# STAR TREK™
## ADVENTURES

# Adrift

*by Patrick Goodman*

**U.S.S. LEXINGTON**
**Living Campaign Adventure**

# INTRODUCTION

*Adrift* is meant to be played by a Gamemaster (GM) and 3-8 players using the pre-generated characters. To run this adventure, the GM should be familiar with the adventure itself, as well as the **Star Trek Adventures** playtest rules.

To play, you will need the following:

- At least two 20-sided dice (d20) per player, and several d6s to serve as Challenge Dice
- A set of chips or tokens for Determination
- A set of chips or tokens for Threat
- A set of chips or tokens, or some other manner of marker, for group Momentum.
- The pre-generated character sheets, and the *USS Lexington* starship sheet
- The **Star Trek Adventures** playtest rules (version 1.36 of the core rules, version v1.1 of the Starship Operations rules)

## Synopsis

The players' ship is on route to Dourap IV, a mostly Tellarite colony near the Klingon border. They are suffering from an outbreak of *d'kar* fever, a potentially lethal disease; the PC ship is carrying medical supplies and a small team of doctors to the colony to treat the victims.

While traveling at high warp speed, the ship encounters a subspace anomaly which disables their warp drive, and leaves several other major systems compromised. It also leaves the ship drifting at high sub-light speed toward the border between the Federation and the Klingon Empire. To complicate things, some of the medical supplies are also damaged; the ship's medical staff will need to synthesize more once the ship is repaired.

Once the crew has recovered from the mishap, they must assess the damage to the ship, determine the cause of their misfortune, and effect repairs. They're still drifting toward the Klingon border, and several D7 battle cruisers have begun to assemble there, waiting for the moment when the Federation vessel violates their space.

To make matters worse, it's discovered that their situation was no accident; it was deliberate sabotage. Now the crew not only has to repair the damage and get out of there before they drift over the border and find themselves at the mercy of the Klingons, but they also have to find and contend with the saboteur. Then they need to get to Dourap IV to stop the plague there.

The GM begins the adventure with one point of Threat for every player character in the crew – the initial situation seems fairly routine, and the gamemaster should use Threat sparingly, if at all, until the final scene.

## Scene 1: Down the Wormhole

Once everyone is ready, hand a copy of the following to the player playing the Captain to read aloud:

> Captain's Log, stardate 5428.3 — The ship is on course to planet Dourap IV, near the Klingon border. Velkath, the Tellarite colony there, has had an outbreak of *d'kar* fever, a highly contagious viral infection. The disease is still in its early phases, and no fatalities have been reported. We have been tasked by Starbase 24 to transport an emergency medical team and their supplies to the colony, and provide any assistance they might need. We are traveling at warp factor six; our ETA is approximately eighteen hours.

As play begins, portray a perfectly normal bridge scene. Everyone is at their normal duty station, and everything is functioning normally. If players inquire about *d'kar* fever or the colony, the ship's computer can give them the following information.

**D'kar fever** is a contagious and dangerous disease on Tellar. It's carried by insects and can be transmitted from person to person like the flu. It appears to have arrived on the Velkath colony via a shipment of luxury goods that wasn't properly quarantined. Early stages are marked by a high fever and muscle weakness. In later stages, it attacks the lungs, compromising their ability to exchange oxygen and carbon dioxide, thus suffocating the victim. It is easily treatable with the drug daronite. While primarily a threat to Tellarites, there are documented cases of the disease being transmitted to Humans and Deltans. Vulcans and Andorians appear to be immune to the disease due to the different base metals in their blood.

**Velkath** is a small, mostly agricultural colony on the smaller of the two northern continents on Dourap IV; it was founded not quite twelve years ago, well before the current tensions with the Klingons. It has a population of approximately 18,000; the population is roughly 93% Tellarite, with Humans and Vulcans comprising the rest.

**Dourap IV** is an M-class planet slightly smaller than Earth. Approximately 68% of its surface is ocean. The bulk of its land mass consists of five continents, two mostly or completely in each hemisphere and one squarely straddling the equator. Lacking indigenous sapient life-forms, there is extensive native flora and fauna. Gravity and atmosphere are Earth-normal.

The medical team is composed of civilians, out of deference to the wishes of the colonial administration. It consists of twenty-six people: six doctors, ten nurses, and ten orderlies. They'll coordinate with local physicians, distribute the drug as needed, and tend to isolated colonists in outlying areas. They're in Sickbay with the ship's medical crew, coordinating treatment plans with each other for when they ship reaches Dourap IV.

Once the crew has settled into their routine, read the following:

> Everything is moving along nicely; it's just another day in Starfleet for you. Abruptly, alarm klaxons begin blaring, the ship lurches violently from side to side, and the normal starfield in the forward viewer changes to a swirling tunnel of red-orange bands of energy. Your ship has fallen into a wormhole. Something has clearly gone very wrong.

While a potentially frightening occurrence, this is something that the crew is trained for. A wormhole of this nature generally occurs when the ship's warp drive goes out of balance for some reason. Taking the ship out of warp brings the ship back into normal space. Unfortunately, the wormhole effect hampers subspace communications and has a detrimental effect on most shipboard systems.

Stabilizing the ship requires a **Daring** or **Control + Conn Task** with a Difficulty of 3 from the character at the helm, assisted by the ship's **Engines + Conn**. It's lurching quite badly, and the helm is sluggish because

of the wormhole. While the ship's Conn is responding to basic positioning operations, navigation and engine controls are not responding. The character at Conn cannot take the ship out of warp.

That falls to the Engineering department. Forcing the warp drive offline, from either the engine room or the Engineering console on the bridge, requires the character in Engineering to make a **Control + Engineering Task,** again with a Difficulty of 3; as the character is working against the ship, the ship cannot assist this Task. Once warp drive is taken offline, the collapse of the warp field slows the ship to sub-light speeds in about ninety seconds. Throwing the impulse engines into full reverse could reduce that to twenty-five seconds, but neither Engineering nor Conn can make the impulse engines respond.

Once the ship comes out of warp, the crew must assess their situation, and the news isn't good. Propulsion systems are all offline, as are guidance systems. Subspace communications are out, so they can't even notify Starbase 24. Weapon systems are down but the shields are functional, though only at about 65% (the ship's maximum Shields is reduced to 7 until further notice). A large portion of the engineering hull is without lights or power due to an overload. Life support and the ship's sensors appear to have made it through the incident unscathed.

Casualties are numerous, but thankfully light, consisting mostly of bumps and bruises, with the occasional minor laceration; one crewman was thrown across a corridor, landed badly, and broke their wrist. There's also very little in the way of actual physical damage to the ship; most of the systems were taken down by an overloaded power grid.

When they get around to trying to figure out where they are, the helmsman or navigator can make a Difficulty 1 **Reason + Conn Task,** or the science officer can make a Difficulty 1 **Reason + Science Task**; either will be assisted by the ship's **Sensors + Science.** Once again, the news is not encouraging. During all the buffeting and bouncing that happened, the ship managed to turn nearly ninety degrees in the wrong direction. They're traveling at warp 0.9, straight toward the Klingon border, and they're substantially closer to it than is prudent. At their current speed — and there's nothing to slow them down at the moment — they'll cross the border into Klingon space in a little under three hours.

**GM Guidance:** *This scene is very similar to the scene in* Star Trek: The Motion Picture, *where the newly-refitted* Enterprise *goes to warp for the first time. Feel free to play with that imagery as much as you like. While they're in the wormhole, images are blurred and confusing, while speech is delayed and distorted. Consoles shoot showers of sparks as needed. People are thrown about the bridge by the turbulence.*

*This scene is meant to be short, and mostly just setup for the repairs and investigations to follow, so you shouldn't let it linger too long. Have some fun with it, though.*

## Scene 2: Picking Up the Pieces

After the characters have determined the extent of their situation, it's time to figure out what happened, why it happened, and start repairs.

This scene, and all the events within, are subject to time pressure. The problem isn't making the repairs, the problem is making the repairs *before* the ship reaches the Klingon border. The total amount of time before the *Lexington* reaches the Klingon Border is three hours, and repairing the ship will take most of that time even in the best case.

The whole process is essentially one large Challenge made of smaller Challenges, with the extra pressure of a ticking clock. Whenever a character performs or assists a Task within this Challenge, it will consume their full attention for the duration of the Task. Each Task below lists how long an Interval lasts in minutes (for convenience, all in multiples of five minutes); a successful Task has a duration of two Intervals, but two Momentum can reduce this to one Interval. These Tasks all use the Success at Cost rules, and each Complication suffered on a Task adds a single Interval to the duration instead of their normal effect. While a character is performing or assisting a Task, they cannot attempt or assist any other Tasks – they're too busy.

The players may have other ideas as to how to attempt different repairs or solve the problems than those listed below. The gamemaster should consider Difficulties and Intervals carefully for these alternative methods, as well as any risks or costs involved in trying to rush things along (which might increase the Complication range to represent uncertainty, or adding to Threat to represent the risk of unforeseen problems).

The gamemaster should move between characters as they attempt these Tasks, going to whichever character is free to act next. In all cases, these Tasks assume that the whole crew is working towards these goals, and indeed, many of these Tasks would be impossible without teams of personnel working at full capacity. The players may choose up to three Tasks to delegate to the crew; a Task delegated in this way is automatically successful, but takes a number of Intervals to complete equal to the Task's Difficulty – even the most proficient crew requires proper leadership to work at full efficiency. Also remember that the players have access to Supporting Characters to either assist or take on other Tasks.

- **Damage Report:** The science officer, using the ship's computer, can make a **Reason + Science Task** at Difficulty 1 to determine that the wormhole was caused by a warp-field imbalance. Analyzing the sensor logs has an Interval of 5 minutes. Armed with this knowledge, the engineer can perform a **Reason + Engineering Task** at Difficulty 1 to discover that the field imbalance was due to a damaged plasma injector about halfway up the starboard nacelle pylon; this survey also has an Interval of 5 minutes. Both these Tasks are assisted by the ship's **Sensors + Engineering**. These Tasks *must* be attempted before anything else, and the second one cannot be attempted until the first is complete.

- **Engine Repairs:** This will be the biggest and most time-consuming activity, and is likely to take the efforts of several characters to complete, and some parts of it need to be done in a particular order. There are three distinct sets of repairs that need to be performed, which can be worked on in parallel by different people. The warp core cannot be safely restarted, and thus the ship cannot go to warp, without these repairs being completed.

  1. **Replace the Plasma Injector:** To replace the injector, it'll require a shutdown of the warp core first, and the system needs to be allowed to cool before work can begin on the injector assembly. Shutting down the warp core safely requires a **Control + Engineering Task** with a Difficulty of 2, which has an Interval of ten minutes. It will take

a further sixty minutes (which cannot be reduced, but which also does not require a Task) for the nacelle pylons to cool so that the plasma injector can be replaced. Once the cooling is complete, work on the replacement can begin: this is another **Control + Engineering Task** with a Difficulty of 2, which has an Interval of twenty-five minutes.

2. **Power System Overload:** The plasma injector was damaged by an overload in the power system, which also disabled the safety interlocks that would normally have taken the ship out of warp when the problem was first detected. It's essential that this be repaired, or the problem may happen again the next time the ship goes to warp. Damage control teams have isolated the overload to a section on the starboard side of the engineering hull, on decks 20, 21, and 22. That section is a maze of junctions and Jefferies tubes, and with the power out, it has the Complications *Dark* and *Difficult to Navigate*, which apply to the following Tasks. Locating the damaged relays and conduits requires an **Insight + Engineering Task** or a **Reason + Engineering Task** with a Difficulty of 3, which is assisted by the ship's **Sensors + Engineering**, and has an Interval of twenty minutes. Once located, making the repairs requires a **Control + Engineering Task** with a Difficulty of 2, which has an Interval of thirty minutes.

3. **Impulse Propulsion and Maneuvering Thrusters:** Numerous engine control relays were taken out by the overload, disabling the impulse engines and maneuvering thrusters, as well as making it dangerous to go to warp. Repairing or replacing them is an arduous and time-consuming process, requiring a **Fitness + Engineering Task** with a Difficulty of 3, and an Interval of sixty minutes – getting all the repairs and replacements done quickly is more a matter of endurance than aptitude.

- **Weapons Offline:** Weapon systems are completely offline, though thankfully they aren't severely damaged – they shut down when safety systems isolated them from the overload. It takes a **Control + Engineering Task** with a Difficulty of 1 and an Interval of fifteen minutes to reset the weapon systems, followed by a **Control + Security Task** with a Difficulty of 2 and an interval of twenty minutes to recalibrate them for use.

- **Shields at 65%:** While not offline, the shields are operating at reduced efficiency. Several field emitters were knocked out of alignment by the power overload. Realigning the emitters is a Difficulty 2 **Control + Security Task**, with an Interval of thirty minutes. Success means that the Shields return to their normal maximum of 10.

- **Communications Offline:** Subspace communications are entirely disabled, though internal communications still are still functioning. The actuators on the Chambers coil within the main subspace transceiver array have been burnt out by the overload, though the coil itself is undamaged. Replacing the actuators is a delicate and tedious process, requiring a **Control + Engineering Task** with a Difficulty of 3 and an Interval of seventy-five minutes.

- **Medical Attention:** Many on the crew were injured during the overload. One yeoman – as noted earlier – suffered a broken wrist in a fall, and there are similar injuries amongst the rest of the crew, from being tossed around when the ship was knocked off-course, or standing too close to an overloading system. Treating these injuries isn't particularly difficult, but the number of personnel injured puts the ship's sickbay under pressure, and getting these crew back to work will help the situation. Treating patients takes a **Control + Medicine** or **Insight + Medicine Task** with a Difficulty of 2, with an Interval of fifteen minutes. Success will reduce the Difficulty of one of the other Tasks that needs to be attempted by one, as personnel can return to duty to help with the repairs. This Task can be attempted up to three times.

**GM Guidance:** *There are a lot of Tasks laid out in this scene, but it's important to remember that the players aren't rolling the dice for each of these. There are a lot of Engineering Tasks, for instance, that could be delegated to the crew unless every single player character has a decent Engineering Discipline. The players should decide where their characters are focusing their attention, and the other Tasks can be dealt with by NPCs behind the curtain, so to speak.*

*It's also important to remember that most, though not necessarily all, of these Tasks are happening at the same time. There are a lot of people on a starship, and in an emergency, they're almost all on the job. Just because a PC isn't doing something on the ship doesn't mean it's not being done. A team can be working on the impulse engines and another on the communications system, for example.*

*Make sure your players know that they have a deadline. Crossing the border into Klingon space is an act of war, even if done inadvertently. They are not a particularly forgiving people. Don't let the players just sit there and roll the dice; once one roll in a particular Task is resolved, move onto another player and another Extended Task. You can ratchet up the tension by keeping things moving from one player to another and not giving any one of them enough of a chance to just finish things before you're ready to move on. And, if things start moving along too swimmingly for the players, there's always Threat to slow things down – system failures that weren't immediately apparent, finding repairs that require extra parts or specialized tools that will take extra time to fetch, and so forth.*

## Scene 3: Hide and Seek

Once the amount of remaining time and the nacelle pylon has cooled off, but before the actual repair of the plasma injector has started, hand a copy of the following to the Captain to read aloud. If the Tasks have been completed particularly quickly or slowly, adjust the remaining time in this text accordingly.

> Captain's log, supplemental — We are now dead in space. The warp reactor has been shut down to effect emergency repairs to the starboard nacelle. Repairs to other systems are also proceeding as well as can be expected under the circumstances. We are still drifting at high sub-light speeds toward the Klingon border. Our science officer tells us that at our current speed, we'll cross over into Klingon space in a little over an hour and twenty minutes.

As the captain receives an update from Engineering, the science officer notices something on forward sensors. Making a **Reason + Science Task** at Difficulty 1, assisted by the ship's **Sensors + Science**, reveals an unwelcome sight. A trio of Klingon D7 battle cruisers has assembled just on the other side of the border-- just sitting there, waiting. Spending one Momentum from this Task confirms what the players should already suspect: The D7s are sitting at exactly the point where their own ship will cross the border.

The actual repair of the plasma injector should begin at this point. The clock has begun ticking in earnest now. They absolutely must have propulsion within the hour, or things are going to get ugly. If the crew can get the Impulse engines back on-line quickly enough, they can try and slow the ship's drift: once the Impulse Propulsion and Maneuvering Thrusters repairs are complete, a **Control** or **Reason + Conn Task**, assisted by the ship's **Engines + Conn**, with a Difficulty of 2, adds an additional ten minutes to the time remaining, plus an extra ten minutes per Momentum spent (Repeatable). This Task has an Interval of twenty minutes, as it will take considerable effort from a helmsman to earn this extra time for everyone else, and it can be attempted multiple times, increasing the Difficulty by +1 for each successive attempt; it does not benefit from Succeed at Cost, and a failed Task provides no extra time but still takes up two Intervals (plus any extras from Complications).

Once this cheerful bit of news has settled, the leader of the civilian medical team calls on the intercom, asking the captain to meet in the cargo hold. When the captain arrives, the doctor reveals that several of the small containers holding the daronite apparently were not properly secured, and approximately half the supply of the drug was destroyed during the wormhole incident. They've only now noticed it, as they were helping with the numerous minor injuries that occurred earlier.

The remaining supply is not enough to treat all the known patients on the colony. A any character with a Medicine of 3 or higher will know that the ship's medical lab can synthesize the drug, though it's a lengthy process. By the time they reach the colony, they can have about half the destroyed supply replaced, and they can finish manufacturing the rest while they're orbiting the planet.

During this scene, the Challenges to make the repairs from Scene 2 should continue. When the next step of repairing the plasma injectors begins, the characters should make a startling discovery: two power conduits were cross-connected in one of the Jefferies tubes. That couldn't possibly have happened by itself. Someone had to deliberately disconnect the couplings, and then reconnect them incorrectly in order for them to be connected as found. This wasn't an accident. It was sabotage!

The obvious suspects are the medical team. Once brought into the discussion, the crew can begin speaking with them. A **Presence + Security Task** at Difficulty 1 (with an Interval of 20 minutes) quickly uncovers two facts. The first is that almost the entire medical team has a solid alibi: They were with the ship's medical crew making treatment plans for the colony. The second is that one of them, an orderly named Kyle Hunsley, is not in his quarters. In fact, he's nowhere to be found. Talking with the lead doctor, a human named Evangel Stoorer, reveals that Kevin was a recent addition to the team, and other than

some routine background checks, little is actually known about him. Dr. Stoorer is an older woman with a bad temper who curses like a proverbial sailor.

Kyle is, in fact, a bought-and-paid-for agent of the Orion Syndicate. His mission was to delay the Starfleet response to the situation on Dourap IV, giving the Syndicate a chance to make inroads on the colony by selling them the cure. After all, it was the Syndicate who contaminated the luxury goods shipment that started the *d'kar* fever outbreak on the planet in the first place. They want an easier place to access some of the Klingon border worlds, and Dourap IV is very nicely placed for their needs.

Kyle was given several options for delaying the shipment of drugs to the colony. Unfortunately for everyone involved, he's a medical orderly and not an engineer. He didn't realize that overloading the power system might have more severe consequences than just blacking out the ship. He didn't foresee being thrown well off course as a possibility, and he's certainly not willing to die for the Syndicate. Now he's on the run, trying to evade Security and looking for a way off the ship. This game of hide-and-seek takes the form of a series of Opposed Tasks, pitting the security chief's **Reason** or **Insight + Security** against Kyle's **Daring + Security**, with each Opposed Task having an Interval of five minutes (Kyle may spend two Momentum to make the Task take one additional Interval, and his Complications reduce the number of Intervals rather than increasing them). The search could take a while. It's a big ship, and finding one Human among hundreds is trickier than it sounds.

When Kyle is finally found, whether in this scene or the next, he's become desperate. He's not a trained combatant, but he's also not going to go down without a fight. He has a type-1 phaser, but he's not a killer (he will only attack to stun), and he's got no backup. The fight should be over quickly. He will spend a point of Threat to avoid the first Injury he suffers, but after that he should go down without too much more trouble.

# KYLE HUNSLEY (ELITE)

Human medical orderly / Orion agent

## *Attributes*

| Control | Daring | Fitness | Insight | Presence | Reason |
|---------|--------|---------|---------|----------|--------|
| 10 | 11 | 10 | 8 | 9 | 9 |

## *Skills and Focuses*

| Command | Conn | Engineering | Security | Science | Medicine |
|---------|------|-------------|----------|---------|----------|
| 2 | 1 | 2 | 2 | 1 | 1 |

***Focuses:*** Deception, Infiltration, Sabotage

***Combat***

**Stress:** 12  **Soak**: 0

**Weapons:**

- Type 1 Phaser: Ranged, 4[CD], Size 1H, Charge 3

- Unarmed Strike: Melee, 3[CD], Size 1H, Knockdown, Nonlethal

***Special Rules***

- **Undercover:** Whenever attempting a **Control + Security Task** to avoid being noticed or discovered, Hunsley may roll one additional d20.

**GM Guidance:** *Sometime during this scene, the weapons systems should come back online, and it's likely that the power grid repairs are also completed. The impulse engines shouldn't be too close, but if it looks like they might come back online before the next scene, spend some Threat to complicate matters for the repair team. It wouldn't do for things to go too well before it was dramatically appropriate.*

*Again, keep the tension up regarding the clock. The three Klingon battle cruisers are still sitting there, patiently waiting for the PC ship to stray over the line and become a legitimate target. They've almost certainly noticed that the ship is coming slowly back to life and are most assuredly ready for it.*

## Scene 4: Shall We Dance?

Once the plasma injector is successfully repaired, have the chief engineer notify the captain that they're ready to begin the warp reactor restart, and then read the following.

> On the bridge, at least, nearly all the frantic activity of the last couple of hours has died away. All is quiet and tense. Consoles have been repaired, as have many other systems around the ship. While Engineering begins the delicate process of restarting the warp reactor and bringing the ship fully back to life, there's little to do on the bridge except sit and wait ... and stare at the image on the viewscreen of the three Klingon warships hanging there in space, waiting to strike.

The process for restarting a matter/anti-matter warp reactor is well-documented, exacting, and not well known as forgiving when it comes to errors or shortcuts. By the book, the restart takes thirty-four minutes. There may be other repairs yet to complete as well, and any repairs not completed may have an impact upon the scene.

The ship is going to drift over the border, into Klingon weapons range, very soon – depending on how long the plasma injectors have taken to repair, but this is likely to be around half an hour. A few intrepid Starfleet engineers are rumored to have found ways to shave time off the official procedure. Clearly, it might well be time for this ship's engineer to join their ranks.

The restart takes the form of an **Extended Task**, with a Progress of 12, a Magnitude of 3, and a base Difficulty of 3. This should use **Control**, **Daring** or **Reason + Engineering Tasks**, with an Interval of five minutes. A failed Task still takes two Intervals, but does not allow Progress to be made**.** Complications should be used to make the Task take additional Intervals, and/or for any of the Extended Task Complications listed in the core rules. Once this Extended Task is complete, the ship can go to warp, leaving the area and the Klingons behind – the Klingons will not pursue a ship at warp if it would take them too far from their borders.

In the meantime, if Security hasn't yet apprehended Kyle Hunsley, it's about time for his luck to run out. As noted, he's alone and the security team knows the ship better than he does. To boost the drama if the characters are handling things too smoothly up to this point, Hunsley could make his way into Engineering while delicate work is being attempted, causing problems there.

At this point, at least some of the repairs should be completed. The effects of each repair that hasn't been completed are noted below. Potentially, these repairs may be completed during this scene, and each repaired system will make the final scene easier.

- **Power System Overload:** If the overloaded systems have not been repaired, there is a risk of further overloads. Whenever a Task is attempted which uses the ship's Engines system, or which uses one or more of the ship's Power, increase the Complication Range by 3 (to 17-20).

- **Impulse Propulsion and Maneuvering Thrusters:** If the engine control systems have not been repaired, then the ship cannot move under its own power, and will instead drift a single zone each Round during combat, following the same path. No Helm Tasks can be attempted.

- **Weapons Offline:** If the weapons are still offline, then no Tasks can be attempted to attack the Klingons directly.

- **Shields at 65%:** If the shields have not been repaired, then the *Lexington* has a Shields rating of 7, instead of its normal 10.

- **Communications Offline:** If communications are still offline, then the *Lexington* cannot send or receive communications with other vessels, such as to call for back-up or to inform the Klingons that they are out of control and not crossing the border willingly.

Until now, the Klingons have been the very model of patience. As their prey gets closer, however, something changes. Perhaps they sense that their prey is close to getting away. The gamemaster may spend Threat to have the Klingons become impatient and cross the border. This costs 1 Threat per full ten minutes remaining.

If the impulse engines have been restored, the maneuverable Klingon cruisers are still able to keep pace with the *Lexington*. However, this at least allows the *Lexington* to maneuver while the restart of the warp reactor is completed. With the impulse engines and weapons restored, the ship is no longer a sitting duck, but a nimble combatant, and a bit more of a challenge for the Klingons.

Once they cross the border, or the *Lexington* crosses, the Klingons open fire, and battle begins. At this point, combat action order takes precedence over time: Tasks to make repairs, including those towards the Extended Task to restart the warp core, have to be taken during characters' Turns, amidst the fighting.

Outnumbered three-to-one, the goal of the ship and her crew is not to defeat the Klingons, but to survive long enough for the warp drive to come back online. The *Lexington* is faster at warp than the Klingons are; once the warp drive is functioning, their best bet is to go to maximum warp and escape. The Klingons do not pursue them deeper into Federation territory.

*GM Guidance: This is not meant to be a fight to the finish. On her best day, the ship couldn't take on three D7 battle cruisers with much hope of success, and this is clearly not her best day. If the crew have made enough repairs, they should, however, be able to hold off the Klingons until the warp drive is repaired and they can make their getaway.*

# ENVIRONMENT MAP
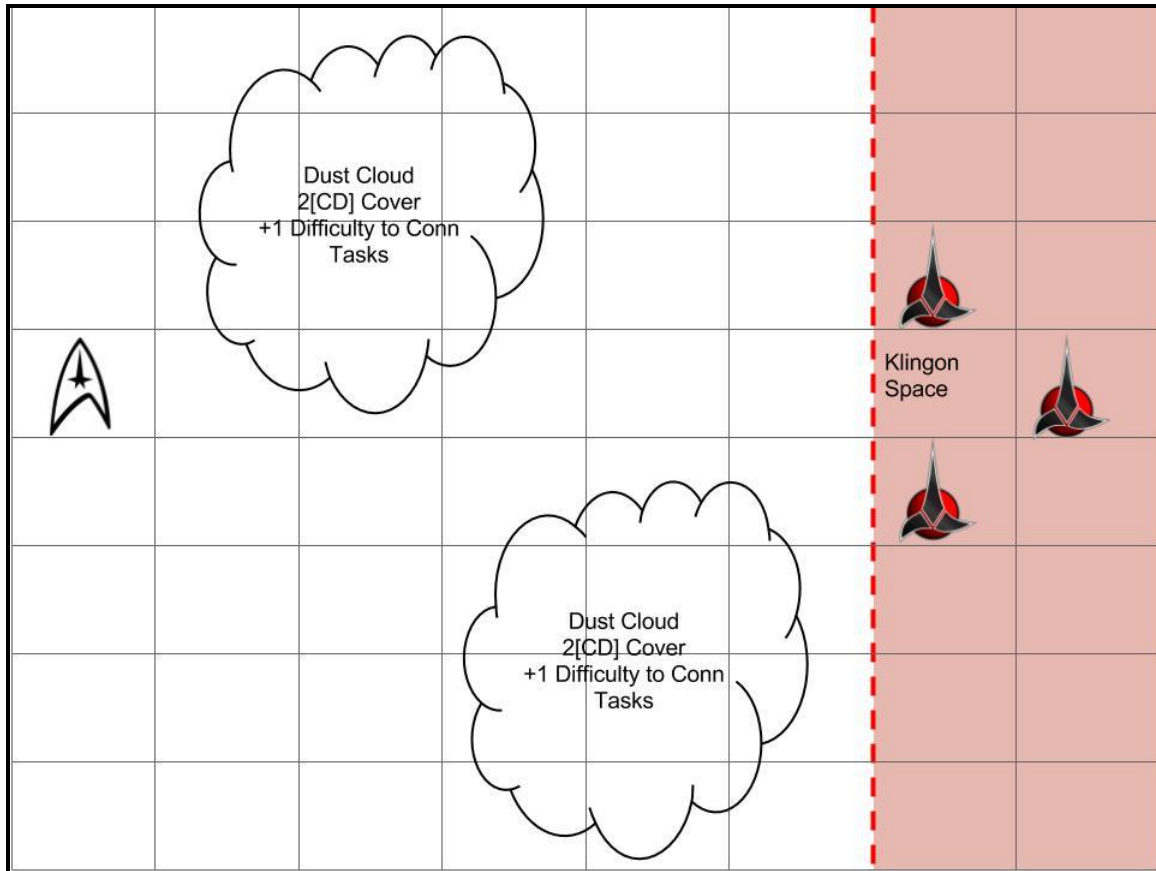


The *Lexington* enters the scene in the zone marked with the Starfleet badge, or closer if the combat is starting with fewer minutes to spare – there should be one zone between the *Lexington* and the Klingon border (the red dotted line) for every full ten minutes remaining. If the *Lexington's* Impulse engines are offline, it will drift one zone from left to right at the end of every Round. If its engines are online, it can move normally.

The zones partly or completely covered by the clouds are covered by masses of interstellar dust and gas. Being in any of these zones grants +2[CD] Cover Soak to the vessel, but also increases the Difficulty of any Tasks using the Conn discipline by +1, due to interference with navigation and the density of the gas and dust. The remaining zones are empty space, and have no particular special rules.

The three Klingon ships – denoted with the Klingon Empire emblems – will remain on their side of the border unless they grow impatient (as noted above, this is triggered by the gamemaster spending Threat).

# KLINGON D7 BATTLE CRUISER
Enemy starship

## Attributes

| Communications | Computers | Engines | Sensors | Structure | Weapons |
|:---:|:---:|:---:|:---:|:---:|:---:|
| 7 | 7 | 8 | 7 | 7 | 8 |

Skills and Focuses

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

**Focuses:** Maneuverable, Rugged Systems

Combat
**Shields:** 9    **Soak**: 3 **Scale:** 3

**Weapons:**

- Disruptor Cannons (Energy, Range C, 7[CD] Vicious 1)
- Phaser Emitter (Energy, Range M, 6[CD], Versatile 2)
- Photon Torpedoes (Torpedo, Range M, 6[CD], High Yield), 3 Salvoes


*GM Guidance: At this point, there are still several points left unaddressed. The ship needs to report to Starfleet about the Orion involvement at Dourap IV. They still need to get to the colony and start treating the people there before there are significant casualties. All this and more will be covered in the next Lexington adventure!*

# HANDOUTS

## Captain's Log:

**The Captain should read this aloud to the group:**

Captain's Log, stardate 5428.3 — The ship is on course to planet Dourap IV, near the Klingon border. Velkath, the Tellarite colony there, has had an outbreak of *d'kar* fever, a highly contagious viral infection. The disease is still in its early phases, and no fatalities have been reported. We have been tasked by Starbase 24 to transport an emergency medical team and their supplies to the colony, and provide any assistance they might need. We are traveling at warp factor six; our ETA is approximately eighteen hours.

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## Mission Information

**This information is available to any player who asks about the mission details.**

*D'kar* **fever** is a contagious and dangerous disease on Tellar. It's carried by insects and can be transmitted from person to person like the flu. It appears to have arrived on the Velkath colony via a shipment of luxury goods that wasn't properly quarantined. Early stages are marked by a high fever and muscle weakness. In later stages, it attacks the lungs, compromising their ability to exchange oxygen and carbon dioxide, thus suffocating the victim. It is easily treatable with the drug daronite. While primarily a threat to Tellarites, there are documented cases of the disease being transmitted to Humans and Deltans. Vulcans and Andorians appear to be immune to the disease due to the different base metals in their blood.

*Velkath* is a small, mostly agricultural colony on the smaller of the two northern continents on Dourap IV; it was founded not quite twelve years ago, well before the current tensions with the Klingons. It has a population of approximately 18,000; the population is roughly 93% Tellarite, with Humans and Vulcans comprising the rest.

*Dourap IV* is an M-class planet slightly smaller than Earth. Approximately 68% of its surface is ocean. The bulk of its land mass consists of five continents, two mostly or completely in each hemisphere and one squarely straddling the equator. Lacking indigenous sapient life-forms, there is extensive native flora and fauna. Gravity and atmosphere are Earth-normal.

The medical team is composed of civilians, out of deference to the wishes of the colonial administration. It consists of twenty-six people: six doctors, ten nurses, and ten orderlies. They'll coordinate with local physicians, distribute the drug as needed, and tend to isolated colonists in outlying areas. They're in Sickbay with the ship's medical crew, coordinating treatment plans with each other for when they ship reaches Dourap IV.

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## Captain's Log, Supplemental:

**The Captain should read this aloud to the group at the start of Scene 3, adjusting the time in the last sentence as needed:**

Captain's log, supplemental — We are now dead in space. The warp reactor has been shut down to effect emergency repairs to the starboard nacelle. Repairs to other systems are also proceeding as well as can be expected under the circumstances. We are still drifting at high sub-light speeds toward the Klingon border. Our science officer tells us that at our current speed, we'll cross over into Klingon space in a little over an hour and twenty minutes.