

STAR TREK™
ADVENTURES

THE ASSESSOR
GAMBIT

BY JIM JOHNSON

A LIVING CAMPAIGN MISSION FOR 2371

INTRODUCTION

“The Assessor Gambit” is a mission for the *Star Trek Adventures* Living Campaign. This mission is meant to be played by a Gamemaster and 2-7 Players and has been designed to be used for a Starfleet vessel and its crew in 2371.

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
- Character sheets and the Players’ starship sheet

SYNOPSIS

In this adventure, the Players Characters join in a scientific and strategic meeting held aboard Narendra Station. At this briefing, they begin to see the bigger picture of the strange goings-on within the Expanse and how alien technology and artifacts are related to the revelation of something called the Tilikaal. The Players will investigate the disappearance of Federation sensor probes, and then run afoul of a Romulan landing party on a massive Class-M world teeming with ancient power. The Players will have the opportunity to encounter a new alien character, who is as mysterious as anything else they’ve yet encountered.

Over the course of this mission, the Players will have the opportunity to:

- Start pulling pieces together regarding the alien technology and artefacts collected during Starfleet’s brief time within the Shackleton Expanse
- Investigate the disappearance of Federation survey probes
- Engage the Romulans on an ancient ruined planet
- Meet a new alien character, Assessor Tredik
- Discover more about the mysterious Tilikaal species

DIRECTIVES

In addition to the Prime Directive, the Directives for this mission are:

- Investigate the disappearance of Federation survey probes
- Avoid starting a war with the Romulans
- Obtain any additional data on the alien technology and artifacts

The Gamemaster begins this mission with 2 points of Threat for each Player Character in the group.

BACKGROUND

While Scene One of this adventure summarizes elements of the last several episodes of *The Next Generation* Era Living Campaign, the Gamemaster may want to review the events of each previous adventure before running this one. All the Living Campaign adventures may be viewed or downloaded at www.modiphius.com/livingcampaign.html.

CAPTAIN'S LOG

Have the commanding officer read or paraphrase the following:

"Captain's Log, Stardate 48942.6. We've been recalled to Narendra Station, where Admiral Hebert has called me and my senior staff in for a major scientific briefing. The fact the other captains and staffs assigned to the Expanse are here too doesn't bode well. Someone's figured out how to put together some of the puzzle pieces we've found over the last several months. I'm deeply curious to see what the picture looks like, though I have to admit to a certain level of dreadful anticipation as well."

SCENE ONE: ASSEMBLING THE PUZZLE

The Players' starship is docked at Narendra Station, and the senior staff have been invited to take part at a scientific and strategic session hosted by the joint commanders of Starbase 364, Admiral April Hebert and General Kargan. In a small briefing room, about two dozen civilian scientists and a mix of Starfleet and Klingon officers, seated in several rows of seats, join the Players.

One wall of the room is dominated by a large viewscreen, upon which is displayed a series of static images, live video feeds from deep space probes, and several lines of running data, complementing the narrative presented by the station's head sciences officer, a Betazoid civilian scientist, Dr. Helena Taliaferro.

Gamemaster Note: *If one of the Player Characters in your group has made an effort to study the strange alien artifacts and ruins over the course of the Living Campaign so far, give them the opportunity to participate in this briefing. In such a case, prepare a handout that paraphrases the following pieces of information.*

- The ancient machinery found in the caverns on the dying planet Orgun III (from the mission "Decision Point") produced electromagnetic fields similar to those found on other planets and locations within the Shackleton Expanse in recent months.
- The alien technology found in the caverns of Orgun III is sufficiently similar to technology recently found on other planets, including the two Class-M planets orbiting HIP 73513 (from the mission "Tug of War"), Seku VI (from the mission "Signals") and Alpha Toryui II (from the mission "We Are the Stars") that Doctor Taliaferro and her staff are confident that they are all the product of one ancient alien species.
- Within the last week, deep-space probes entering the Candidate Three system detected something unusual – three Class-M planets in close proximity to each other, in addition to four other planets of varying, uninhabitable classes. Two of the Class-M planets, based on preliminary atmospheric scans and surface samples, clearly *did not* originate in the Candidate Three system. Scientists have not made a theory as to how the planets could possibly be in the system.

- The third Class-M planet in the Candidate Three system is a massive world, almost twice the size of Earth, and completely covered in ancient ruins of stone and metals both exotic and known. Initial scans of the planet's surface are scattershot, due to significant levels of tetryon particles and electromagnetic disturbances wreathing the planet. Scientists aboard the station believe that the metal content of the ruins match that found on other worlds in the Expanse (Orgun III, the planets orbiting HIP 73513, Seku VI, and Alpha Toryui II).
- Doctor Taliaferro believes a manned survey of the Candidate Three system is warranted, though both Admiral Hebert and General Kargan disagree, given that the system is closer to the Romulan Neutral Zone than any other planet in the Expanse yet surveyed, and they're reluctant to risk one of the handful of starships assigned to explore and patrol the Expanse.
- Doctor Taliaferro believes that an ancient, technologically advanced species once called the Expanse their home, and that they roamed far and wide, using technology beyond that of most any living species. Where that species went and why there are only ruins and discarded artifacts in their wake are mysteries she is hungry to investigate.

Following the presentation, the assembly breaks up into small group discussions. The Players are free to mingle with Dr. Taliaferro and the other scientists and officers in the room. They have the opportunity to discuss some of the scientific findings and what they might mean. Admiral Hebert and General Kargan move to one side of the room with the handful of captains under their command for a higher-level tactical discussion.

Captain Akul is here as well, which may give one or more Players the opportunity to catch up with him since they last encountered him. ***Gamemaster Note: If General Akul met his end earlier in your incarnation of the Living Campaign, replace him with a different Klingon captain.***

Give each Player the opportunity for a few minutes of roleplaying with one NPC or another. At an appropriate moment in the conversation, Dr. Taliaferro, who has had an eye on the probe telemetry feeds the whole time, suddenly excuses herself from the conversation and rushes over to the display. There, a wild surge of data flashes across the screen, static clouds up the feed, and then the looming, shadowy form of a Romulan warbird decloaks and fires several bolts of bright green energy toward the viewscreen. The data and video feeds from several probes abruptly wink out, one after the other, leaving blank screens in their wake.

Dr. Taliaferro stares at the screens, and then toward Admiral Hebert and General Kargan. "Sirs! The...the Romulans. They've wiped out our long-range probes in the Candidate Three system!"

SCENE TWO: FIELD TRIP

In rapid fashion, Admiral Hebert and General Kargan clear the room of scientists and focus on their ship captains and senior staff. Both senior officers emphasize the precarious situation they all find themselves in now, perhaps touching on the encounters the Players have had with the Romulans so far and any diplomatic repercussions for that. Also speculate on what the Romulans could be doing, asking the Player Characters for their opinions. After some discussion, Admiral Hebert dispatches the Players' ship to investigate the actions of the Romulans. General Kargan orders Captain Akul to take his ship and join the Players in their mission (a *K'Vort*-class bird-of-prey, see core rulebook p.260).

Gamemaster Note: If Captain Akul and/or the I.K.S. Mupwl' were killed or destroyed at some point during your incarnation of the Living Campaign, feel free to replace them with a different Klingon

captain and ship, or have a contingent of Klingon officers and crew assigned to the Players' ship to assist with the investigation.

The Players head to their ship without delay, and soon launch from the station. They receive a packet of scientific information from Dr. Taliaferro and then the captain orders them into warp toward the Candidate Three system. The trip will take approximately 11 hours, time in which the Players and their staffs may prepare the ship in whatever manner they see fit, or to engage in whatever activities or pastimes as makes sense for their characters.

While en route, the science officer may pull up the packet of information on their screens and begin to sift through the data dump pulled from the probes before they were destroyed. Have the science officer make a **Reason + Science Task** with a Difficulty of 2, supported by the ship's **Computers + Science**. Success indicates the system is densely packed with pockets of the same electromagnetic and gravimetric eddies that permeate much of the Shackleton Expanse. The density of the anomalies in this system has no apparent source. Spending Momentum on the Task enables the science officer to more deeply analyze the data and determine that the eddies in the system seem to exhibit properties similar to that of gasses vented from a massive machine. Where that machine may be and how it's generating these by-products is indeterminate given the data available. Any Complication generated means no further information can be gleaned from the data, as its incomplete or corrupted.

SCENE THREE: INVESTIGATION

Upon breaking out of warp and entering the Candidate Three system, any Player working the sensors may note that there are no signs of Romulans in the system, though they admit that the elevated levels of tetryon particles and electromagnetic and gravimetric disturbances in the system are wreaking havoc with the ship's sensors. This is a Trait with an intensity of 2 (increasing the Difficulty of Tasks using the sensors by 2).

Captain Akul contacts the commanding officer and states that he is going to scout the system. The *Mupwl'* breaks away from the Players' ship and cloaks. The commanding officer should set course for the third Class-M planet in the system, the massive one covered in ancient ruins. If Doctor Taliaferro accompanied the Players on this mission, she can make the suggestion if the commanding officer doesn't think of it first. Alternatively, if the science officer determined that the third planet is the likely source of the electromagnetic eddies, they may suggest investigating the planet.

The ship's pilot must attempt a **Daring + Conn Task** with a Difficulty of 3 to navigate the ship through the dense pockets of electromagnetic and gravimetric disturbances. Failure inflicts 9▲ points of damage on the ship. If the shields are down, then any damage (after Resistance) causes a Breach – roll a d20 to randomly determine which System is hit, but either way the helm brings the ship toward the planet and into orbit. Read or paraphrase the following:

Even at a distance, the third Class-M planet in the system seemingly fills the viewscreen. Easily twice the diameter of Earth, its surface glimmers dully in the sunlight. Every meter of the planet's surface seems to be covered in ancient stone ruins and spires, visible even at a distance of thousands of kilometers. Unusual pulses of energy trip the sensors at irregular intervals, and you can almost see the swirling pockets of tetryons and gravitons between the ship and the planet.

SCENE FOUR: PLANETSIDE

The Players' away team can beam down to the planet, within a relatively clear section of a ruined city. A transporter Task is usually a **Control + Engineering Task** with a Difficulty of 2 from the transporter room, but you can just describe the away team materializing on the planet surface if it speeds up your game.

Paraphrase or read the following:

Crumbled buildings and damaged spires are visible in all directions, as are piles of stone rubble and assorted ancient detritus. One common element visible in all the walls, spires, and ground slabs are grooves cut into the stone in either straight lines or precise angles. Carved glyphs of an unknown language are carved within the walls and spires as well, matching the writing found on other ancient sites discovered in recent months. A light wind kicks up whorls of dust here and there, and the entire area is blanketed in the strange silence of a long-abandoned city. There are no animal noises and no apparent sounds of machinery, aside from the gentle chirping from your tricorders.

Initial scans of the area show this to be a dead area of the city. If Players want to investigate the grooves cut into the walls of the structures around them, refer them to the illustration on page 184 of the core rulebook as inspiration and give them the opportunity to attempt a **Reason + Science Task** with a Difficulty of 2. Failure results in the tricorder struggling to obtain clear readings through significant interference caused by an energy source located well below the surface, which is kicking out massive amounts of tetryon particles and electromagnetic eddies. Should a Complication arise from the attempt, the tricorder burns itself out and is useless for the remainder of the mission.

Success at the Task will reveal that one of the larger structures farther to the northeast of their position seems to be emitting a power signature. Closer investigation in that direction is warranted. As they travel, a sharp-eyed Player Character may notice the faintest pulse of electric blue energy coursing through the grooves cut into the nearby walls and spires. It lasts only a moment, though it did seem that the energy was moving toward the structure they had detected.

The Players may continue to track intermittent energy pulses that are clearly leading them toward the larger structure detected earlier. Along their path, their tricorders will reveal that there are occasional bursts of energy from specific points, almost like jumper boxes carrying the current from one grid to another. If a Player wishes to attempt to study one of these boxes in greater detail, they'll have to break into one of the smaller structures by forcing open doors long closed. Doing so is a **Fitness + Engineering Task** with a Difficulty of 2. Failure notes that the door is stuck fast and cannot be budged, though they could, with time, cut into it with a phaser. Success enables the Player and any assistants to force open the door upward on hidden rails built into the frame of the door.

Refer the Players to the illustration on page 70 of the core rulebook as inspiration for breaking into one of the structures and investigating the jumper box. They may attempt a **Reason + Engineering or Sciences Task** with a Difficulty of 1. Success reveals that the jumper box is acting as a focusing device for the power stream, channeling it into a more powerful stream of coherent energy.

After the Players have had an opportunity to explore for a bit, their tricorder scans indicate that the strongest power current moves deeper into the ruined city. Additional Momentum spend reveals that the tricorder is able to detect several more power currents moving through the walls and under the streets, toward the same point in the distance. Where the power is being generated from is

indeterminate, though it has to be a powerful power source somewhere deep below the surface of the planet.

If the Players are hesitant to move forward and investigate, their Klingon allies will be more than happy to take the lead and push onward into the ruins, eager to find something other than 'broken stone walls and glowing rocks'. The Players may have to try and temper their allies' brash natures in an effort to maintain some level of caution.

SCENE FIVE: TOWARD THE CENTER

The Players continue to follow the pulsing energy toward the larger structure in the distance, which soon takes shape as a massive pillared hypostyle hall some twenty meters high and over a hundred meters square. Faint blue energies trace along the columns and walls of the building, clear evidence that the power pulses the Players have been following lead there.

As they near the hypostyle hall, they hear loud voices shouting nearby. Careful and quiet investigation reveals a small group of armed Romulans surveying the area nearby. Some have scanning devices in hand while others have disruptor pistols or rifles.

As the Players take in this situation, pick a Player or roll randomly to select one, and read or paraphrase the following:

As you approach the hall you catch sight of a Romulan landing party and a tall bipedal alien. It appears the leader of the Romulan party is talking with a bipedal alien that is nearly 3 meters tall, with light green skin, wide lidless eyes, a pug nose, and arms and legs disproportionately longer than would seem to fit their frame. The alien's fingers are quintuple-jointed and move in a flowing, almost hypnotic pattern as it speaks to the Romulan. You hear in your mind, "Welcome. I am Assessor Tredik. I did not expect additional visitors. May you be more congenial than these people."

Give the Players a moment to react to this, and give them an opportunity to discuss how they might approach the situation. The Romulans remain unaware of their presence, and the alien, Assessor Tredik, who is speaking with the Romulan commander, appears clearly aware of the Players' presence.

This scene could end in a few different ways, depending on your Players' actions or your desires as Gamemaster. Suggestions include:

- The Players decide to sneak around and try to avoid the Romulans' notice.
- Assessor Tredik, aware of the Players' presence, reveals them to the Romulans and then gets out of the way when the shooting starts.
- The away team could engage the Romulans in a Social Conflict, but it will be very difficult to get the Romulans to give up their position.
- Any Klingon allies decide that attack is the best option, and charge forward to face off against their Romulan enemies. If progress is slow, you could spend 2 Threat to have the Klingons charge forward without the Player Characters.
- Other options that best fit your campaign and your group's playstyle.

ENCOUNTER: ROMULANS!

If a skirmish with the Romulans ensues, read or paraphrase the following:

One of the Romulans points toward your hiding spot and shouts out orders to the others. Without hesitation, they take aim with their weapons and the air is soon filled with green disruptor fire crashing into the stone walls all around you.

The battle is now engaged, for Klingon and Romulan NPCs, see the core rulebook pp.317–320. The Romulans want the planet and its untold mysteries for themselves and are prepared to eliminate or capture as many of their enemies as possible. However, they are not stupid and will retreat to their hidden shuttle if more than half of their number are incapacitated.

Gamemaster Note: Feel free to add as many Romulan uhlans and centurions as needed to make this a challenging and memorable fight for your Players. Also consider spending 1 Threat to equip all Romulans of the same type with an Escalation weapon choice.

Assessor Tredik takes cover the moment hostilities arise, though any Player keeping an eye on him will note that he is carefully observing both sides and apparently taking no part in the hostilities. Should he catch the eye of one of the Players, he will nod slightly and they will feel a buzzing in their mind that soon focuses into a message directed into their mind. “I have no quarrel with your people. I will wait until you have resolved this situation.” Tredik then ducks into the hypostyle hall and out of sight.

SCENE SIX: THE AWAKENING

This scene can be played a few different ways, depending on how the away team desires to handle the Romulans. They could face off against the Romulans and attempt to drive them all off before attempting to enter the hypostyle hall. Alternatively, a few of the characters could face off against the Romulans or perhaps drive them away from the entrance to the hypostyle hall to create an opening for a couple characters to sneak into the entrance and attempt to investigate the power readings contained within.

Whatever the case, characters should eventually enter the hypostyle hall. When they do so, they see the entire interior is bathed in pulses of blue energy coursing through the conduits cut into walls, pillars, and floor tiles. These ‘veins’ of power all course toward a central pentagonal pillar in the center of the hall, set upon a raised pentagonal platform. This is the tallest pillar in the entire hall, and the ceiling far above is wreathed in strong pulses of blue energies, as if the whole roof of the hall was acting as some sort of battery. Tricorder readings of the power available are beyond Federation scales of comparison, though it is clear that the battery continues to gather and store energy, for what purpose is as yet unknown.

There is also a shimmering column of blue energies swirling in front of the pillar facing the entrance, as if something was trying to take shape. A Player may attempt a **Reason + Engineering Task** with a Difficulty of 3 to examine both the pillar and the cloud of energy. Success reveals that some of the energy being collected by the pillar and the ceiling battery is being channelled into a transmitter array built into the materials comprising the hypostyle hall, though it is clear that something is preventing the transmission from displaying correctly – something about the pillar or the energy flow appears to be out of alignment. Spending Momentum will also reveal the following data points; provide one piece of information for each point of Momentum spent on *Obtain Information*:

- There are traces of tetryon particles infusing the pillar

- The pillar and the hypostyle hall are receiving the transmission, which appears to be issuing from a small tear in the fabric of subspace

Complications that may arise from failing this Task include burning out the tricorder or damaging any tools they may be using to physically examine the pillar and energy conduits. You may also choose to have a small team of Romulans ambush the Players in the hall and engage them before they have a chance to react to the transmission.

A Player may attempt a **Reason** or **Daring + Engineering Task** with a Difficulty of 3 to modulate the energy flow so that the subspace transmission can be 'dialed in'. Complications resulting from this Task could cause an energy surge that inflicts 6▲ Stress upon the Player, or result in the transmitter shutting down just as a tantalizing glimpse of an alien female form coalesces in the swirls of energy.

With a successful Task, refer the Players to the image depicted on page 292 of the core rulebook and read or paraphrase the following:

You carefully adjust the power flow to the transmitter and slowly dial in the harmonic resonance. The swirling cloud of energy floating in front of the pillar soon coalesces into the form of a tall humanoid alien, clad in a form-fitting dress with what appears to be wings on its back and a small, sweeping tiara clasped to the back of its head. She has short dark hair, and the most striking feature of her face are her wide, open eyes that are solid blue, with no evidence of an iris or pupil.

As her form takes full shape within the holographic shimmer, she seems to blink in surprise and then desperately reaches a hand out toward you. "I am Ash'tamalia; of the Tilikaal. We are trapped; we need your help! Please – if there is anything you can..."

As the Players react, a massive surge of energy (or perhaps a stray phaser shot or disruptor bolt if the battle with the Romulans is still raging outside) flows through the pillar from all around the hypostyle hall and surges up the column. The ceiling brightens to the intensity of high noon sunlight and then there is a deafening whoosh of suddenly-released power. Any Players outside the hypostyle hall or still aboard the starship will witness a massive pulse of blue energy shoot out of the roof of the hypostyle hall that trails out beyond the solar system.

SCENE SEVEN: INVOLUNTARY DEPARTURE

Read or paraphrase the following:

Assessor Tredik suddenly enters the pentagonal archway from outside. You hear in your heads, "No! It is not yet time!" He glares at the away team with an expression that suggests both frustration and pity. "The True Way must be maintained. You have overstayed your welcome. Now, you must leave!"

Tredik splays out his fingers in a quick, intricate design and the air in front of him shimmers with symbols limned in electric blue energy. The holographic image of the Tilikaal female shudders briefly and then winks out of sight with a silent cry etched on her face. The tracework laced throughout the hypostyle hall's walls, pillars, and flooring pulse with bright blue energy, and then there is a surge of raw power all around that is both ear-splitting and hair-raising.

In a moment lasting a long, deeply held breath, the blinding blue light clears, and you find yourselves on the bridge of your starship. You all feel nauseous and disoriented, but soon regain some sense of

normality. Sensors indicate a massive planetary shield has popped into existence around the entire planet, a technological feat beggaring credulity.

With an incredibly powerful planetary shield erected around the ruined planet, and with the Romulans cloaked and presumed departed, there's little more for the crew to do than return to Narendra Station at best speed to report in. Give the Players an opportunity for a roleplaying scene discussing the recent events of this mission, and at an appropriate moment, Assessor Tredik establishes a telepathic connection with the Player Characters.

Within their minds, they hear the gentle voice of Assessor Tredik say, "There is much to prepare. This area of space is no longer safe for you. It is time for you to leave." The Assessor's tone is calm and conversational in tone, rather than adversarial or threatening.

Allow a moment for the Player Character to react, then read or paraphrase the following:

You detect a massive power surge building somewhere deep within the planet. A hitherto unnoticed emitter array brightens on the planet's surface and sends out a bright blue energy pulse toward the ship. You manage to brace yourselves before the surge smashes into the ship. On the bridge's main viewscreen, you see the space around you fold in on itself like a piece of cosmic origami, and then the massive planet disappears from view.

Just as rapidly, the cosmic origami unfolds, and Narendra Station pops into view some two million kilometers distant. You have just been flung dozens of light-years in the space of a few heartbeats!

CONCLUSION

If the commanding officer doesn't contact Admiral Hebert or General Kargan directly, close this episode with the Admiral contacting the ship. Read or paraphrase the following:

"Captain, what are you doing here? You've just appeared on our sensors! Report..."

Allow the ranking Player officer to respond with an informal report.

There's little time to lose. I've informed Starfleet Command of the situation here in the Expanse and they've agreed with me – the Romulans are up to something and we're confident it's a clear and present thread to this station and to the peace between the Federation and the Klingon Empire. Klingon intelligence suggests that cloaked warbirds are pushing deeper into the Expanse. We've run out of time to either argue or confirm, so I've recalled the flotilla. General Kargan and I are putting the station on high alert. Come home as soon as possible for a council of war."

LIVING CAMPAIGN CONSIDERATIONS

This is your opportunity to note what cool things happened in your game. Tell us by filling in the feedback form on our website (www.modiphius.com/star-trek). For their deeds, we may give mentions in dispatches with future missions, or alter the events and NPCs in future adventures depending on the actions of you and your gaming group. Thank you for supporting the *Star Trek Adventures* Living Campaign!

ASSESSOR TREDIK [MAJOR NPC]

Tredik is a member of an unknown species. He calls himself an Assessor, but what that title might mean is unknown to anyone in Starfleet.

Traits: Assessor

Values:

- There Are No Sides; There is Only the True Way

ATTRIBUTES

Control	Daring	Fitness	Insight	Presence	Reason
11	07	07	10	12	10

DISCIPLINES

Command	Conn	Security	Engineering	Science	Medicine
02	01	02	04	04	01

Focuses: Astrophysics, Deception, Psychology, Transporter Systems, Tilihaal Engineering

Stress: 9 **Resistance:** 1

Attacks:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)

SPECIAL RULES

- Telepath (Talent)

CAPTAIN AKUL [MAJOR NPC]

Akul is a veteran Klingon captain, loyal to Chancellor Gowron and intolerant of any threat to the Empire. He is generally positive toward his Federation allies, but bristles at their apparent lack of speed when it comes to what are, to him, routine tasks. He's old enough and experienced enough to know what he wants when he wants it, and does not hesitate to demand what he wants in as loud a manner as is needed to get what he wants. Despite his harsh attitude and hatred of inefficiencies, Akul is something of an outlier for Klingons – exploration of the unknown fascinates him, which is partly why he accepted the assignment of his ship, the *I.K.S. Mupwl'*, to patrol the Shackleton Expanse.

Traits: Klingon

Values:

- Do What I Tell You to Do The Moment I Tell You to Do it
- Inefficiency is Intolerable

ATTRIBUTES

Control	Daring	Fitness	Insight	Presence	Reason
07	11	10	10	12	09

DISCIPLINES

Command	Conn	Security	Engineering	Science	Medicine
04	02	04	02	02	01

Focuses: Astrophysics, Combat Tactics, Hand-to-Hand Combat, Intimidation, Shipboard Tactical Systems, Shipboard Discipline

Stress: 14 **Resistance:** 1 (armor)

Attacks:

- Unarmed Strike (Melee, 5▲ Knockdown, Size 1H, Non-lethal)
- *Mek'leth* (Melee, 5▲ Vicious 1, Size 1H)
- **Escalation** *Bat'leth* (Melee, 7▲ Vicious 1, Size 2H)
- Disruptor Pistol (Ranged, 7▲ Vicious 1, Size 1H)

SPECIAL RULES

- **Warrior's Spirit:** When a Klingon attempts a melee attack, and purchases one or more additional dice with Threat, the Klingon may reroll any number of d20s.
- **Klingon Resilience:** A Klingon's Resistance is increased by +1 against attacks with the Non-lethal quality.