

STAR TREK
ADVENTURES

***FURY OF THE
HIVE***

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A LIVING CAMPAIGN MISSION FOR 2269

INTRODUCTION

Fury of the Hive 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 with 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

Remote mining colony Coriolanus IV failed to send its last scheduled status update, so Starfleet Command wants the *Lexington* to check in. It's the lone ship in the area, so the crew must operate without access to further support. Coriolanus IV is a mining colony that recently discovered one of the largest deposits of dilithium ever recorded, so it is critical to discover what happened and protect the deposits.

The system is at the edge of explored space, but it's not claimed by any other power. Because of its remote nature, Starfleet decided to also send a survey and research team to explore the planet and its surroundings for new life and phenomena. The stakes are high, as enemy nations are encroaching from every corner, and each load of dilithium can power a starship task force.

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

SCENE 1: ENTERING THE SYSTEM

The Coriolanus system is surrounded by a dense Oort cloud, which calls for careful navigation. Because the situation is unknown, standard procedure is to drop out of warp at the edge of the system to gain a better perspective. Scans of the planet are ambiguous from this distance, so the *Lexington* should make full speed toward the colony.

Before the ship takes off, sensors pick up a large structure floating nearby, which vaguely resembles a beehive. The structure does not reply to hails. Scans, using **Reason + Science**, assisted by the ship's **Sensors + Science**, shows that the structure is at least partially organic. The medical officer can analyze the scans using **Reason + Medicine** to determine that it's a host organism for other lifeforms. While the *Lexington* remains motionless, the structure does not take any action, but if the *Lexington* moves or fires on the structure, it attacks.

The alien weapons are highly ionized plasma-based projectiles that have a devastating energy dampening effect that depletes shields quickly. Once the shields fall, other systems begin to go offline

with each hit. The first to go are the less-shielded sensors and comms. A tactical analysis using **Insight + Command** reveals that the alien foe's weapons do very little structural damage, but within the next volley or two the *Lexington* runs the risk of losing engine power. This analysis also provides a bonus Momentum. With the urgency of the situation on the colony, the wisest course is to flee. Hits against the alien base create visible damage, though it seems to bristle with more weapon ports than the *Lexington* reasonably target without engaging in a protracted battle.

It takes several hours to get to Coriolanus IV from the system's Oort cloud, which gives time for the engineering department to repair some of the damage done in the alien confrontation. Throughout the journey the colony remains silent. Science officers can review data from the confrontation, assuming the computer is operational enough for data retrieval and playback.

ARRIVAL AT CORIOLANUS IV

Depending on how long the battle raged, or how the engineering team allocated their resources, sensors should be at least partially repaired. The alien structure is nowhere within scanning range. Repeated hails on various frequencies bring no responses from the surface. Visual scans from orbit reveal no significant damage to the planet, save to the settlement itself. The city's landing pad is strewn with the wreckage of the colony's only warp-capable transport ship, and there is no visible human activity.

Scans of the surface are inconclusive, as it's covered with electromagnetic anomalies. Since scanners are unable to establish transporter coordinates, the only way down to the surface is via shuttlecraft. The colony had approximately 200 workers, researchers, administrators, and support staff, so taking more shuttles down allows the crew to evacuate more survivors, assuming any are left. If the ship's computer records are damaged from the fight with the alien, the colony itself is visible from orbit, so the shuttle(s) can easily find their way to the settlement.

Anomalies increase the Difficulty by affecting the shuttle's engines, which calls for fancy flying, a **Control + Conn Task** with a Difficulty of 2. Sensor operators can learn useful information in transit to create an Advantage, with a **Reason + Science Task** with a Difficulty of 2, to provide a real-time map of the phenomena for easier flying. The electromagnetic interference is stronger in some parts of the planet and weaker in others, but it's far too strong to allow transport anywhere close to the facility. Some of the disturbances appear to move at random. There is no sign of activity in the facility.

The Player Characters can choose to land near the facility to seek out survivors. The Spartan complex is empty and silent. None of the computer terminals are operational; it seems that the interference completely wiped the data from the systems. If the party locates the computer core, which has shielding comparable to a Starfleet ship's electronics, they can attempt to tease data from it.

The only information that remains is a video file of the original distress call. Rather than the garbled transmission that made it to Starfleet, this video features the colony commander, a Tellarite named Nurn, describing an attack from space borne creatures. Nurn states that he is ordering the survivors to the colony's shelter, to the north of the settlement.

The *Lexington* should have access to schematics of the colony, broadcast with their original orders from Starfleet. Any of the shuttles also have this data, so it's a simple matter to fly to the shelter, apart from having to dodge magnetic anomalies. The trip takes just a few minutes. During flight, the landing party encounters the first "sky squid" (*Turbateuthis aeris*).

A pair of flying creatures, nearly the size of the shuttle, approaches from below. They emit strong magnetic fields, which should make it clear to the players that the squid are the source of the interference. A single hit from the squid weapon damages some of the shuttle's systems in the same manner that the alien structure damaged the *Lexington*, which cements the connection between the structure and the squid. The combat should be brief and threatening, just enough to give the players a taste of what's coming, and to instill a true fear of the creatures.

SCENE 2: THE SHELTER

After defeating the alien threat, the landing party arrives at the shelter. There are minimal power signals coming from it. If the colonists have power, it's generated by the more primitive backup systems. The number of survivors is far more than can fit on all the shuttles, requiring at least two trips to the *Lexington*.

The shelter is a thermal concrete building set into the side of a mountain. It has a fortified door large enough for a shuttlecraft to fly through easily. Two turrets with medium-powered phasers sit just outside. The dilithium mine is a natural target for hostile governments or criminals, so Starfleet made sure that the colonists have at least some means to defend themselves. Observant Player Characters can note that there is currently no power running to the turrets.

When the survivors answer, the various members of the landing party can each use their specialties for a spotlight moment. Medical personnel tend to the wounded, science officers confer with their counterparts among the colonists, commanders coordinate evacuation plans, and so on. The scene here shouldn't take more than about 10 minutes of game time, though you can stretch it out as needed to ensure that each player gets some action.

It turns out that Administrator Nurn did not make it to the shelter. His deputy, a woman named Elyse Russell, is leading the survivors. Dr. Akio Naruhita is the senior scientist assigned by the Federation Research Bureau to a supplementary mission to document Coriolanus IV and its system. While Russell engages the commanding officer of the landing party, Naruhita persists in getting an audience.

The two begin to squabble until the mission commander can calm them both down. Russell insists on speaking first.

RUSSELL

“We’ve been attacked by these creatures. They come from beyond the atmosphere and they’re attracted to dilithium. They just shut us down. Everything. Have you seen them yet? We haven’t heard anything from them in hours. They must be asleep. Once we’re all clear of the planet, you have to exterminate the swarm.”

NARUHITA

“Ms. Russell isn’t giving you the whole story. These creatures didn’t come out of nowhere. We’ve analyzed a series of boreholes found near played-out dilithium deposits. The squid have been here for some time. They’re not just attracted to dilithium, they feed on it.

RUSSELL

“This is a new and beautiful life-form. What happened here is an immense tragedy, but the squid aren’t to blame for simply trying to survive. We can’t just bombard them!”

Packing up everyone is impossible. The optimal plan is to leave any of the *Lexington’s* security officers in the shelter and to evacuate the most seriously wounded people back to the *Lexington* and come back for the rest. Neither Dr. Naruhita nor Administrator Russell are injured enough to qualify for going out on the first trip, so they stay behind with any security personnel.

There is a hefty supply of dilithium in the shelter that some of the braver miners were able to haul to the shelter before the mines were completely overrun. It’s nowhere near what’s currently exposed by the mining apparatus, so it appears that it’s not a large target for the squid — yet.

SCENE 4: FLIGHT THROUGH THE SWARM

On the return to the *Lexington* things should go relatively smoothly, as the Player Characters are more practiced at flying through the interference. Use the time passengers spend transferring out to leave any crew that are essential to the operation of the *Lexington* during combat onboard the starship. For the upcoming encounter, you need a skilled pilot in one shuttlecraft, and tactical officers and engineers on the *Lexington*.

As the shuttles are prepping to launch back towards Coriolanus IV, the alien structure from the Oort cloud streaks into sensor range. It immediately disgorges a full swarm of sky squid, which head immediately for the planet. One of the flying creatures is significantly larger than the others. If Dr. Naruhita sees it, he immediately surmises that it’s the hypothesized queen of the hive. Science-division Player Characters can also arrive at this conclusion. At the same time sensor operators detect massive fluctuations in the electromagnetic anomalies on the surface, indicating that the squid are waking from their dormant state.

The alien hive still shows signs of damage. In nature queens seldom leave their homes, so a biologist in the crew can surmise that the damage to the hive was enough to keep the queen from getting her dilithium feed, and that the hive itself is in poor enough condition that creatures risked moving it to the planet to get quicker access to food. This is supported by the fact that the hive structure itself takes very few shots at the *Lexington*, but does attack the shuttlecraft as they fly past.

Back on the planet it's time to activate the phaser turrets. Until now the survivors left the weapons' generators offline, on the chance that their activity would attract more of the sky squid. Getting the generators back online in time to be able to defend the shelter is a **Reason + Engineering Task** with a Difficulty of 3. The turrets are useful for shooting at any squid drones that come within the zone of the shelter door.

The *Lexington* gets engaged by squid soldiers, as do the shuttlecraft. These are larger and more dangerous, posing a ship-scale threat. The queen, large but cumbersome, has at least three soldiers flying in close formation to her.

ENCOUNTER: DEALING WITH THE ONSLAUGHT

The hive is wounded, as their home's dilithium "digestion" system is damaged. They're running on the instinct of a hive of riled hornets, more hostile and dangerous than ever before. They'll ransack the planet below. It's only a matter of time before the defenders on the ground are overrun by the swarm.

Communication is a priority. Any science or engineering officers can attempt to modulate the comms through the electromagnetic interference by succeeding at a Difficulty 2 Task using **Reason + Science**, or **Engineering** and an appropriate Focus. Once they figure this out it's a simple matter to transmit the solution among the shelter, shuttles, and *Lexington*. This allows the crew to coordinate a battle plan.

Send enough soldier squid to fight the *Lexington* to keep them engaged and from being able to fire on the swarm below. The hive structure itself is suffering from damage, and getting worse, and shouldn't directly engage the starship.

The key to any hive-mind society is the queen. In this case the Queen Squid is controlling her offspring's overall flight patterns and aggression. If she's killed, the swarm immediately loses focus, begins flying in circles, and dies within minutes.

Flying towards the Queen Squid first requires that the shuttle crews find her to operate the sensors, with a **Reason + Science Task** with a Difficulty 3, and either a Sensors or Spatial Phenomena Focus, immediately picks up the Queen Squid's unique electromagnetic resonance pattern.

Avoiding the swarm in flight requires an *Evasive Maneuvers* Task. Dealing with the Queen Squid's soldiers is a straightforward dogfight, though drones occasionally take potshots at the shuttles. If the combat is proving to be too dangerous for the crew to overcome, have an engineer or scientist work to develop a solution to the system-damaging effects of the squid plasma weapon using Reason and analysis of the weapon's previous effects.

The crew doesn't have to kill the Squid Queen, an innocent animal trying to survive. It's possible to establish a tractor lock on her and tow her away from Coriolanus IV. The soldiers and drones would undoubtedly follow, leaving the *Lexington* free to beam up the survivors on the surface. This scene presents an ethical dilemma, as evidenced by Dr. Naruhita and Administrator Russell cutting in on the comms as the crew fend off the attack.

NARUHITA

"Captain, you can't allow your people to kill these creatures. They might be dangerous right now, but they're unique among the life-forms we've found. They're beautiful, intelligent, and only acting to survive. We have no idea of their population numbers. Kill this hive and you may just cause an extinction!"

RUSSELL

"Naruhita, you're a fool! You said yourself that they're dangerous. They've killed my friends and yours, and if we allow them to live they'll take the entire store of dilithium. We need that fuel. Hospital ships, freighters hauling emergency supplies, and warships vital to our defense all depend on it. The Klingons, Romulans, Tholians, and a dozen other empires are all waiting for us to show a sign of weakness. The deposits on this planet can make the difference between the life and death of the Federation itself!"

NARUHITA

"You could only ever think in the present. The squid are spacefaring, warp-capable organic creatures. They process dilithium more efficiently than our best reactors could ever dream of doing. The plasma weapons they fire can neutralize an enemy without destroying them. If we can study these creatures we might be able to develop warp engines that only use a fraction of the fuel that they currently need. Captain, I'm begging you to find some way to preserve them alive!"

The dilemma is clear. If the crew decides to tow away the Queen Squid they'll be able to save the miners without causing damage to the hive. Of course, the squid would return to Coriolanus IV as soon as they could, which would allow them to consume the rich deposits on this planet, leaving nothing for Starfleet.

If they kill the Queen Squid they run the risk of causing the extinction, or at least endangering the survival of a newly discovered species. Starfleet is an exploration agency, and mass killing of life-forms goes against its very foundations. All attacks to kill (Lethal attacks) add 1 point of Threat to the Gamemaster's pool. If they Queen is killed, add 3 points of Threat to your pool. You may also cite a Starfleet Directive, or character's Value, regarding the killing of a species.

One compromise is to grab the Queen Squid in a tractor beam and have her shuttled away as far as possible. Once the mining crew are safely aboard the *Lexington* the starship can fill its hold with any of the dilithium that the squid haven't yet harvested and warp out of the system before they return. The potent dilithium ore specific to Coriolanus IV is too dangerous to run through the transporter, so several shuttlecraft must ferry what's left up to the starship.

Dr. Naruhita, or a medical or science officer can point out that the queen is injured, and she's not likely to survive more than a few hours without feeding. At most a shuttle can only tow her an hour away from the planet at full impulse speed. Warping in this system is very reckless, and the Queen might not be able to survive it right now, anyway.

The last problem with this plan is that once the shuttlecraft releases the Queen Squid it's very likely that the soldiers are going attack and destroy it. Also, it almost certainly won't be able to make it back to the *Lexington* before the swarm, which puts the ship in danger again during the dilithium recovery operation.

If none of the players suggest it, you as Dr. Naruhita can suggest:

NARUHITA

"We can have two shuttles tow the Queen. One follows behind, taking shots at the soldiers to keep them at bay, then extends an environmental force field between the two craft to "dock" with the lead shuttle and transfers the pilots onboard before flying off. The swarm should be too distracted going after the Queen to attack the second shuttle. Set the lead shuttle's autopilot on a timer to make sure that we draw the hive far enough away to get the second shuttle safely aboard the Lexington. You'll need to remotely rig the shuttles for unmanned docking"

Dr. Naruhita, still in the shelter, volunteers to join whichever shuttle takes the Queen, as he is more familiar with sky squid biology and behavior than anyone else. A rendezvous with the doctor requires a **Control + Conn Task** with a Difficulty of 3, as he has to run out under cover of phaser turrets while the shuttle lands.

SCENE 5: THE FINAL RUN

Once the plan is locked in and Dr. Naruhita is onboard, the shuttles make for the Queen. Flying through the heaviest part of the sky requires a **Control + Conn Task** with a Difficulty of 3, assisted by the shuttle and by a copilot if a Player Character is in that position.

Once within range the soldiers begin to attack the shuttles. After a few Turns of combat or evasion the lead shuttle needs to be within Close range of the Queen to lock onto her with a tractor beam This requires a **Control + Security Task**, assisted by the shuttle's **Weapons + Security** with a Difficulty of 3,

opposed by the Queen's **Fitness + Security**. If the queen manages to break free the supporting shuttle can swoop in and activate its tractor beam while the lead shuttle recalibrates, but it will require successful Tasks, giving them swarm and the Queen another turn to attack the small craft.

Once the swarm begins to move away the *Lexington's* first priority is to beam up the survivors. As this is going on the remaining shuttles should begin ferrying any dilithium on the surface up to the starship. To make things more interesting, in case any of the Player Characters are on the shuttles assigned to dilithium duty, have a small force of squid soldiers harass them as they work.

As the shuttles towing the Queen reach the end of their run it's time to dock so the crew of the lead shuttle can get to safety. The shuttles don't have docking ports, so they have to use environmental force fields set up between the hatches of the two craft so the pilots can leap to safety. Leaping across is a **Fitness + Security Task** with a Difficulty of 2, assisted by the shuttle pilot's **Control + Conn.** After the docking, it takes just a matter of seconds for the crew to transfer. Dr. Naruhita, though, has other plans.

NARUHITA

"I'm staying. I'm not Starfleet, but I know how to point a ship where I want it to go. We can't afford to take the risk of the autopilot or the tractor beam failing. Just make sure to tell Russell that even we bookworms have our ideals for which we're willing to die."

With a sad smile Naruhita closes the hatch and disconnects the docking clamps. The second shuttle is free to fly the Player Characters to safety, though they'll have to bypass several squid on their way back.

EPILOGUE

Players can use the knowledge they gain from facing the swarm's dampening plasma weapon to create countermeasures whenever they encounter similar phenomena in the future. They can turn this into a reroll when working to adapt to phenomena that shut down power to ship systems. Analysis of the hive's flight path could lead to another star system where another hive might exist, or the *Lexington* can revisit the system (after modifying its power system to disguise the presence of dilithium) for further squid study.

BONUS SECTION: TRAPPED MINERS

If the game is proceeding quickly, such as if the landing party flew to the shelter directly instead of to the settlement's computer core, then you can insert this section during the final encounter with the swarm. It's ideal to run during the time when the shuttles are leading off the Squid Queen. This section is also suitable for if the crew decided to kill the Queen.

At some point after the crew finds a way to detect comm signals through the interference, or after the Queen is killed or off-planet, a distress call comes through, faintly. It seems that there are a group of miners who were trapped deep under the surface when the squid originally attacked. They've been safe so far but time is running out.

A group of drones is slowly working its way through the crust and is nearly at the miners' location. They're armed with mining lasers (Ranged, 2 ▲ Piercing 1), but they can't hold off the drones for very long. Even if the Queen is dead the squids still present a threat, since they go berserk without her signal to coordinate their actions.

A shuttle can drop off a security detail, or if the majority of the swarm is off world the *Lexington* can beam down a security team to the mine entrance. The dilithium deposits prevent beaming below the surface. Once inside the team can attempt to fix the mine elevator to make it down to the miners' level quickly, or they can rappel. Fixing the equipment is a Task with a Difficulty of 1, and takes several minutes, and the elevator is slower than a manual descent. Rappelling down takes seconds, but it's a **Control + Security Task** with a Difficulty of 2, and the elevator at the miners' level is also broken. Fixing that elevator is a **Control + Engineering Task** with a Difficulty of 3, similar to fixing the first elevator that must happen while the drones are attacking.

There's an added time crunch if the shuttle crews are drawing the hive away, since the security team has to make it back before the swarm returns. Either way the encounter ends with the drones chasing the team back up the shaft. The rescuers can attempt to cause a cave-in to block the squid from following, which gives them enough time to run away into transporter range. The alternative is to breach the surface and fight off the drones until they're all dead, and the team can then beam up, or until a shuttle shows up to fly them away.

A SPOTLIGHT FOR EVERYONE

A lot of the adventure is written around shuttle pilots, but there's plenty for everyone to do. Here is a recap of what every type of crew member can do to make the adventure more thrilling, as well as further suggestions (game session time permitting):

Command: Coordinate the crew. If the commanding officer is not the captain they can take the reins of the situation when the shuttle teams end up on the planet, blocked from comm contact with the *Lexington*. Additionally, you can create more static between Administrator Russell and the landing party commander. This can include Russell refusing to cooperate or even attempting to co-op the mission.

Conn: Conn officers pilot the shuttles through turbulence and the swarm. While there's something for a pilot to do in most scenes set on Coriolanus IV, the *Lexington's* Conn officer can stay busy by navigating the system's Oort cloud, and you can ratchet up the tension by having the Squid hive structure actually engage the *Lexington*, requiring combat maneuvers.

Engineering: Engineers can repair the *Lexington's* battle damage (if any) following the initial fight with the hive. They're also useful for repairing the settlement's computer core and bringing the shelter's phaser turrets online. To increase the drama, have the turrets' power cut out periodically to keep them running back and forth like a pinball. Engineers can also rig up equipment to be more effective

against the swarm, or to protect ship systems against the electromagnetic effects of the squids' plasma weapons.

Medical: Crew can get injured at virtually any point in this scenario, whether it's during ship battles, exploring the ruined city or when the drones attack the shelter. There are injured miners waiting for help in the shelter, and there is plenty of opportunity for any of the patients to have medical complications on the way to the *Lexington*. Medical Officers are also useful for examining a captive drone, as in the scenario presented for science officers.

Science: Science officers can run the scanners during battle, review footage of previous battles for tactical information and try to retrieve information from the settlement's computers. If the science team is not seeing enough action, bring in a captured drone. You can do this by having one present at the shelter (sedated and wounded), downed by the shuttle crews or shot by the turret operators. Science officers can examine the creature, studying its subspace signal receptors and transmitters and other organs to find a weakness for the shuttle pilots and the *Lexington* to exploit.

Security: Tactical specialists can fire the weapons during the initial battle after arriving in the Coriolanus system, as well as during the swarm's final attack. This can happen in the shuttles, on the *Lexington* or by manning the phaser turrets at the shelter. If you want to shine a spotlight on your security officers, you can have the landing party meet a crazed survivor with a gun, face an uprising against the survivors or even to run into a squid drone while searching the city's computers.

NON-PLAYER CHARACTERS AND STARSHIPS

With their Traits, Drones receive hive-mind communication from their Queen, who issues commands. She can use these Traits to make it possible to use the Direct Task in combat, or generally issue commands to the swarm.

SQUID DRONE [MINOR NPC]

The following profile shows the most common form of the sky squid species. These are the builders, harvesters and fodder of their race.

Trait: Sky Squid, Drone

ATTRIBUTES					
Control	Daring	Fitness	Insight	Presence	Reason
8	10	12	4	7	7
DISCIPLINES					
Command	Conn	Engineering	Security	Medicine	Science
-	3	-	2	-	-

Stress: 14 **Resistance:** 3

Attacks:

- Plasma Strike (Ranged, 8▲, Area, Deadly; Counts as an Energy, Range Short, 3▲ Dampening attack against ships)

SPECIAL RULES

- Flying: This space borne creature can fly at up to half-impulse speed for three hours, and at one-quarter impulse indefinitely.
- Immune to Cold
- Immune to Vacuum
- **Space Borne:** Counts as both an NPC and a Scale 1 small craft

SKY SQUID SOLDIER [NOTABLE NPC]

The following profile details the sentries of the hive. They act as personal bodyguards to the Queen and are implacable foes.

Traits: Sky Squid, Drone

Values: Protect the Queen

ATTRIBUTES					
Control	Daring	Fitness	Insight	Presence	Reason
10	10	12	5	7	7

DISCIPLINES					
Command	Conn	Engineering	Security	Medicine	Science
1	3	-	3	-	-

Stress: 15 **Resistance:** 4

Attacks:

- Plasma Strike** (Ranged, 9▲, Area, Deadly; Counts as an Energy, Range Short, 4▲
Dampening attack against ships)

SPECIAL RULES

- Aggressive:** When a squid soldier attempts a Ranged Attack, and purchases one or more additional dice with Threat, it may re-roll any number of d20s.
- Flying:** This space borne creature can fly at up to half-impulse speed for three hours, and at one-quarter impulse indefinitely.
- Immune to Cold**
- Immune to Vacuum
- Space Borne:** Counts as both an NPC and a Scale 1 small craft

SQUID QUEEN [MAJOR NPC]

The following profile details the hive queen. The Queen coordinates the efforts of the swarm. Unless there's a grave emergency she tends to stay in the hive.

Traits: Sky Squid, Queen to the Drones

Values: The Hive Must Survive

ATTRIBUTES					
Control	Daring	Fitness	Insight	Presence	Reason
11	9	12	8	12	7

DISCIPLINES					
Command	Conn	Engineering	Security	Medicine	Science
4	3	-	2	1	-

Focuses: Coordination

Stress: 14 **Resistance:** 3

Attacks:

- **Plasma Strike** (Ranged, 8▲, Area, Deadly; Counts as an Energy, Range Short, 3▲
Dampening attack against ships)

SPECIAL RULES

- **Flying:** This space borne creature can fly at up to half-impulse speed for three hours, and at one-quarter impulse indefinitely.
- Immune to Cold
- Immune to Vacuum
- **Space Borne:** Counts as both an NPC and a Scale 1 small craft
- **Keen Senses:** Radiation "scent" over millions of kilometers

SKY SQUID HIVE [STARSHIP]

The home of a wandering group of sky squid, this structure is warp-capable. It helps to facilitate communication between the Queen and the rest of the hive. While structurally sound, a hit to the right area would disrupt critical hive activities.

Trait: Sky Squid ship

ATTRIBUTES					
Communications	Computers	Engines	Sensors	Structure	Weapons
7	-	6	8	9	7

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

Scale: 3 **Resistance:** 5

Power: 6 **Shields:** 0

Attacks:

- Plasma Strike (Energy, Range Medium, 4▲ Dampening)

Talents:

- **Hive Ship:** The ship's Scale does not limit the supply of drones and soldiers as small craft.
- **Armor:** The natural armor of the hive increases its Resistance by 2.