational Procedures	29
Zoology	35

Distinguishing Physical Characteristics:

Aside from a small, reddish birthmark near the right antennae, Shranim is a typical Andorian in appearance.

Brief Personal History:

Birthplace: Arkaah Protectorate, Andor

Cadet Cruise, USS Lexington, High Honors.

Galaxy Exploration Command, 2 years.

USS Republic, 1 year.

Star Base 20 Headquarters, 2 years.

A scientist with numerous areas of competence, Lt. Shranim is returning to space after two years at Star Base 20. As a Lieutenant and Science Officer aboard a warship, it is an almost ideal situation from her standpoint.

Shranim served her cadet cruise with Lt. Punt of Communications, and they became good friends, despite sharp differences in their personalities.

Personality:

Motivations/Desires/Goals:

Motivated to attain success as a Science Officer and a warrior, Shranim is willing to go to great lengths in the effort to gather new scientific information. Feeling any knowledge acquired is worth having and wanting to understand everything about everything, Lt. Shranim often proves to be a valuable source of miscellaneous information.

Manner:

Lt. Shranim is a powerful friend and worthy adversary in all things. Almost too inquisitive at times, she may endanger herself by taking unnecessary risks in her eternal quest for knowledge.

She is very favorable to having the Romulans aboard because of the opportunity to study them and their culture, and will remain favorable even if combat should occur.

Special Knowledge/Powers:

While at Star Base 20, she got the chance to work a little with Admiral Summers of Military Intelligence Command. She thinks he is an utter bureaucratic fool, more interested in his own importance and the value of paperwork than in doing an efficient job.

SECONDARY OFFICERS

Name: Georgi KURGOTZUV

Rank/Title: Lieutenant, jg

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: First Assistant Communications Officer

Race: Human

Sex: Male

Attributes:

STR — 51	CHA — 59
END — 53	LUC — 99
INT — 68	PSI — 1
DEX — 54	

Significant Skills:

Communication Systems Operation
Computer Operation
Damage Control Procedures
Language, Romulan
Racial Culture/History, Romulan

Rating:

56
37
57
37
20

Notes:

Aside from his shameful secret shared with Dr. Young, Kurgotzuv is a soft-spoken, efficient officer. He no longer drinks.

Name: Bela MARGUPTA

Rank/Title: Lieutenant, jg

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Assistant Helmsman

Race: Human

Sex: Male

Attributes:

STR — 60	CHA — 61
END — 67	LUC — 9
INT — 58	PSI — 34
DEX — 59	

Significant Skills:

Starship Helm Operation
Starship Weaponry Operation

Rating:

60
51

Notes:

Margupta has a growing feeling of bigotry toward Romulans, and may be S'laf's attacker.

Name: Razeez MOHAMMED

Rank/Title: Lieutenant

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Assistant Engineer

Race: Human

Sex: Female

Attributes:

STR — 56	CHA — 64
END — 61	LUC — 44
INT — 60	PSI — 59
DEX — 55	

Significant Skills:

Astronautics
Deflector Shield Technology
Small Equipment Systems Technology
Warp Drive Technology

Rating:

40
40
40
49

Notes:

Very talkative by nature, Mohammed at times does not know when to remain quiet. Otherwise, she is a competent, but not exceptional, officer.

Name: Richard N'GOMO

Rank/Title: Lieutenant

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Assistant Security Chief

Race: Human

Sex: Male

Attributes:

STR — 62	CHA — 71
END — 62	LUC — 66
INT — 60	PSI — 38
DEX — 76	

Significant Skills:

Environmental Suit Operations
Marksmanship, Modern
Personal Combat, Unarmed
Security Procedures
Zero-G Operations

Rating:

24
50
56
49
16

Notes:

When N'Gomo hears about the Helm cadet's paranoid delusion, he excitedly shares it, and tries to pester everyone else into believing it too.

Name: Andrea B. YOUNG

Rank/Title: Lieutenant/M.D.

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Chief Medical Officer

Race: Human

Age: 29

Sex: Female

Attributes:

STR — 48	CHA — 69
END — 69	LUC — 98
INT — 70	PSI — 25
DEX — 61	

Combat Statistics:

To-Hit Numbers—

Modern: 45

HTH: 44

Bare-Hand Damage: 1D10 + 2

AP: 10

Significant Skills:

Administration
Carousing
Computer Operation
Instruction
Language

Rating:

40
22
74
22

Andorian

Caitian

Leadership

Botany

General Medicine

Andorian

Caitian

Human

Genetics

Marksmanship, Modern

Pathology

Personal Combat, Unarmed

Psychology, Andorian

Psychology, Human

Racial Culture/History, Federation

Small Equipment Systems Operation

Surgery

18

17

45

27

59

26

72

23

29

16

26

28

45

25

30

66

Distinguishing Physical Characteristics:

Dr. Young is a very pretty young redhead, but often has a severe expression on her face. While off duty, she wears period costumes from different eras of Terra, including Elizabethan, Roman, and 1960s Californian, which enhances her attractiveness.

Brief Personal History:

Birthplace: New Zealand, Terra

1st Cadet Cruise, Military Operations Command.

2nd Cadet Cruise, Military Operations Command.

USS Farragut, 2 years.

Always wanting to be a surgeon, Andrea joined Star Fleet to be of service to all races. Now, after receiving two quick promotions, Dr. Young unexpectedly finds herself already in the role of Chief Medical Officer. A thoroughly competent doctor in several areas, she is now doing what she does best.

While aboard the *Farragut*, Dr. Young served with Lieutenant Kurgotzuv of Communications. Though she initially enjoyed his company, the friendship soured. Once on shore leave together, Lt. Kurgotzuv got intoxicated and abusive, actually striking Dr. Young once. Though she never revealed the occurrence to anyone else, it is a source of secret shame to Kurgotzuv. Although he apologized profusely, he still worries to this day that she will inform the authorities. Young treated him for absinthe detoxification, and, though they are no longer friends, she will never reveal the incident to anyone.

She is a good friend of Dr. O'Grady, whose odd sense of humor, intense interest in Pathology, and cynical view are amusing to her. He thinks she is a fine surgeon. Feeling he would never be talented enough for the post of Chief Medical Officer, he contents himself with autopsies.

Personality:

Motivations/Desires/Goals:

Dr. Young eventually wants to work as Chief Medical Officer aboard one of the *Reliant* class research cruisers, where "the real research in the Federation is being done." To that end, she will work ambitiously and diligently, while waiting for her chance to transfer to Galaxy Exploration Command. After that, she would not object to a position in Star Fleet's Office of the Surgeon General. Aware there has never been a woman Surgeon General, she feels it may be time for one, namely, her.

Manner:

Dr. Young is confident without being cocky, self-assured without being egotistical. She is good at what she does and knows it, but she would never deliberately intimidate anyone else, no matter what. Despite her occupation, she does not like bloodshed, and "prefers" to treat wounds received in non-violent circumstances.

She is not especially in favor of having Romulans aboard, but realizes it offers an opportunity to pick up some experience in Romulan medicine.

Special Knowledge/Powers:

None.

Name: Matthew O'GRADY

Rank/Title: Lieutenant/M.D.

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Assistant Medical Officer

Race: Human

Sex: Male

Attributes:

STR —65	CHA —50
END —58	LUC —41
INT —64	PSI —63
DEX —57	

Significant Skills:

Computer Operation

General Medicine

Andorian

Human

Vulcan

Pathology

Surgery

Shuttlecraft Pilot

Notes:

A true 'personality,' Dr. O'Grady will flirt, tell bizarre jokes, and perform his duties with skill and a dash of strangeness. He is also a good pilot and often flies a shuttle for a landing party.

Rating:

40

Name: Modhareshna, PUNTI

Rank/Title: Lieutenant, jg

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: 2nd Assistant Communications Officer

Race: Human

Sex: Male

Attributes:

STR —61	CHA —57
END —57	LUC —56
INT —73	PSI —61
DEX —66	

Significant Skills:

Communication Systems Operation

Damage Control Procedures

Environmental Suit Operations

Language, Romulan

Racial Culture/History, Romulan

Zero-G Operations

Notes:

Punti is very interested in studying Romulans, and will ask to do so when they are brought aboard.

Rating:

48

Name: SILON

Rank/Title: Lieutenant

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Assistant Navigator

Race: Vulcan

Sex: Male

Attributes:

STR —81	CHA —53
END —68	LUC —1
INT —70	PSI —44
DEX —55	

Significant Skills:

Astrogation

Computer Operation

Deflector Shield Operation

Notes:

Somewhat short-tempered and emotional for a Vulcan, Silon will make piercing criticisms when necessary, especially toward Margupta.

Rating:

59

40

55

Name: Thitharis THALEN

Rank/Title: Lieutenant, jg

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Assistant Science Officer

Race: Andorian

Sex: Female

Attributes:

STR —73	CHA —60
END —69	LUC —56
INT —57	PSI —1
DEX —64	

Significant Skills:

Chemistry

Computer Operation

Computer Science

Ecology

Environmental Suit Operation

Exobiology

Language, Romulan

Starship Sensors

Notes:

Helping to maintain USS Niwen's unusual image of having Andorian science officers (and Vulcan navigators), Thalen performs her duties well and without fanfare.

Rating:

35

58

30

40

31

46

11

45

Name: M'NIRL

Rank/Title: Ensign

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Transporter Chief

Race: Caitian

Sex: Male

Attributes:

STR —56	CHA —62
END —48	LUC —33
INT —51	PSI —26
DEX —76	

Significant Skills:

Environmental Suit Operations

Starship Sensors

Transporter Operational Procedures

Transporter Systems Technology

Zero-G Operations

Notes:

A very friendly personality, M'nirl is a fairly skilled transporter officer and politely takes jokes about "getting his tail caught in the levers."

Rating:

18

43

63

40

45



INCIDENTAL CREW MEMBERS

Name: Johann BACEK

Rank/Title: Ensign

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Security Officer (Shuttle)

Race: Human

Sex: Male

Attributes:

STR	—62	CHA	—55
END	—66	LUC	—30
INT	—63	PSI	—1
DEX	—62		

Significant Skills:

Environmental Suit Operations
Marksmanship, Modern
Personal Combat, Unarmed
Security Procedures
Shuttlecraft Pilot
Zero-G Operations

Rating:

22
48
46
41
49
14

Name: Ian FRAZIER

Rank/Title: Lieutenant

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Security Officer

Race: Human

Sex: Male

Attributes:

STR	—52	CHA	—72
END	—70	LUC	—100
INT	—63	PSI	—24
DEX	—59		

Significant Skills:

Environmental Suit Operations
Marksmanship, Modern
Personal Combat, Unarmed
Security Procedures
Shuttlecraft Pilot
Zero-G Operations

Rating:

25
58
47
54
37
17

Name: Tharval SHERAAN

Rank/Title: Ensign

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Security Officer

Race: Andorian

Sex: Male

Attributes:

STR	—80	CHA	—50
END	—61	LUC	—64
INT	—74	PSI	—1
DEX	—48		

Significant Skills:

Environmental Suit Operations
Marksmanship, Modern
Personal Combat, Unarmed
Security Procedures
Zero-G Operations

Rating:

28
49
41
40
16



Name: Billiema THOMPkins

Rank/Title: Lieutenant

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Security Officer

Race: Human

Sex: Female

Attributes:

STR	—59	CHA	—59
END	—79	LUC	—49
INT	—69	PSI	—1
DEX	—56		

Significant Skills:

Computer Operation
Environmental Suit Operations
Marksmanship, Modern
Personal Combat, Unarmed
Security Procedures
Shuttlecraft Pilot

Rating:

37
20
49
50
43
32

Name: Konrad VON TER HORST

Rank/Title: Lieutenant, jg

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Security Officer (Shuttle)

Race: Human

Sex: Male

Attributes:

STR	—57	CHA	—51
END	—62	LUC	—25
INT	—54	PSI	—68
DEX	—55		

Significant Skills:

Computer Operation
Environmental Suit Operations
Marksmanship, Modern
Personal Combat, Unarmed
Security Procedures
Shuttlecraft Pilot

Rating:

41
21
56
67
43
47

Notes:

von ter Horst is an unthinking, loudmouthed bigot towards Romulans, and may be S'laf's attacker.

Name: STORIK

Rank/Title: Ensign

Current Assignment: Military Operations Command,
USS Niwen, NCC-2306

Position: Engineering Officer (Weapons)

Race: Vulcan

Sex: Male

Attributes:

STR	—81	CHA	—59
END	—71	LUC	—10
INT	—93	PSI	—60
DEX	—64		

Significant Skills:

Communication Systems Technology
Deflector Shield Technology
Electronics Technology
Environmental Suit Operations
Life Support Systems Technology
Personal Weapons Technology
Zero-G Operations

Rating:

34
35
62
10
41
58
24

Notes:

Storik is an interesting character. At age 37, he has already turned down three promotions, requesting to remain an Ensign until he leaves the service, quietly doing his work well. Probably involved in the unsuccessful attempts to disarm the self-destruct device, he will withstand all criticism for failure in the same way he calmly refuses offers for promotion.

NON-PLAYER CHARACTERS

Name: Karl G. LINK

Rank/Title: Commander

Current Assignment: Military Corps Command,
assigned to *USS Niwen*, NCC-2306

Position: Commandant

Race: Human

Age: 54

Sex: Male

Attributes:

STR — 65	CHA — 48
END — 63	LUC — 38
INT — 73	PSI — 64
DEX — 70	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10 + 7
Modern: 78	AP: 11
HTH: 60	

Significant Skills:

	Rating:
Environmental Suit Operations	84
Leadership	59
Marksmanship, Modern	85
Personal Combat, Unarmed	49
Security Procedures	54
Small Unit Tactics	59
Streetwise	13
Zero-G Operations	34

Distinguishing Physical Characteristics:

A big, powerfully-built man, Commander Link is almost always seen wearing an immaculate marine uniform. His black hair and steel-gray eyes are distinctive, as is his limp.

Brief Personal History:

Birthplace: Trojan Colonies, Beta Vela

Assigned, Military Operations Command, 2 years.

Assigned, Merchant Marines Command, 5 years.

Marine Corps Command (garrison), 3 years.

Assigned, Military Operations Command, 2 years.

Assigned, Galaxy Exploration Command, 2 years.

Assigned, Merchant Marines Command, 7 years.

Marine Corps Command (garrison), 2 years.

Assigned, Merchant Marines Command, 2 years.

Assigned, Galaxy Exploration Command, 5 years.

Assigned, Merchant Marines Command, 1 year.

Gradually working his way up through the ranks, Commander Link now holds one of the most coveted posts in the Marine Corps Command: that of Commandant of a large shipboard contingent. Having been recently reassigned to this post, Link is still in the process of learning all about his fellow crewmembers. Until he has accomplished that, he will be rigidly formal and proper, not allowing himself to make any real friendships.

The limp is due to an old disruptor wound in the left leg that did nerve damage and never quite regenerated fully. Though the limp is slight and does not affect his ability to run or shoot in any way, he held the Medical Officer in charge at the time responsible for "crippling" him. That was many years ago, but Link still tends to be a little suspicious of surgeons.

Personality:

Motivations/Desires/Goals:

Commander Link belongs, heart and soul, to his work. He will do everything within his power to serve Star Fleet Command. If that means dying for them, then he will accept that. If it means capturing Romulans for the purpose of interrogating them, learning about them, analyzing them, even at some risk, then that is the proper course of action. There is nothing more he wants or desires; he already has everything he can expect.

Manner:

Link is an intense person, dedicated, competent, and unwavering in his duty. He could be a likable fellow if he would relax a little and accept the other crewmembers as people.

Being a non-player character, his role is to make sure the players proceed with the course of the adventure. Though he hates Romulans (and Klingons) with a cold-blooded passion, he wants to learn all he can about them, to better aid Star Fleet in its conflicts against them.

Special Knowledge/Powers:

None.

INCIDENTAL MARINES

Name: B.M. "Tiny" BIGGS

Rank/Title: Sublieutenant

Current Assignment: Marine Corps Command,
assigned to *USS Niwen*, NCC-2306

Position: Platoon Leader

Race: Human

Sex: Male

Attributes:

STR — 68	CHA — 49
END — 71	LUC — 47
INT — 69	PSI — 1
DEX — 60	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10 + 7
Modern: 60	AP: 10
HTH: 54	

Significant Skills:

	Rating:
Environmental Suit Operations	40
Instruction	28
Language, Romulan	26
Marksmanship, Modern	60
Personal Combat, Unarmed	47
Planetary Survival, Warm Temperate	20
Security Procedures	18
Small Unit Tactics	32
Zero-G Operations	69

Name: Claude FOWLER

Rank/Title: Corporal, First Class

Current Assignment: Marine Corps Command,
assigned to *USS Niwen*, NCC-2306

Position: Marine

Race: Human

Sex: Male

Attributes:

STR — 64	CHA — 43
END — 71	LUC — 60
INT — 51	PSI — 21
DEX — 73	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10 + 8
Modern: 65	AP: 11
HTH: 65	

Significant Skills:

	Rating:
Environmental Suit Operations	44
Marksmanship, Modern	54
Personal Combat, Unarmed	57
Security Procedures	24
Small Unit Tactics	35
Streetwise	19
Zero-G Operations	26

Name: William MAIRSON

Rank/Title: Private, First Class

Current Assignment: Marine Corps Command,
assigned to *USS Niwen*, NCC-2306

Position: Marine

Race: Human

Sex: Male

Attributes:

STR — 74	CHA — 42
END — 64	LUC — 22
INT — 57	PSI — 36
DEX — 73	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10 + 7
Modern: 65	AP: 11
HTH: 61	

Significant Skills:

	Rating:
Environmental Suit Operations	48
Marksmanship, Modern	56
Personal Combat, Unarmed	48
Planetary Survival, Cool Temperate	26
Security Procedures	18
Small Unit Tactics	29
Zero-G Operations	29

Name: C.O. "Almond" ROHCA

Rank/Title: Master Sergeant

Current Assignment: Marine Corps Command,
assigned to *USS Niwen*, NCC-2306

Position: Police Sergeant

Race: Human

Sex: Male

Attributes:

STR —65	CHA —48
END —63	LUC —68
INT —58	PSI —1
DEX —65	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10 + 7
Modern: 63	AP: 10
HTH: 56	

Significant Skills:

Environmental Suit Operations	Rating: 33
Leadership	66
Marksmanship, Modern	60
Personal Combat, Unarmed	47
Security Procedures	26
Small Unit Tactics	30
Zero-G Operations	32

Name: Ronald "Junior" RUSSELL

Rank/Title: Private, First Class

Current Assignment: Marine Corps Command,
assigned to *USS Niwen*, NCC-2306

Position: Marine

Race: Human

Sex: Male

Attributes:

STR —67	CHA —42
END —67	LUC —25
INT —58	PSI —1
DEX —74	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10 + 8
Modern: 66	AP: 11
HTH: 62	

Significant Skills:

Environmental Suit Operations	Rating: 44
Marksmanship, Modern	58
Personal Combat, Unarmed	50
Security Procedures	18
Streetwise	27
Small Unit Tactics	28
Zero-G Operations	33

Name: Cece E. WILLIAMS

Rank/Title: Recruit

Current Assignment: Marine Corps Command,
assigned to *USS Niwen*, NCC-2306

Position: Marine

Race: Human

Sex: Male

Attributes:

STR —74	CHA —43
END —65	LUC —45
INT —55	PSI —1
DEX —74	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10 + 8
Modern: 66	AP: 11
HTH: 63	

Significant Skills:

Environmental Suit Operations	Rating: 43
Marksmanship, Modern	57
Personal Combat, Unarmed	52
Security Procedures	18
Streetwise	16
Small Unit Tactics	25
Zero-G Operations	30

ROMULANS

Name: S'LAF

Rank/Title: Sub-Commander

Current Assignment: Outpost Division,
Intrusion Detection Installation B

Position: Base Commander

Race: Romulan

Age: 52

Sex: Male

Attributes:

STR —70	CHA —68
END —68	LUC —1
INT —81	PSI —1
DEX —58	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10 + 6
Modern: 50	AP: 9
HTH: 46	

Significant Skills:

Administration	Rating: 75
Communication Systems Operation	54
Computer Operation	41
Damage Control Procedures	44
Environmental Suit Operation	43
Language, Galacta	64
Language, Klingon	31
Leadership	78
Marksmanship, Modern	42
Negotiation/Diplomacy	64
Personal Combat	
Dueling Stick	33
Unarmed	34
Small Equipment Systems Operation	24
Zero-G Operations	30

Distinguishing Physical Characteristics:

Tall and distinguished in appearance, S'laf is a typical Romulan senior officer. His complexion is a little more golden in color than average, prized coloring to Romulans.

Brief Personal History:

Birthplace: Mandukam

Having served for 16 years in the Exploration Division of the Romulan Imperial Navy, S'laf served with distinction as an officer in the main Coreward explansion mapping projects. Never lucky enough to have anything given to him, S'laf made his own luck, and was eventually offered the chance to command a newly-established base in the Romulan Neutral Zone.

He took over immediately, organized the personnel, and began operations. Personally skilled in almost all phases of operation, he made sure everything in the installation was going according to plan. Unfortunately, his personal poor luck carried over, and the base experienced deadly life-support systems failure.

Personality:

Motivations/Desires/Goals:

His goal, like that of every other Romulan officer, is to assure the success of "The Romulan Way". His methods, however, are sometimes unusual and always innovative or brilliant.

Manner:

Very shrewd, he generally has good rapport with his staff, and they will resent his current odd behavior during this crisis. He will be able to maintain control only by exercising his authority and skill as a leader. After the attempt to destroy the Federation ship is unsuccessful, he will become nervous, depressed, and generally uninterested in everything.

Special Knowledge/Powers:

He has a secret plan to destroy both the base and the *Niwen*, as outlined in **Planned Destruction**. He also knows of the self-destruct device described in **Booby Trap**!

Much of the adventure is directly tied to S'laf's suddenly secretive nature.

Name: VAMIN

Rank/Title: Commander

Current Assignment: Military Division,
Rm'Inz Neutral Zone Patrol

Position: Task Force Commander

Race: Romulan

Age: 53

Sex: Male

Attributes:

STR — 72	CHA — 57
END — 71	LUC — 1
INT — 62	PSI — 21
DEX — 66	

Combat Statistics:

To-Hit Numbers—56

Modern: 56

HTH: 48

Dueling Stick 42

Bare-Hand Damage: 1D10 + 6

AP: AP

Significant Skills:

Administration	Rating: 51
Astrogation	58
Damage Control Procedures	50
Deflector Shield Operation	65
Environmental Suit Operation	41
Leadership	61
Marksmanship, Modern	46
Negotiation/Diplomacy	48
Personal Combat, Dueling Stick	18
Personal Combat, Unarmed	30
Starship Combat Strategy/Tactics	65
Starship Helm Operation	68
Starship Sensors	29

Distinguishing Physical Characteristics:

By Romulan standards, Vamin is ordinary-looking in every way.

Brief Personal History:

Birthplace: Selta Azastam

Vamin has served for 20 years in the Outpost Division near the Romulan/Klingon border and for seven years in the Colonization Division in the same area before finally receiving his current two-*Stormbird* command. He was one of the officers who suggested using a limited number of *Winged Defender* heavy cruisers for decoy ships, changing their names and identification codes to make the Klingons and Federation think the Romulans had more of vessels than they actually possessed.

A skilled ship commander, Vamin himself should receive some of the newer *Winged Defenders* as soon as they become more widely available. In the meantime, he is doing the best he can with what he has.

Personality:

Motivations/Desires/Goals:

Almost doggedly persistent in his efforts to improve border security, Vamin looks forward to the future when the Romulan Star Empire's fleet will be able to repulse any threats or incursions by Klingons into Romulan space. He hopes to still be in the navy at that time, commanding a large battlefleet against the Klingon Empire.

Manner:

He is a popular commander who does all that he can for his men. This includes an unusually deep reverence for comrades lost in action. Vamin once swore on his word of honor that he would do all he could to return the bodies of killed Romulans to their families for proper care.

A great believer in his personal code of honor, he will violate it only if he is required to do so by orders. Even then, he tries to make up for the violation in an appropriate manner.

Special Knowledge/Powers:

He knows of a Romulan Task Force available to destroy the *Niwen*, as described in *The Road to Mandukam*.

SENIOR ROMULAN OFFICERS

Name: GAFON

Rank/Title: Centurion

Current Assignment: Outpost Division,
Intrusion Detection Installation B

Position: Senior Support Systems Officer

Race: Romulan

Sex: Male

Attributes:

STR — 76	CHA — 61
END — 72	LUC — 87
INT — 62	PSI — 46
DEX — 67	

Significant Skills:

Astronautics	Rating: 40
Computer Technology	70
Environmental Suit Operation	69
Language, Galacta	25
Life Support Systems Technology	83

Notes:

Gafon knows of the self-destruct device.

Name: MARTHLAN

Rank/Title: Trinam

Current Assignment: Outpost Division, Intrusion Detection Installation B

Position: Senior Security Officer

Race: Romulan

Sex: Male

Attributes:

STR — 72	CHA — 50
END — 61	LUC — 7
INT — 59	PSI — 70
DEX — 57	

Significant Skills:

Environmental Suit Operations	Rating: 55
Language, Galacta	39
Law, Federation	55
Leadership	52
Marksmanship, Modern	70
Personal Combat, Unarmed	47
Racial Culture/History, Federation	40
Security Procedures	46
Small Unit Tactics	47
Zero-G Operations	44

Name: S'MAR

Rank/Title: Centurion

Current Assignment: Outpost Division, Intrusion Detection Installation B

Position: Senior Administrative Officer

Race: Romulan

Sex: Female

Attributes:

STR — 78	CHA — 63
END — 73	LUC — 6
INT — 72	PSI — 51
DEX — 66	

Significant Skills:

Administration	Rating: 97
Computer Operation	50
Computer Science	40
Environmental Suit Operation	76
Language	
Galacta	80
Klingonaase	34
Marksmanship, Modern	44
Personal Combat, Unarmed	2
Small Equipment Systems Operation	41
Zero-G Operations	48

Name: TRIAVAR**Rank/Title:** Centurion**Current Assignment:** Outpost Division, Intrusion Detection Installation B**Position:** Senior Communications/Intelligence Officer**Race:** Romulan**Sex:** Female**Attributes:**

STR —87	CHA —61
END —72	LUC —54
INT —61	PSI —42
DEX —56	

Significant Skills:

Communications System Operation	Rating: 66
Communications System Technology	51
Computer Operation	44
Computer Science	43
Computer Technology	41
Environmental Suit Operation	44
Language	
Galacta	81
Orion	28

Name: V'LARAM**Rank/Title:** Trinam**Current Assignment:** Outpost Division,
Intrusion Detection Installation B**Position:** Klarath v'mannim (Captain of the Guard)**Race:** Romulan**Sex:** Male**Attributes:**

STR —56	CHA —59
END —60	LUC —10
INT —62	PSI —7
DEX —62	

Significant Skills:

Damage Control Procedures	Rating: 45
Environmental Suit Operations	60
Language, Galacta	23
Leadership	54
Marksmanship	
Romulan Scimitar	54
Modern	77
Personal Combat	
Dueling Stick	48
Unarmed	56
Personal Weapons Technology	51
Small Unit Tactics	51
Zero-G Operations	43

Notes:

Not really a senior officer, V'laram may be the Romulan who attempts to assassinate S'laf in his quarters.

ROMULAN SENTRIES**Name: L'LARON****Rank/Title:** Equatorium**Current Assignment:** Outpost Division, Intrusion Detection Installation B**Position:** V'mannam (Security Guard)**Race:** Romulan**Sex:** Male**Attributes:**

STR —86	CHA —48
END —81	LUC —36
INT —55	PSI —17
DEX —81	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 2D10 + 7
Modern: 72	AP: 12
HTH: 79	

Significant Skills:

Environmental Suit Operation	Rating: 22
Marksmanship, Modern	63
Personal Combat, Unarmed	76
Security Procedures	48
Small Unit Tactics	40

Name: MITHORAS**Rank/Title:** Equatorium**Current Assignment:** Outpost Division, Intrusion Detection Installation B**Position:** V'mannam (Security Guard)**Race:** Romulan**Sex:** Female**Attributes:**

STR —78	CHA —46
END —82	LUC —40
INT —53	PSI —20
DEX —76	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 2D10 + 7
Modern: 76	AP: 11
HTH: 75	

Significant Skills:

Environmental Suit Operation	Rating: 48
Marksmanship, Modern	76
Personal Combat, Unarmed	73
Security Procedures	51
Small Unit Tactics	36

Name: PHIMORAAM**Rank/Title:** Equatorium**Current Assignment:** Outpost Division, Intrusion Detection Installation B**Position:** V'mannam (Security Guard)**Race:** Romulan**Sex:** Female**Attributes:**

STR —84	CHA —52
END —88	LUC —41
INT —49	PSI —18
DEX —79	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 2D10 + 7
Modern: 76	AP: 11
HTH: 75	

Significant Skills:

Environmental Suit Operation	Rating: 30
Marksmanship, Modern	72
Personal Combat, Unarmed	71
Security Procedures	56
Small Unit Tactics	37

Name: RES'TARVIS**Rank/Title:** Secundam**Current Assignment:** Outpost Division, Intrusion Detection Installation B**Position:** V'mannam (Security Guard)**Race:** Romulan**Sex:** Male**Attributes:**

STR —82	CHA —50
END —80	LUC —48
INT —59	PSI —28
DEX —71	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 2D10 + 7
Modern: 71	AP: 11
HTH: 74	

Significant Skills:

Environmental Suit Operation	Rating: 19
Marksmanship, Modern	71
Personal Combat, Unarmed	76
Security Procedures	54
Small Unit Tactics	40

Notes:

Though the Federation crew will probably not realize it, the journal found in the base's shrine belonged to Res'tarvis.



Name: TARKUS

Rank/Title: Equatoriam

Current Assignment: Outpost Division, Intrusion Detection Installation B

Position: V'mannam (Security Guard)

Race: Romulan

Sex: Male

Attributes:

STR —84	CHA —44
END —75	LUC —46
INT —52	PSI —22
DEX —75	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 2D10 + 6
Modern: 76	AP: 11
HTH: 70	

Significant Skills:

Environmental Suit Operation	Rating: 52
Marksmanship, Modern	77
Personal Combat, Unarmed	65
Security Procedures	58
Small Unit Tactics	45

Name: VAMORIN

Rank/Title: Equatoriam

Current Assignment: Outpost Division, Intrusion Detection Installation B

Position: V'mannam (Security Guard)

Race: Romulan

Sex: Male

Attributes:

STR —85	CHA —48
END —74	LUC —43
INT —59	PSI —27
DEX —75	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 2D10 + 6
Modern: 76	AP: 11
HTH: 75	

Significant Skills:

Environmental Suit Operation	Rating: 27
Marksmanship, Modern	77
Personal Combat, Unarmed	69
Security Procedures	44
Small Unit Tactics	33

SPACE MARINES

The crewmembers aboard the *Niwen* are not just from the Military Operations Command. Personnel from Star Fleet's Marine Corps Command serve aboard this ship as well as other Star Fleet vessels.

Well-trained for both combat and rescue situations under a wide variety of environmental conditions, marines may be found serving in conjunction with every other Command of Star Fleet's Operating Forces. Skilled in numerous areas, their duties may vary greatly depending upon circumstances.

With the Colonial Operations Command, marines would be responsible for assisting in the surface surveys and protecting colonists from dangerous local life forms. While the colony is being set up on a newly-settled planet, marines would serve as police as well as masters-at-arms aboard colony ships.

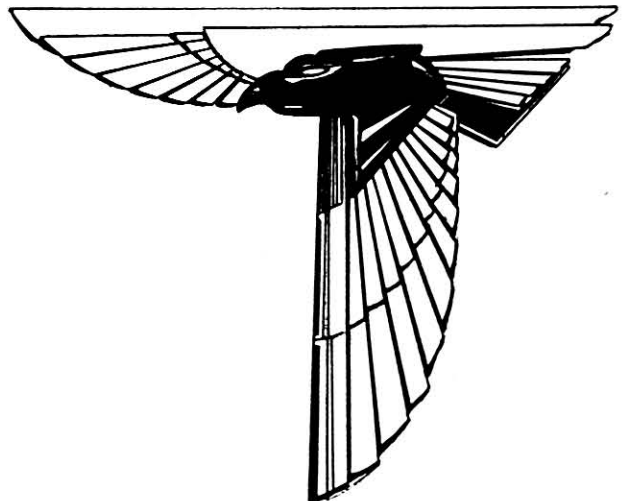
For the Headquarters Command, marines would be used as sentries and honor guards at Star Fleet installations, as well as bodyguards for planetary surface visits by distinguished civilians such as ambassadors, Federation Secretaries, and Commissioners.

As part of the Galaxy Exploration Command, small numbers of marines would be present to receive additional training and hands-on experience in diplomacy and other non-combatant skills. It is a great honor for a marine to be assigned to this command and a special distinction to be assigned to a *Constitution* class cruiser.

More commonly found working with the Merchant Marine Command, marines would often serve to reinforce other security guards in boarding parties and planetside raids for enforcement of Federation regulations and confiscation of contraband. Other duties would include serving as ship-board sentries for valuable cargoes and as escorts in the transportation of criminals.

The most obvious duty would be with the Military Operations Command, where marines would serve garrison duty on strategically-located worlds near the Romulan and Klingon Neutral Zones. Also, during peacetime, they would serve in defensive combat formations on hostile worlds, and would be available for controlling civil uprisings on Federation worlds when requested by local authorities. During times of war, the Marine Corps Command would supply the primary ground combat forces for Star Fleet Command.

As marines will be used exclusively as NPCs at this time, a series of tables are included for their convenient generation. These tables make quick NPC creation possible, while still giving the gamemaster a great deal of flexibility for personal skill proficiencies.



QUICK MARINE NPC CREATION TABLES

Typical Marine Enlisted Man, Recruit Through Corporal

Attributes:

STR — 60 + 2D10 END — 60 + 2D10 INT — 50 + 1D10
DEX — 60 + 2D10 CHA — 40 + 1D10 LUC — D100
PSI — D100 — 30

Significant Skills

	Rating
Environmental Suit Operation	30 + 2D10
Marksmanship, Modern	40 + 3D10
Personal Combat, Unarmed	35 + 3D10
Security Procedures	10 + 2D10
Small Unit Tactics	20 + 2D10
Zero-G Operations	20 + 2D10
Planetary Survival or Streetwise	10 + 2D10

Typical Marine Non-Commissioned Officers, Sergeant Through Warrant Officer

All attributes and skills same as Enlisted man, plus: Any One
Non-commissioned Specialty 45 + 3D10

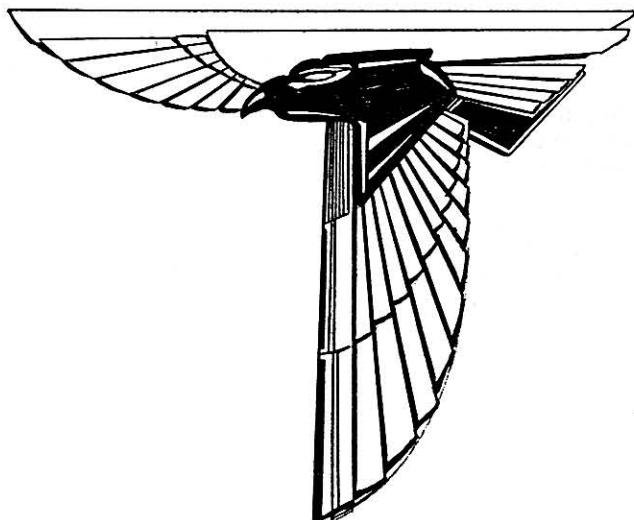
Typical Marine Officer

Attributes:

STR — 55 + 2D10 END — 55 + 2D10 INT — 55 + 2D10
DEX — 55 + 2D10 CHA — 40 + 1D10 LUC — D100
PSI — 30

All Skills as Enlisted Man, plus:

Three to Eight Officer Specialties 20 + 2D10
(Three specialties for Sublieutenant, four for Lieutenants 1st
and 2nd class, five for Lieutenant Commander, six for Com-
mander, seven for Colonel, and eight for General or Marshal.)



Non-Commissioned Specialties

Computer Operation
Environmental Suit Operation
Instruction
Language
Leadership
Marksmanship, Archaic Weapon
Marksmanship, Modern Weapon
Personal Combat, Armed
Personal Combat, Unarmed
Personal Weapons Technology
Planetary Survival
Security Procedures
Shuttlecraft Pilot
Small Unit Tactics
Streetwise
Vehicle Operation
Zero-G Operations

Officer Specialties

(all Non-Commissioned Specialties,
plus the following Skills:)

Administration
General Medicine, Native (first aid)
Law, Federation
Negotiation/Diplomacy
Psychology, Native

With the exception of *General Medicine, Native*, Marine officers may apply as many as three specialty rolls to a single skill, to substantially improve that Skill Rating. Only one specialty roll may be made for *General Medicine, Native*.

THE NIWEN CONTINGENT

Normally carrying between 200 and 250 marines, *USS Niwen* is currently carrying exactly 147, including Commandant Link. Of the 146 other marines, one is a Lieutenant Commander, one is a Lieutenant 1st class, two are Lieutenants 2nd class, and three are Sublieutenants. That makes up the entire complement of marine officers aboard. Twenty-six Marine non-commissioned officers and 113 enlisted men make up the balance of the *Niwen's* current contingent.

Statistics for Commandant Link and a small number of enlisted marines are included. More should be generated before play actually begins. The gamemaster should keep in mind individual statistics for 20 or more marines may be needed for this adventure.

Gamemaster's Notes

SETTING THE TONE

It is to the gamemaster's advantage to set the tone of the game early on. Faced with the unenviable duty of entering the Romulan Neutral Zone to engage in a rescue mission, the crew of the *USS Niwen* should find almost every situation to be more than they bargained for. Once they realize they are risking their lives and suffering casualties to rescue Romulans, the group should be divided in their feelings for both the Romulans and the situation in which they find themselves.

The gamemaster should do everything possible to heighten the mystery by emphasizing the unexpected, thus keeping the players off guard as they foray into what is essentially enemy space. Some possible techniques for keeping the pressure on might include requiring Skill Rolls where, in fact, no skills are being exercised, by frequently rolling dice or checking notes as if to seek additional perils for the crew to cope with, and, in general, by creating as much confusion and mayhem aboard ship and through outside contacts as possible. The gamemaster may even wish to create additional incidents, particularly during the **In The RNZ** portions of the voyage, to add to the complexity and confusion. Before it is over, the players should be expecting Romulan ships lurking behind every asteroid. Even when things are going well, the normalcy of uninterrupted routine should still seem suspicious, even ominous.

Containing a deadly combat situation unusual for a ST:RPG adventure, **Where Has All The Glory Gone?** also requires more than average intensive interaction between all player characters and important non-player characters. From the gamemaster's standpoint, it would be ideal to have the player characters almost at each other's throats as they battle time, the Romulans, and each other's widely different perspectives in an effort to successfully resolve the problems faced. This is what makes effective action-drama, and intensifies the players' feelings of accomplishment, once everyone finally overcomes their differences in the effort to survive. If they do survive. This is a very melodramatic adventure, and the gamemaster should play the dramatic angle to the hilt, perhaps even to excess.

TIMELINE

This adventure contains many events that must occur at a specific time in sequence. For the gamemaster's convenience, a timeline of these essential events is included below:

– Day 1 prior to 0000 Hours:

USS Niwen on routine patrol in Federation space, receiving occasional radio messages.

0000 Hours, Day 1:

Romulan Intrusion Detection Installation B has life-support system failure, releasing toxic gas. Its crew are in environmental suits, and a distress signal is sent in hopes a Romulan task force can rescue them before the suits run out.

0315 Hours, Day 1:

USS Niwen receives distress signal from Romulan Neutral Zone.

0330 Hours, Day 1:

USS Niwen diverts from patrol to respond to distress signal; also sends message to Star Fleet Command informing them of change in status.

0645 Hours, Day 1:

If *USS Niwen* sends any messages to Romulan base, the first is received now, notifying Romulans of a Federation ship on the way.

1415 Hours, Day 1:

Romulan task force, under Commander Vamin, receives Romulan distress signal. Vamin responds at Warp 5, but does not make contact with the base.

1700 Hours, Day 1:

Self-destruct device activated in Romulan base.

1830 Hours, Day 1:

Earliest possible arrival of *USS Niwen* at Romulan base, assuming it is able to maintain Warp 9 for 15 consecutive hours.

2300 Hours, Day 1:

Latest possible arrival of *USS Niwen* at Romulan base to permit any rescue efforts.

0000 Hours, Day 2:

Romulan environmental suits cease function. Rescue must take place before this occurs.

0045 Hours, Day 2:

If previously undiscovered, the Science Officer will now detect the self-destruct device and its purpose.

0100 Hours, Day 2:

USS Niwen sends second message to Star Fleet Command, informing them of the Romulan base, successful capture of Romulans and information, and damage to ship.

0200 Hours, Day 2:

The damage to *USS Niwen* has been completely assessed, and repairs have begun.

0800 Hours, Day 2:

Lt. Margupta's odd remark is overheard on the bridge.

1100 Hours, Day 3:

Lt. von ter Horst's remarks are overheard in sickbay.

1700 Hours, Day 3:

The Science Officer makes an odd sensor reading, which turns out to be only a sensor 'ghost'.

2330 Hours, Day 3:

The hull of *USS Niwen* has had all repairs made; if not previously determined, the sensor reading is now revealed as a ghost.

0430 Hours, Day 4:

The shields, impulse engines, and weapons systems of *USS Niwen* are repaired and fully operational.

0700 Hours, Day 4:

Sub-Commander S'laf reports being threatened early yesterday morning.

1400 Hours, Day 4:

Commodore Pollard holds funeral ceremonies for crew members killed in combat on asteroid.

1615 Hours, Day 4:

Star Base 20 receives the message *USS Niwen* sent at 0330 Hours, Day 1.

1800 Hours, Day 4:

Star Base 20 responds to the message *USS Niwen* sent at 0330 Hours, Day 1.

0600 Hours, Day 5:

The Communications Officer receives a transmission from Sub-Commander S'taram.

1000 Hours, Day 5:

The cadet from Helm has hysterics on the bridge.

1030 Hours, Day 5:

Lt. Margupta and Lt. Silon have hostile dialogue on the bridge.

1730 Hours, Day 5:

Star Base 20 receives the message *USS Niwen* sent at 0130 Hours, Day 2.

0000 Hours, Day 6:

Star Base 20 sends first transmission in response to *USS Niwen's* message.

0600 Hours, Day 6:

Star Base 20 sends second, contradictory transmission in response to *USS Niwen's* message.

2330 Hours, Day 6:

One warp nacelle of the *Niwen* is repaired; warp speed still not possible.

0900 Hours, Day 7:

The Communications Officer receives a transmission from Sub-Commander S'taram.

1300 Hours, Day 7:

Sub-Commander S'laf is attacked in his quarters; the attacker is found still in the room.

0500 Hours, Day 8;

Security officers discover the bodies of Romulans who successfully committed suicide.

1430 Hours, Day 8:

The Communications Officer receives a transmission from Commander Vamin.

1500 Hours, Day 8:

The Communications Officer receives a transmission from Star Base 20, in response to *USS Niwen's* message of 0330 Hours, Day 1.

1600 Hours, Day 9:

The Communications Officer receives the first transmission from Star Base 20, in response to *USS Niwen's* message of 0130 Hours, Day 2.

2830 Hours, Day 9:

The other warp nacelle is repaired. The *Niwen* is capable of low-warp speeds at advice of Chief Engineer.

2100 Hours, Day 9:

The Communications Officer receives the second, contradictory transmission from Star Base 20, in response to *USS Niwen's* message of 0130 Hours, Day 2.

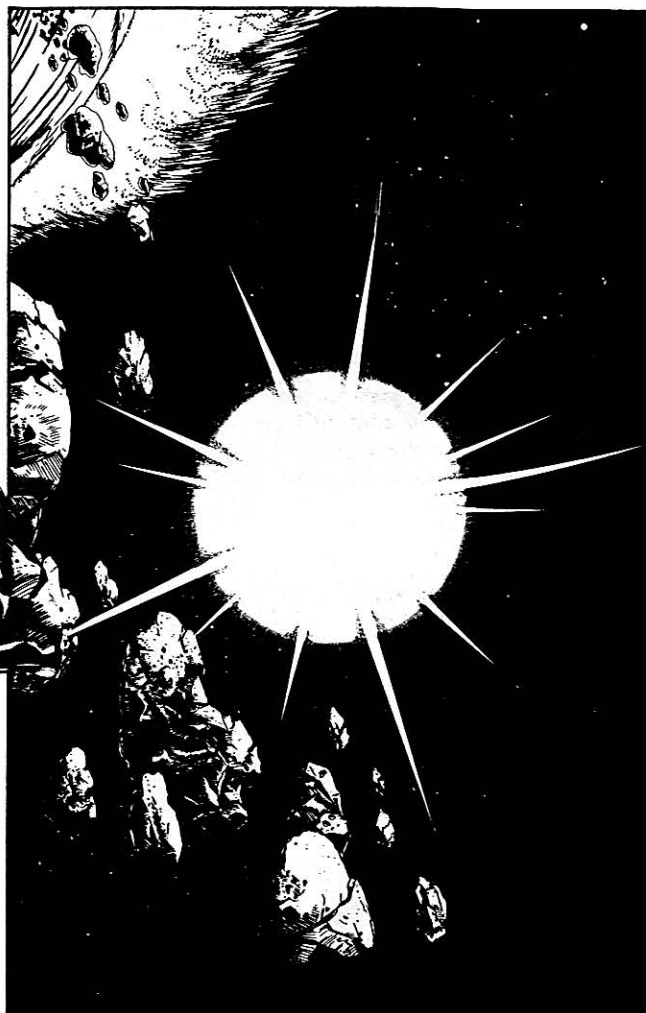
2130 Hours, Day 9:

USS Niwen makes contact with Commander Vamin's *Stormbirds*.

DIVIDING PLAY

Depending on how deeply the players get involved in their personas, this adventure could take three or four hours to play, or as much as ten to twelve hours. Many of the fine points and little details of this adventure could take a large group quite a while to unravel through long discussions and complex, multi-character interactions. At no point should the gamemaster try to discourage these discussions; they are the heart of the adventure, even more than the story line itself. If possible, it might be a good idea for the gamemaster to provide statistics on each player's character before the actual start of play, to minimize the time required in assuming their character's persona.

If it becomes obvious early on that the adventure cannot be completed in a single session, the first logical place to interrupt play is just after the self-destruct device goes off and *just before* its effects on the *Niwen* are revealed to the group. Splitting it this way would give the players much to think about before resuming play. The second logical place to stop play would be just after the *Niwen* receives Commander Vamin's message, in *In The RNZ, Day Four*. The group should stop at one place or the other, but probably not both, and it should not be necessary to run the adventure in three sessions.



PLAYER CHARACTER SELECTION

This adventure should have a minimum of five players, and a maximum of nine. Groups, however, do not always have the "recommended" number of members. Some characters are more essential to this adventure than others. For this reason, the following suggestions for play are made, based upon the number of players available. When a slash appears between the positions of two characters, it is optional for a single player to maintain the personas of two player characters, at the discretion of player and gamemaster.

Three players: Commodore, Chief Engineer, Chief Medical Officer OR Commodore, Chief Engineer/Security Chief, Chief Medical Officer/Chief Navigator, Chief Communications Officer/Chief Helsman.

Five players: Commodore, Chief Engineer, Chief Medical Officer, Chief Communications Officer, Security Chief OR Commodore, First Officer/Security Chief, Chief Engineer/Chief Science Officer, Chief Medical Officer/Chief Navigator, Chief Communications Officer/Chief Helsman.

Six players: Commodore, First Officer, Chief Engineer, Chief Medical Officer, Chief Communications Officer/Security Chief.

Seven players: Commodore, First Officer, Chief Engineer, Chief Medical Officer, Chief Communications Officer, Security Chief, Chief Helmsman/Chief Navigator.

Eight Players: Commodore, First Officer, Chief Engineer, Chief Medical Officer, Chief Communications Officer, Security Chief, Chief Helsman, Chief Navigator.

Nine Players: Commodore, First Officer, Chief Engineer, Chief Medical Officer, Chief Communications Officer, Security Chief, Chief Helsman, Chief Navigator, Chief Science Officer.

Ten or more players: additional players could be used to play one or more Assistant Department Heads each, or even possibly, Sub-Commander S'laf, Commander Vamin, or other senior Romulan officers, at the gamemaster's discretion.



ROLEPLAYING ROMULANS

One of the gamemaster's many tasks in this adventure is to play the role of several NPC Romulans, at least in key situations. For gamemasters with copies of **The Romulans**, this task becomes much easier because of the extensive information provided on Romulan thought. If the gamemaster does not have **The Romulans**, he will draw many ideas from the *Star Trek* TV episodes "Balance of Terror" and "The Enterprise Incident".

The Romulans are a race poor in worldly resources, often obtaining what they need to survive through conquest. The guiding philosophy and goal in Romulan society is to build a "Road to the Stars", or expand their Empire through the galaxy. They believe the first Romulans were transplanted to the world of Romulus by their gods, alien beings of immense power, who directed the people to build a road to the stars. And, it is believed that at the end of the road the gods themselves await.

The lifestyle of a Romulan, "The Romulan Way," consists of the disciplines needed to reach their goal of the "Road to the Stars". Skillfully using their limited resources, Romulans live (and die) in a rigidly structured society where duty and religious conviction go hand and hand to meet their goals. If death will advance the Romulan cause more than life, then death is preferred. By keeping a few of these points in mind, it should be clearer why S'laf is deemed treasonous, and some of the oddities in Romulan 'logic' should be more easily understood.

SPECIAL MODIFIERS FOR JUDGING ROMULANS

There are several special modifiers used for judging combat when combat involves Romulans. All of the modifiers listed here are included in the **Game Operations Manual** of **The Romulans**. For the gamemaster's convenience, or in the event a copy of **The Romulans** is not available, the special guidelines needed for this adventure are included below. Many of these modifiers will cause some additional complexity, and are therefore optional (though highly recommended).

DIFFERENCES IN STUN DAMAGE BETWEEN HUMANS AND ROMULANS

STUN DAMAGE:	Humans	Romulans (or Vulcans)
Hit	75	70
Graze	25	25
HEAVY STUN DAMAGE:		
Hit	120	110
Graze	40	40

Also, all Romulan and Vulcan characters have an INACT SAVE LEVEL of 15 instead of the 20 common to other races.

ROMULAN WEAPONS

THE ROMULAN HAND DISRUPTOR

To operate this weapon, a character must strap it onto the back of his hand, which will take about one minute (six turns). A safety feature prevents the weapon from firing when it is not strapped onto the hand (or a similarly-sized and shaped object, including a hand in an environmental suit). It is always ready for use, and so there is never an AP cost to draw or ready this weapon.

Because the Romulan-design disruptor fits on the back of the hand, it cannot be dropped accidentally, or knocked out of the operator's hand. The exposed nature of the weapon, however, renders it somewhat vulnerable to damage. If the operator of such a weapon is involved in hand-to-hand combat, a Saving Roll against the average of the character's LUC score and his Skill Rating in *Unarmed Personal Combat* should be made if damage is scored by the opponent. If the save fails, the weapon is struck instead of the user. The user suffers no damage, but the weapon is rendered inoperative. The gamemaster may also require a LUC Saving Roll if the character falls down a slope, is slammed against a wall, or otherwise flails about in a manner that might get his weapon banged up.

For the purposes of this adventure, it will not be possible to either recharge or repair any hand disruptors. Such repairs will require facilities and conditions unavailable to the Romulans here.

THE PLASMA BOLT WEAPON

The following rules revision alters the damage effects of Romulan plasma weapons to more accurately reflect the destructive potential of these devices. The new rules spread the damage throughout the ship instead of concentrating it on one spot. They also allow lucky commanders to maneuver their ships out of the way of a direct hit, taking only a graze.

Graze Damage:

When a player character ship (such as the *Niwen*) is struck by a plasma weapon, the ship's commander makes a Saving Roll against his LUC score. If the roll is successful, the commander managed to maneuver his vessel out of the direct path of the bolt, causing it only to graze his ship. In this case, the ship takes only half damage from the graze. A gamemaster may disallow the Saving Roll in unusual circumstances (such as when the target vessel is immobile, or otherwise handicapped) or even allow it for non-player character ships.

Damage Table:

The table below gives the total damage for each plasma weapon type as a function of range. In the table, the damage number before the slash represents the normal damage, and the number after the slash is the graze damage for the weapon. This chart replaces those in the ST:RPG rules, the *STIII Starship Combat Game*, and the *Ship Construction Manual*.

TOTAL DAMAGE FROM ROMULAN PLASMA WEAPONS			
Range	RL-1	RL-2	RL-3
1	24/12	32/16	28/14
2	20/10	32/16	28/14
3	20/10	32/16	28/14
4	16/8	24/12	28/14
5	16/8	24/12	24/12
6	12/6	24/12	24/12
7	8/4	20/10	24/12
8	4/2	20/10	24/12
9		16/8	20/10
10		16/8	20/10
11		12/6	20/10
12		12/6	16/8
13		8/4	16/8
14		8/4	12/6
15			12/6

Spreading The Damage

A plasma bolt that penetrates shielding may damage several systems because the effects from a plasma bolt tend to spread, as opposed to being concentrated, as with beam-type weapons. Thus, damage taken from plasma attacks is spread among possible targeted systems. When a plasma bolt scores a hit, reduce damage according to shield strength. Then, for each 5 points of damage that got through the shield, roll for damage location. Continue rolling damage locations separately for each 5-point block until all damage is recorded.

SKILLS ACQUISITION

All player characters should receive 10 to 20 skill points, distributed by the gamemaster and player to reflect new knowledge and training in the skills that character used in the adventure. The actual number of points should be based partly on how much time the player character announced he was spending in study, and partly on the number of legitimate Skill Rolls made while performing duties. For example, if the character's only function was to serve on bridge duty, never having to make any Skill Rolls and never studying the Romulans or their records, the gamemaster may be hard-pressed to award even 10 points. On the other hand, if the Science Officer spends all free time studying the Romulans, skills pertaining to Romulans should reflect this "boring, mundane" process of learning.



Non-player characters should be awarded only an additional 5 to 15 skill points each, if the characters would be used at some future time by the gamemaster, either in a campaign or other adventure.

If the character had any contact with the Romulans, at least half of any skill points awarded should deal with Romulan skills: *Language, Romulan, Psychology, Romulan, or Racial Culture/History, Romulan* (and *General Medicine, Romulan* for Medical Officers). Of course, the gamemaster is the final arbiter for skill point awards and distribution of appropriate skills.

ADVENTURE OUTCOMES

Scoring The Adventure

The outcome of this adventure, based on the actions of the players, will probably take one of two forms: either the party will experience the total destruction of *USS Niwen*, or they will successfully return to Federation space with a number of living Romulans, as well as large quantities of information for Star Fleet Military Intelligence. Of course, varying degrees of success are possible. The gamemaster should examine the conditions listed below to determine the level that most closely describes the group's success.

Utter, absolute failure:

If Commodore Pollard should accept Vamin's offer to be interred on the world of Mandukam, the *Niwen* proceeds to Romulan space and is destroyed. This would be inexcusable in Star Fleet's opinion, and would warrant posthumous courts-martial.

Strategic failure:

It would be unfortunate for a ship as remarkable as the *Niwen* to be destroyed in combat with Vamin's *Stormbirds*. Though this is a possibility, it really should not happen if the players competently handle ship-to-ship combat and Vamin acts as described in *Imperial Decisions*.

Tactical Failure:

If the *Niwen* returns to Federation space with no living Romulans aboard (an unlikely possibility), then the primary purpose for violating the Neutral Zone – the actual purpose of the mission – has failed.

Draw:

This occurs if *USS Niwen* returns to Federation space with ten or fewer living Romulans, or *without* searching the installation and capturing records and information.

Tactical success:

This results if the *USS Niwen* successfully returns to Federation space with 10 to 30 living Romulans and records from the installation, and S'laf survives.

Strategic success:

This results if *USS Niwen* successfully returns to Federation space with 30 or more living Romulans, records from the installation, S'laf survives, and *USS Niwen* severely damaged one or both Romulan *Stormbirds*.

Utter, absolute success:

If *USS Niwen* successfully returns to Federation space with 30 or more living Romulans, records from the installation, S'laf survives, and *USS Niwen* destroys one or both *Stormbirds*.

Also, all individual players should be evaluated on the relative success of their character's actions. This evaluation would be separate from the success of the group as a whole. For example, if Dr. Young saves the Sub-Commander's life and has an otherwise successful voyage, then the adventure was a personal success for Dr. Young, even if the *Niwen* was later destroyed in combat. This might be worth keeping in mind for tournament play, though it will not help out a campaign any!



CAMPAIGNS

CREATING A CAMPAIGN

This would be an excellent adventure for use in beginning a campaign. Enough background material is included to give the player characters a "feel" for their ship and its history and reputation. It is recommended, though, that it not be used by an inexperienced gamemaster or with inexperienced players. Because of the introduction of several new, important sections of rules guidelines, including **Space Marines and Movement, Combat, and Medical Modifiers**, an inexperienced gamemaster would no doubt be confused by these details. The very nature of the adventure itself could overwhelm inexperienced players.

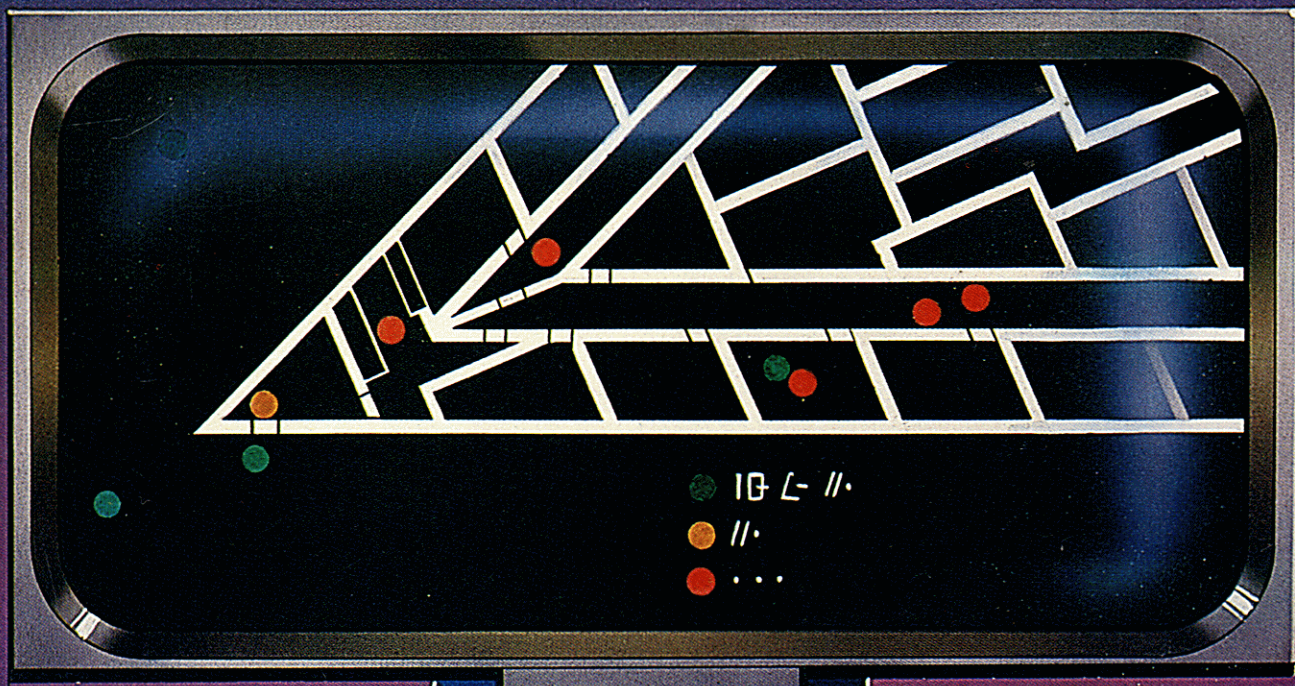
The basis for several adventure possibilities are given in the messages table of **Radio Traffic** to aid the gamemaster in continuing the exploits of *USS Niwen*. There are clearly other missions to perform in this region of space after successfully completing this mission. Picking up *Tantrak Night-walker's* trail might prove an interesting task, as the Orion ship cruises near Romulan or Klingon space on covert trading missions. Checking into the forged Tellarite stock certificates may require a trip to Rigel VIII itself, home of the Orions (and their slave women!) It might even be necessary to aid the Argelian government in reducing the soon-to-be-incredible population of tribbles. (Do they have quadrottricale on Argelius?)

ADAPTING TO ONGOING CAMPAIGNS

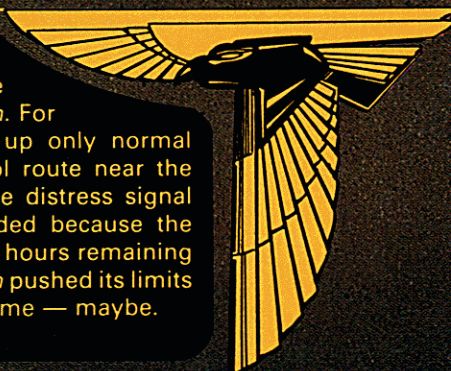
It would be possible to have previously-generated characters continue their adventure aboard the *Niwen*. The only restrictions are that the Commanding Officer of the *Chandley* class frigate must be at least a Captain and the First Officer at least a Lieutenant Commander. The Department Heads could all be Lieutenants or Lieutenant Commanders, however things work out. Of course, it might alter some of the relationships between various player characters and NPCs, but that is something for the gamemaster to work through.

It would be more difficult to substitute another class of starship for the *Chandley* class. The *Niwen*, carrying plenty of marines, with extra accommodations, aft-firing torpedo tubes, and "wings" permitting isolation of onboard prisoners from the remainder of the ship, are just a few of the things that make this ship ideal for this adventure. The gamemaster would have to drastically modify certain aspects of the adventure if another ship class were used. The effects of stress, and thus the engine damage en route, would be changed entirely for another class, for example. The number of Romulans taken aboard might have to be reduced from 60 to a lesser quantity, depending upon availability of quarters, and so on.

In any event, the gamemaster will need to consider the group of players being used. Every group of people will have its own unique, inherent characteristics, limitations, and special skills, and, if the gamemaster is familiar with the group, those skills and limitations can be either used to advantage or sidestepped when necessary. Every adventure not written by the gamemaster should undergo the same process of adaptation, emphasizing the elements of the adventure that will work for this group, and modifying or eliminating the portions that would not be effective. This process of tailoring by the gamemaster is to ensure the adventure fits the group as closely as possible. The objective is to make the game interesting and enjoyable (no matter how much the players complain at the failure of a critical LUC roll!).



It started as a routine patrol for the crew of the Chandley Class USS *Niwen*. For weeks, the vessel had been picking up only normal subspace radio traffic along the patrol route near the Romulan Neutral zone. Then came the distress signal from within the zone. Help was needed because the senders said that they had less than 24 hours remaining in their life-support system. If the *Niwen* pushed its limits of warp speed, they might make it in time — maybe.



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