

STAR TREKTM **A D V E N T U R E S**

ABYSS STATION

By Jacob Ross

A LIVING CAMPAIGN MISSION FOR 2269

INTRODUCTION

Abyss Station is a mission for the *Star Trek Adventures* Living Campaign series. This mission is meant to be played by a Gamemaster (GM) and 3-6 Players and has been designed to be used for the *U.S.S. Lexington* NCC-1709 and its crew in 2269.

To run this mission, the Gamemaster needs to be familiar with the mission itself and the *Star Trek Adventures* rules.

For this mission, you will need:

- At least two 20-sided dice (d20) per Player, and several 6-sided dice (d6) to serve as Challenge Dice
- A set of chips or tokens for Momentum
- A set of chips or tokens for Threat
- Characters and the *U.S.S. Lexington* starship sheet

SYNOPSIS

Omega Draconis A* (pronounced “A Star”) is a black hole with a brilliant radiation plume. Abyss Station is a base set up to orbit and monitor it to learn about the local phenomena. The system features a single surviving small planet, Omega Draconis I, which reports confirm contains some pockets of sentient life. The planet was likely much larger and more hospitable before its sun went supernova and incinerated much of the crust.

Also orbiting the black hole, halfway to Omega Draconis I, is a massive alien facility. It’s spherical, featureless, approximately the size of Earth, and very, very old. Starfleet anthropologists hypothesize that it was built by the Preservers, Iconians, or T’Kon empire sometime before the supernova. Until now the alien facility has been silent and dark, with no way to gain entrance. In truth, this facility was created by an ancient species with technology that far outshines that of Starfleet.

The Gamemaster begins the mission with two Threat for every Player Character in the group.

MAINTAINING THE SPOTLIGHT

Every player wants a chance for their PC to shine. Use the following guide to determine how to get each character in on the action in a meaningful way.

Command: On the planet, Chaktir, command officers lead negotiations. If there are no security officers available on Chaktir, have the minister of athletics challenge the team commander. On board the *Lexington*, this character can mediate any disputes that the Ithik may have with crew members or among themselves in the crowded quarters of the cargo hold. Aboard the alien base a command officer with diplomatic skills can attempt to use their innate sense of other people and societies to help figure out the alien language so the science and engineering officers can have an easier time getting the base’s systems under control.

Conn: On the *Lexington*, conn officers can fly around the system as needed. A conn officer is also useful as a pilot for the shuttle to the station. To create additional challenges, you can rule that the

black hole's radiation jets are also creating random anomalies that make navigation throughout the system perilous. You can also have the shuttle struggle to get clear of the imploding station, with the conn officer the only hope of the landing party getting back to the *Lexington* safely.

Engineering: There isn't a great deal for an engineering officer to do on the planet, but if you like you can have them argue scientific principles with one of the Ithik ministers. A lot of the spotlight for engineering officers is on the station, where they can spend time overcoming automated defense systems, gaining access to critical systems and working against T'Lah and the cultists. As an added challenge, you can also have an engineering officer transfer to Abyss Station to fix damage done when the alien base activated. You can also increase the drama by ruling that the black hole's tilt is creating an ambient radiation hazard throughout the system. Engineering officers can work on a solution during the adventure. If the security officers aboard the alien base run out of phaser power while fending off assaults, engineering officers can jury-rig fallen alien guardian robot weapons for personal use.

Security: A security officer on Chaktir is a natural choice for meeting the challenge of the minister of fitness. Aboard the alien station they'll spend most of their time fighting off the guardians. To keep your security Player Characters occupied you can have the base's systems automatically send out drones to assault the landing party on a regular basis.

Science: Science officers are useful both on the planet and the alien base. As part of the delegation to convince the Ithik that they need to leave Chaktir, a science officer can demonstrate Starfleet's superior scientific knowledge to one of the ministers. You can offer the officer a couple challenges, with at least one being relevant to their Focus. On the alien base, a science officer spends most of their time learning to understand and operate the computer system.

Medical: Medical officers can treat the wounded. On Chaktir they can engage in debate with the minister of biology or other officials. The challenge of hunting down and gathering DNA samples is within their purview. Doctors and nurses on the alien base can tend to any injuries sustained from falling debris or security systems. Any medical officers who were on the planet and need something to do after getting back to Abyss Station can treat any radiation sickness that's accrued since the *Lexington* left.

SCENE 1: ARRIVING AT ABYSS STATION

Upon arriving at Abyss Station at some point after their mission to Dourap IV (see the *Star Trek Adventures* Living Campaign mission 'Adrift' for more details), the *Lexington* is hailed by the scientific mission leader, Commander Dr. T'lah. T'lah, a middle-aged, dark-skinned Vulcan, quickly brings the crew up to speed. She speaks with the intense single-mindedness befitting a Vulcan:

"We've determined that the base has a shell of neutronium, which prevents our sensors from penetrating. Our staff managed to rig a set of gravimetric dampeners that allowed them to walk on the surface without being crushed.

"Several weeks ago, one of our research teams located what turned out to be an ancient computer terminal on the exterior of the alien base. After much study and trial and error, they were able to activate and interface with the system. The last transmission indicated that they opened a doorway on the surface. The base began to activate."

At this point, T'Lah transmits pictures of the base, which is now covered in glowing meridians crisscrossing the surface.

After it became active, the base began generating gravitational distortions that somehow tilted the black hole very slowly. The immediate danger is that the hole's radiation jets are now aimed along the galactic plane. They're not long enough to reach nearby star systems, but this system's planet is directly in the path of the jets. The gamma rays will certainly devastate the population. The alien base is orbiting perpendicular to the radiation jets and is in no danger, as is Abyss Station.

T'Lah explains that the station's two shuttlecraft are inoperable. The first one was on the alien station when the gravitational distortions began and is assumed lost. The second shuttle was en route to Omega Draconis I when the black hole tilted, making it little more than a loose cloud of ever-expanding atoms.

If any of the crew object to rescuing the local population due to Prime Directive concerns, T'Lah or another character can point out that the danger is directly due to Starfleet interference, so they have an obligation to act.

THE TWO FRONTS

The *Lexington's* mission is twofold: penetrate the alien station and determine the whereabouts and condition of the missing research team, and evacuate the planet. The planet is currently at the opposite point of orbit from Abyss Station and the alien base, so the crew must split up. The planet's population numbers only in the hundreds, which means that the *Lexington* can briefly house the natives in the cargo holds and shuttlebays. To save time the best option is to send one team in a shuttle to the alien base and then speed toward the planet with the *Lexington*.

GM Guidance: *In general, you should alternate between the planet and the base. A good rule of thumb is to have a scene on the planet, and then cut to the station and allow the landing party there to arrive at a new room. If the planet-based team has convinced at least two ministers (see below) to talk to Mayor Akkara, then you can begin the evacuation transport of the natives to Abyss Station. You want to have the Lexington arrive at some point just before the team on the station discovers its*

purpose and begins working on a solution to deal with it, allowing the cultists time to get to the station and pose a threat to the plan.

SCENE 2: CONVINCING THE NATIVES

Per the Prime Directive and numerous other laws, only people who want to be rescued can be removed from their homes. The *Lexington* crew should use the brief time they have before reaching the planet to learn about the people of Omega Draconis I and their society. The crew can download select information from Abyss Station's records as they head toward the planet. Commander T'Lah won't release the entire station's library, citing secret Starfleet protocol.

The inhabitants of Omega Draconis I call themselves Ithik, and there are fewer than one thousand of them on the planet, whose name is Chaktir in the Ithik language. Covert listening stations have picked up enough of the Ithik language that universal translators can decipher it into meaningful terms.

The Ithik are the descendants of the original survivors of Omega Draconis A* going supernova. They live on the side of the planet that received the least amount of damage 100,000 years ago. These people are bipedal humanoids with very dark skin and large, catlike eyes that make the most of the limited light available to them from the black hole's radiation plume. Their rough, black skin is pitted with a series of structures that help to prevent damage from radiation exposure.

Ithik society is pre-warp. While they do seem to enjoy a comfortable standard of living, it seems that with very few wars to set back progress and with a fertile, material-rich area to live, the average Ithik lives a sedentary life.

There seems to be no single religion among the few inhabitants of the world. Ithik society encourages free thinking, and atheism is popular, as are a variety of small religious organizations which resemble social clubs. The only common thread among the majority of Ithik is a sense they are part of a "blessed" or "lucky" race that is above tragedy and extinction, as they've survived all manner of tribulation beginning with the collapse of Omega Draconis. These factors mean that the landing party won't be able to pose as gods to convince the natives to leave.

When the landing party arrives, they're met with not fear, hostility, or hospitality, but with mild curiosity and amusement. To speak with the inhabitants, all they need to do is ask for an audience. The Ithik people are fond of having large gatherings to debate the nature of the universe, so the population gathers quickly. Curiously, there seem to be no children in the city. The meeting is moderated by Mayor Akkara. He speaks in a high-pitched and animated, but very polite, tone:

"Welcome to Chaktir, weary travelers. We can only imagine the joy you must feel at having reached the center of the universe! Are there more members of your society on their way, or are you the only members of your village with the moral uprightness, intelligence, and strength to be able to enter our realm?"

The Ithik feel that the universe revolves around their world, and they hold their society above all others. Questioning Akkara reveals that this society is not afraid of aliens, as they've long postulated that societies exist beyond their own, though they feel that they live in the most perfect of all places,

and that only the best examples of alien life would ever find their way to Chaktir. After the landing party leader explains the purpose of their visit, Mayor Akkara speaks again:

"You know, we've seen our share of perilous situations, and we've always pulled through. The cataclysm that scorched so much of the world ended up removing much of the topsoil. However, it exposed enough iron, quartz, gemstones and what were once considered precious metals that we all now, from the poorest to the greatest, live in gilded homes and have everything that our ancestors only dreamed of achieving."

To convince the people to leave, they'll have to overcome all sorts of superstitions and beliefs that the Ithik hold dear. While it might be easier to just give up after the first few arguments, it's clear from the level of deference shown to the foppish mayor that his work holds great sway over the people. If he were convinced to go, it's likely that most or all the others would come along. It's not fair to let one man's stubbornness or lack of vision doom a society.

Like many members of the idle populace, Akkara is fond of passing time with games and other sorts of intellectual amusements. Anyone who can succeed at an **Empathy + Science** or **Medical Task**, with Anthropology or Psychology as the Focus, with a Difficulty of 2 can pick up on this and gains an Advantage on any *Evidence* Tasks during this Social Conflict.

Akkara can be convinced to allow the Players to make their cases versus his most trusted advisors. Not all the challenges below need to be used—only enough to make things interesting for the players. Each one is presented by one of seemingly dozens of "ministers" (from a planet of fewer than 1,000 inhabitants, no less), each with a supposed specialty of knowledge.

MINISTER OF ASTRONOMY

The lanky, nearly blind Minister of Astronomy states that he can prove by the motion of stars that Chaktir sits at the center of the universe. Disproving this requires searching through his theorems and discovering any mathematical errors.

MINISTER OF ATHLETICS

This musclebound woman claims that any truly worthy species would be able to best their strongest individual in hand-to-hand combat. To make things more interesting, have the combat occur after the Starfleet combatant first has to run a race against the fastest Ithik, and then spend several minutes dodging balls thrown by the Ithik's premier dodgeball player.

MINISTER OF BIOLOGY

A rugged individual with an apparent taste for adventure that exceeds the norm for the placid Ithik, this minister believes that not just the Ithik, but all native creatures of Chaktir are "chosen" and must be preserved. He is willing to recommend to Mayor Akkara that they all evacuate on the *Lexington*, but only on the condition that the landing party gather the various local species to take along with the sentient population. The Ithik are aware of DNA but don't have cloning capabilities. If the landing party can demonstrate this technology to the minister then they can settle for just collecting samples from a dozen or so species.

MINISTER OF PHILOSOPHY

This very charismatic woman has the ear of Mayor Akkara. She's convinced that the landing party is nothing more than a figment of the Ithiks' imaginations made real due to their superior minds. If the landing party can't convince her otherwise, there's a good chance that she'll get Akkara to believe her ideas.

Feel free to come up with various trials for the landing party. Ithik society is impractical, sheltered, and preposterous.

SCENE 3: THE ALIEN BASE

The landing party approaches the alien base near the site where the previous team disappeared. From the surface, there is no sign of the shuttle. An aperture iris opens as the shuttle approaches, and there are no indications of immediate threat, so the team can safely land within.

The interior of the station seems to be designed for humanoid beings to operate. The hallways can comfortably accommodate a being up to three meters tall and bears an oxygen atmosphere. Inside it is brightly lit, with white and gray walls.

Within the first room, the landing bay, the crew finds the research team's shuttle. It's inoperative and empty. The landing party can link their shuttle's power supply to the other ship to gain access to the shuttle's logs for information. The sensor readings from the time the base went online show that the base is generating unimaginable levels of power.

As this landing party delves deeper into the base, they should know that they are going to limit their communication abilities with the *Lexington* unless they take some extra action. Neutronium, the material that comprises the station's shell, is the densest matter in the universe. Scans and communications cannot penetrate it. Since the aperture to the exterior seems to open on motion sensors, any Engineering or Science officers can rig up a subspace antenna to place just outside the iris airlock. This can maintain line of sight for communications, relayed to the shuttle and then to personal comms.

After the team decides that they're ready to penetrate further into the station, they must make their way through the tangle of corridors, trying to find their way to a computer terminal connected to the station's core.

You can pick randomly from below for the contents of the rooms to help keep players guessing:

- The room is full of strange symbols and devices. Analysis takes time and determines there's nothing useful present.
- A single Alien Guardian robot, intent on fighting.
- A long hallway, littered with fallen beams that need to be removed to make passage possible.
- Gravitational distortions with swirling debris. Dodge it or find a way to direct the distortions for deflecting the debris away.
- A computer terminal, not connected to the portion of the station that controls the gravitational fluctuation generator. It contains historical information (which grants an Advantage when operating the gravitational fluctuation generator), a map of the facility (which creates an

Advantage for navigating the facility), or footage of an Alien Guardian robot incinerating one of the team researchers (which grants an Advantage to attacks against an Alien Guardian robot).

- The badly wounded final member of the original away team. They're trapped by unstable fallen debris with sparking wires dancing around them.
- A bioreplicator that creates instant deranged clones of the PCs which are interested solely in combat.
- The station control room, locked with a boobytrapped hatch. A **Reason + Engineering Task** must be succeeded, with a Difficulty of 2, to deactivate it without exploding.

SCENE 4: THE STATION CONTROL ROOM

Once the team makes it to the control room and clears it of any threats they can start working on getting the station figured out. It requires a **Reason + Engineering Task** with a Difficulty of 1 to decipher the purpose of the various controls. If the shuttle crew set up a subspace antenna they can get help from Abyss Station's computers (and the *Lexington's* if it's back from the planet) to speed things along.

Once the landing party determines the functions of the room, they can attempt to take control of it. This is a series of Challenging (2) tasks that generally use Reason and Science or Engineering, along with an appropriate Focus. These tasks should last until the cultist survivors make it to the station (see next section).

Various sections that come online as the landing party works can include communications (eliminating the need for a subspace antenna), internal security (for rerouting the Alien Guardian robots), life support, scanners, power generation, and gravitic controls. This room is one of several access points, redundantly designed for backup in case one should fail.

Among the first things the landing party should discover is a video file detailing the original purpose of the station. Omega Draconis A* is an artificially created black hole. It was originally a weapon used in terrible wars. Whenever needed, the station would tilt the black hole's axis, gather power, begin a rotation process, open a wormhole and send the black hole into an enemy star system, spinning it like a top until it devastated its target before returning it to the station.

This activation and attack takes a few days to implement but readings from the gravitic fluctuation generator indicate that the station is in the process of beginning the spin and then opening a wormhole. Computer analysis reveals that its target is the nearest highly populated Federation world.

THE CULTISTS

After the *Lexington* arrives at Abyss Station and transfers the Ithik over, the *Lexington's* captain is going to want to speak with T'Lah about getting the black hole under control. It turns out that T'Lah never reported to the *Lexington's* conference room, but beamed over, along with two Ithik citizens, and stole a shuttle. The three people are heading straight for the alien station.

Mayor Akkara can identify his missing people from security footage. It turns out that the two men are the sole members of their own religion, The Cult of the Deathbringer, who believe that the alien

station is a god, and that it should be used to cleanse the universe of all non-Ithik life. The Ithik, with their massive egos, believe that members of their species are incapable of coming up with a bad idea, so they never had any concern over the odd beliefs that these two men held.

T'Lah answers any hails. She calmly explains that she believes that the station's full capabilities should be used and observed. She has no intentions of using it against a Federation world, but hopes to direct the weapon toward Qo'noS, the Klingon Homeworld. The station's ability to create wormholes at will can allow Starfleet to explore the Galaxy within a matter of years, while its destructive capabilities and stable neutronium structure will revolutionize the Federation's military capabilities, making them the sole superpower in the known universe.

She doesn't share the beliefs of the cultists, but she's made a startling discovery about the Ithik and needs a few members of that species to complete her plans. At this point she terminates the conversation. T'Lah's Vulcan physiology is susceptible to various sources of radiation, such as trellium-D. Unlike that material's aggression-inducing properties, the radiation from the black hole is distorting T'Lah's sense of logic and causing an increase in paranoid thoughts.

If the *Lexington* manages to destroy the shuttle before it reaches the station T'Lah and her co-conspirators beam in through the open iris door. If the door is closed the Ithik manage to open it by means of a hail.

***GM Guidance:** The Ithik people are not the primitive society that they seem to be. A close medical examination, or examination of the Abyss Station files that Commander T'Lah had sealed, reveals that instead of mitochondria, these beings have nanomachines, and their genetic makeup features synthetic materials. They were originally a servitor race created by the species that made the station. Each of the members of the current population was alive when their planet was hit by radiation during the supernova; all but the two Cultists of the Deathbringer had their memories damaged by the radiation. The Ithik were used to construct the station and act as maintenance workers. As such, the station grants them access to all areas, and the alien guardian robots will not attack them.*

SCENE 5: STOPPING T'LAH

As T'Lah and the cultists make their way through the station, they move much more quickly than the landing party made it to their control room. T'Lah knows that she's no match for the landing party, so she heads to another control room. To stunt their progress, the landing party can lock doors in their path and send alien guardian robots after them. The robots might attack T'Lah, but they'll leave the cultists alone—and the two Ithik press on without the commander. The cultists can also unlock the doors with a successful **Control + Engineering Task**. The team member who locks the door can make opposed rolls against the cultists to try to delay their efforts.

In the meantime, the Player Characters should be working on a way to disable the station. Any science officers who look for a weakness should know that neutronium is virtually impenetrable and indestructible. However, due to its dense nature, neutronium usually has to be fashioned into specific geometries to avoid collapsing. This station's shell somehow manages to violate those geometries because it's maintained by an energy field. That energy field keeps the shell from collapsing and negates the gravity generated by it, allowing humans and other lifeforms to walk the station without

getting crushed. If the Player Characters can destroy the station's power generator, or even just turn it off, the neutronium shell collapses into a more stable form.

Destroying the station is a complicated matter. The designers knew what they were doing and installed several fail safes. The cultists are also actively working against the crew while they try to initiate the black hole's spin and open a wormhole to eradicate their target. Shutting it down is a Challenge tailored to the landing party's strengths. If it's made up of science and engineering officers, allow them to apply their strongest focuses in some manner. Allow for around three Tasks, along with Opposed Tasks against the cultists' efforts.

Once the generator goes offline there are only a few minutes to get out of the station before it collapses. A fast way is to remotely activate the shuttlecraft's transporters, a Task attempted purely by the shuttle's **Sensors + Engineering** with a Difficulty of 4, given that it's a site to site transport, to beam aboard the shuttle and then speed away. Otherwise the team members must run for the shuttle. It should take a Challenge, with two Tasks, with Daring or Fitness, as the Player Characters dodge falling debris, scramble over obstacles, or control their fear of the situation.

The station collapses into an ultra-small object and eventually falls into the black hole.

EPILOGUE

After the mission is over, the *Lexington* contacts Starfleet to update them about the situation and to determine a long-term living solution for the Ithik. The planet, Chaktir, gets irradiated from the black hole's jets and becomes completely uninhabitable. Starfleet can use any of the data from Abyss Station's and the *Lexington's* scanners, as well as any tricorder readings from the landing party, to increase their knowledge of gravity, black holes, wormholes, and how to make strides in creating and maintaining neutronium. Ithik biology may also yield information that makes creating synthetic limbs and organs faster and more reliable.

The black hole remains tilted, which poses a navigational hazard to ships in the system, but it only extends for about a light year, so it's no threat to the Galaxy at large.

As a threat for future missions, Starfleet has to be wary of the Ithik now that they know about their true nature. Should any Ithik ever recover their memories and technical knowledge, they would be able to fabricate tools, facilities, and more, eventually making a dreadnaught capable of posing a threat to the entire fleet.

If you want to, continue the storyline of the alien threat by having the landing party on the station bring back data that shows several other weapon sites throughout space. The biggest problem is that at least one of these sites is in Klingon or Romulan space.

NON-PLAYER CHARACTERS AND STARSHIPS

ITHIK CULTIST [MINOR NPC]

The following profile shows the data for the members of the Cult of the Deathbringer. You can also use it to represent standard members of the Ithik species.

Trait: Ithik

ATTRIBUTES					
Control	Daring	Fitness	Insight	Presence	Reason
8	8	9	7	7	8

DISCIPLINES					
Command	Conn	Engineering	Security	Medicine	Science
0	1	2	2	0	1

Stress: 12 **Resistance:** 0

Weapons:

- Stolen Phaser type-2 (Ranged, 4 ▲, Size 1H, Charge)

SPECIAL RULES

- **Synthetic:** As creations of the society that made the alien station these NPCs are immune to assault from the alien guardian robots, and they can quickly gain access to the station's systems.
- **Immune to Radiation:** The Ithik are adapted to life orbiting a black hole.

ITHIK MINISTER OF ATHLETICS [NOTABLE NPC]

The following profile details the Ithik minister of athletics, who engages a member of the planetary landing party in single combat

Trait: Ithik

Values: Prove your mettle

ATTRIBUTES					
Control	Daring	Fitness	Insight	Presence	Reason
10	13	11	8	13	10

DISCIPLINES					
Command	Conn	Engineering	Security	Medicine	Science
2	1	0	3	2	1

Focuses: Hand-to-hand

Stress: 14 **Resistance:** 0

Weapons:

- Ithik Ceremonial Weapon: (Melee, 4 ▲, Size 2H, Cumbersome, Non-lethal)

SPECIAL RULES

- **Synthetic:** As creations of the society that made the alien station these NPCs are immune to assault from the alien guardian robots, and they can quickly gain access to the station's systems.
- **Immune to Radiation:** The Ithik are adapted to life orbiting a black hole.

COMMANDER T'LAH [MAJOR NPC]

The following profile details Commander T'Lah

Traits: Vulcan

Values: Defend the Federation, Increase Scientific Knowledge

ATTRIBUTES					
Control	Daring	Insight	Fitness	Presence	Reason
12	8	9	10	10	11

DISCIPLINES					
Command	Conn	Engineering	Security	Medicine	Science
4	2	2	3	2	4

Focuses: Stellar cartography, Xenobiology

Stress: 12 **Resistance:** 0

Weapons:

- Phaser Type-2 (Ranged, 5 ▲, Size 1H, Charge)
- Vulcan nerve pinch (Melee, 5 ▲ Intense, Size 1H, Non-lethal)

SPECIAL RULES

- **Nerve Pinch:** You have learned numerous techniques for the stimulation and control of nerve impulses – collectively called neuropressure.

ALIEN GUARDIAN [NOTABLE NPC]

The following profile details the robotic guardians left behind by the station creators to prevent intruders from getting in. They are hovering, barrel-shaped units designed mainly for combat but which can also effect minor repairs.

Traits: Robot

Values: Defend the station

ATTRIBUTES					
Control	Daring	Insight	Fitness	Presence	Reason
9	9	7	10	7	8

DISCIPLINES					
Command	Conn	Engineering	Security	Medicine	Science
0	0	2	4	0	2

Focuses: Hand disruptors, Neutronium

COMBAT

Stress: 18 **Resistance:** 3

Weapons:

- Disruptor: (Ranged, 7 ▲ Vicious 1, Size 1H)

SPECIAL RULES

- **Machine 3:** Reduce Difficulty to resist extremes of temperature by 2, and is immune to suffocation, starvation, and thirst.
- **Night Vision:** Tasks the robot attempts in darkness to not increase in Difficulty.

OPTIONAL ENCOUNTER: SPACE FIGHTERS

If the crew of the *Lexington* needs more to do, you can have the alien station send out a flight of fighter craft. These conical, unmanned ships, are somewhat larger than a shuttlecraft but much more maneuverable and durable. They have neutronium hulls and attack Abyss Station and the *Lexington*. Their shields and weapons are not as strong as the *Lexington's*, but in numbers they pose a threat. Abyss Station is unarmed and cannot fight back, which makes the situation far more tense, especially if the *Lexington* is on the return trip from Chaktir and not yet in weapon range.

Analyzing the data from the ships as they explode can provide information to engineers and science officers to use when attempting to overload or divert the base's generator. If the Player Characters attempt to look for a weakness, they can find that using the *Lexington's* tractor beam to force fighters to crash into one another causes damage to their gravity generators, which makes portions of the hull collapse.

ALIEN FIGHTER [STARSHIP]

Small ships used by the alien base to defend against intruders.

Trait: Drone

ATTRIBUTES					
Communications	Computers	Engines	Sensors	Structure	Weapons
5	3	8	6	7	7

DEPARTMENTS					
Command	Conn	Engineering	Security	Science	Medicine
-	2	1	3	-	-

Shields: 9 **Scale:** 1

Weapons:

- Disruptors Cannons (Energy, 6 ▲ Vicious 1, Close range)

SPECIAL RULES

- **Neutronium Hull:** Sensors cannot penetrate, but they can read energy fluctuations that flare out of the hull after successful hits.