

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

THE DISPLACED

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A LIVING CAMPAIGN MISSION FOR 2269

INTRODUCTION

“The Displaced” 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 late 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 mission, the Player Characters join in a council of war held aboard Narendra Station. Threats of renewed hostilities with the Tzenkethi and possible Changeling infiltrations throughout the Alpha and Beta Quadrants have heightened tensions on the station, in addition to the current threat of a focused Romulan incursion into the Shackleton Expanse, specifically toward the Candidate Three system detailed in the previous Living Campaign mission, “The Assessor Gambit”. The Players will investigate anomalous readings on the planet, and will again encounter the strange alien being, Assessor Tredik, just before all hell breaks loose.

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

- Solve some of the questions about the ancient Tilikaal technology but raise new questions in the process
- Encounter Assessor Tredik and the secrets he protects
- Battle the Romulans, either in a pitched space battle or in a general melee on the planet’s surface
- Engage in first contact with the displaced Tilikaal
- Make a choice that will shape the future of the Living Campaign

DIRECTIVES

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

- Investigate additional disturbances on the third planet of the Candidate Three system
- Prevent any adversaries from obtaining Tilikaal technology
- Conduct first contact with the representative of the displaced Tilikaal

The Gamemaster begins this mission with 3 points of Threat for each Player Character in the group due to the heightened tensions in both the Shackleton Expanse and the Galaxy at large.

BACKGROUND

While Scene One of this adventure summarizes elements of the most recent mission of *The Next Generation* Era Living Campaign (“The Assessor Gambit”), the Gamemaster may want to review the events of each previous mission before running this one. All the Living Campaign adventures can be viewed or downloaded at www.modiphius.com/livingcampaign.html.

This mission takes place concurrently with the *Star Trek: Deep Space Nine* season three finale “The Adversary,” though Gamemasters and Players do not need to know the contents of that episode to be able to play this mission. Gamemaster notes and captain logs throughout the mission will add in details from that episode as appropriate.

The key thing for Gamemasters to keep in mind is that tensions are high all across the Galaxy due to the apparent renewal of hostilities with the Tzenkethi and the suspected infiltration of the Changelings into the Alpha Quadrant. Long-time allies look upon each other with suspicion, not sure if their crewmates or friends are really themselves or possibly a Changeling in disguise.

This level of tension should underscore the first couple of scenes of this mission until events force the Players to focus on other tasks at hand. Seize the opportunity to weave in additional role-playing scenes early on in this mission to focus on the Player Characters and tease out how they may be dealing with the events ‘back home’ in the Alpha Quadrant and how those events impact them, their families, or their cultures.

CAPTAIN’S LOG

Have the commanding officer read or paraphrase the following:

“Captain’s Log, Stardate 48964.5. We’re docked at Narendra Station under red alert conditions and on the way to a war council with Admiral Hebert, General Kargan, and the senior staffs of the other Federation ships stationed here. I suspect we’re going to be ordered back to the Candidate Three system, which suits me just fine. We left rather unexpectedly and unwillingly, and I’d like to have some words with Assessor Tredik if I get the chance and try to get to the bottom of whatever secrets he’s hiding about that strange alien transmission we received on the planet.”

SCENE ONE: WAR COUNCIL

Admiral Hebert and General Kargan conduct the war council with the Players and the senior staffs of the other two Starfleet vessels assigned to the station, as well as Captain Akul, his senior staff, and the senior staff of the station itself.

Read or paraphrase the following:

Admiral Hebert stands up and addresses the assembly. “Just a few hours ago, we learned that there has been an apparent coup on the Tzenkethi homeworld. Starfleet is sending the U.S.S. Defiant to show the flag, in the hopes of defusing any potential aggression on the part of whoever happens to be in charge of the Tzenkethi military. While the Federation-Tzenkethi border is quite some distance from us, a potential renewed conflict with them is not something we need to be dealing with at this time.”

“Of more direct importance is the report of Romulan incursion into the Shackleton Expanse, as reported by Captain [insert your captain’s name here] and crew, referenced in their recent mission report available on your PADDs. It would seem that the Romulans are also interested in the M-class planet in the Candidate Three system. General?”

General Kargan stands, wielding a Klingon PADD like a blade. “Our deep-space intelligence assets believe they recorded traces of cloaked Romulan warbirds crossing the Neutral Zone and entering the outer edges of the Expanse. We believe they are planning a move toward the Candidate Three system to lay claim to the technological treasures gathered there.”

Kargan indicates Admiral Hebert and then points to Captain Akul. “In discussion with the Admiral, we have decided to send all three Federation ships to secure and defend the Candidate Three system for our purposes and to deny it to the enemy. Captain Akul and his vessel will remain on point here at Narendra Station, in case the Romulans foolishly attempt to attack us while you are away.”

The meeting can break into discussion at this point, with the Admiral and the General firm about their plans. Probe telemetry from the Candidate Three system indicates a variety of gravimetric and tetryonic disturbances in the system, as well as repeated pulses of some strange energy matching that of the burst the Players encountered shortly before being pushed away from the system in the last mission. Something highly unusual and unstable is occurring in the system, and the command staff need as much first-hand data gathered as possible.

If you have a Player captain, then they will be placed in command of the flotilla and given the temporary rank of fleet captain, though this is more of an honorific title than any formal increase in rank. Informally, the captain’s officers and fellow officers might refer to them as ‘commodore’.

Since Captain Akul is here as well, one or more Players may have the opportunity to catch up with him since they last encountered him.

Gamemaster Note: If Akul met his end earlier in your incarnation of the Living Campaign, replace him with a different Klingon captain.

Once the council is complete, give each of the Players the opportunity for a few minutes of roleplaying with NPCs, or in making preparations to leave the station and return to their ship. They have the opportunity to interact with the officers and crew of the other two Federation starships in the flotilla.

SCENE TWO: ENEMIES OR ALLIES?

The three Federation starships load up and depart the station, and then set course for the Candidate Three system. On the way to the planet, give each Player the opportunity for a short roleplaying scene with the department staff or other NPCs, such as a Klingon assigned to support the mission, or one of the station NPCs who might have chosen to come along on the mission.

During the trip to the Candidate Three system, the most senior Player Character officer receives a short, coded transmission from Admiral Hebert, and is asked not to repeat it to anyone. Read or paraphrase the following:

“Starfleet Intelligence reports that the Defiant has returned safely from Tzenkethi space. The reports of a coup were inaccurate, and the threat of renewed hostilities with the Tzenkethi is non-existent.

However, we have a bigger problem – the Defiant also reports having been infiltrated by a Changeling spy. No place in the Alpha or Beta Quadrant is safe – they could be anywhere or anyone. Keep your guard up.”

This message should serve to amp up the tension with this Player, and if they do share the intel, crewmates and allies are now looking at each other with suspicion, and any unusual movement or action is suspect. How do the Players manage the increase of tension among their department staffs and fellow teammates? If the Player captain is in charge of the flotilla, what measures do they put in place to test crews for possible Changeling influence?

While this scene is not intended to derail the remainder of this mission, there is an opportunity to tie this scene into any other conspiracy-type themes you might have explored during your iteration of the Living Campaign.

SCENE THREE: RETURN TO CANDIDATE THREE

The three Federation vessels come out of warp near the Candidate Three system and are immediately inundated with red alert klaxons and automatic shielding rising up to protect the ships from massive swirls of gravimetric and tetryonic disturbances rippling in and near the system.

All three ships are pummelled by the various disturbances, effectively hit with an energy attack (6[CD], Dampening, Piercing 2, Devastating) *before* shields, defensive screens, and emergency procedures come into play—meaning 1 Breach will be guaranteed. The three ships deal with the damage as best they can and then maneuver into holding patterns away from the worst of the disturbances. Showcase the chaos of the moment for a few moments, then as things find a momentary balance point, read or paraphrase the following:

As you work to recover from the initial burst of damage, you sense something...otherworldly in your mind. In a moment of pure silence, you hear a voice in your mind. It is the alien from the Tilikaal ruins, Assessor Tredik. He says, “You’ve come back! Please – I need help to protect them all! I cannot transport you down and save them at the same time. Please help me!”

Just as the Players process the message from Tredik and discuss the matter with the other two ship captains, sensors blurt out a warning just as another massive gravimetric field slams into the flotilla with the same intensity as before and scatters the three ships. The viewscreen is filled with a bright prismatic spray of light with haloes of electric blue energy, and then space unfolds itself in a kaleidoscopic display. A massive planet emerges through the unfolding passage, and pulls into orbit around the Class-M planet.

Anyone operating sensors may attempt a **Reason + Science Task** with a Difficulty of 0 to note that the newly-arrived planet is, in fact, Orgun III, the same planet the crew visited some months ago (in the Living Campaign adventure “Decision Point”). How or why the planet is here now is a good question; perhaps dwarfed by the question of what’s going to happen to the system now?

The sudden presence of Orgun III in orbit sends catastrophic gravimetric waves into the class-M planet. The ruins on the surface of the planet are hammered, and in many places collapse. Through all the turmoil, anyone working sensors may attempt a **Reason + Science Task** with a Difficulty of 1 assisted by the ship’s **Sensors + Science**. Success reveals that the last burst of gravimetric

disturbances also slammed into a quartet of Romulan warbirds at the far edge of the system. Additional successes on the task reveal that the disturbances must have similar frequencies to the cloaking devices and were able to 'short out' the cloaking devices.

The appearance of four Romulan warbirds at the far edge of the system should serve to further heighten tensions among the Players and crew. Not only are they dealing with potentially damaged vessels and constant bombardment by gravimetric and tetryonic energy waves, they have a massive planet on their doorstep newly arrived to the system. And now they have a race against Romulans as well.

The Players will have time for an emergency briefing with the other two ships' captains and senior staff members. Some sort of plan needs to be worked out, given the variety of issues placed before them:

- Who will engage the Romulans?
- Who will travel to the planet's surface to lend aid to Assessor Tredik and gather data and artifacts?
- Who will remain in orbit and attempt to deal with the gravimetric disturbances and swirling energies all around the Tilikaal planet and Orgun III?

Gamemaster Guidance: At this point, you and/or your Players should choose which of the three paths to pursue. If your crew's vessel is one of the three Living Campaign vessels (Thunderchild, Venture, or Bellerophon) or is the same class as one of the three Living Campaign vessels (Akira, Galaxy, or Intrepid), pick that option and play on. If your Players' ship is of a different class than any of the three, pick the path that best suits the ship's and crew's collective capabilities, or the path that best suits your and your Players' desires. While each of the three options presents different play opportunities, all eventually lead to the same dramatic ending presented in the Conclusion.

It's even possible Players will want to pursue more than one of the options, by splitting up and transferring to one ship or the other. Veteran Gamemasters are welcome to encourage this, though the remainder of this mission is written with the assumption that all the Players choose to pursue the same path. If the Players wish to split up among the three paths to experience as much of this mission as possible, it's certainly possible to do so, but the onus of navigating the three paths and dynamically switching from one to another to keep everyone engaged will be on the Gamemaster to effectively manage.

PATH ONE: ENGAGE THE ROMULANS (U.S.S. THUNDERCHILD)

Gamemaster Guidance: Path One is space combat-heavy, and involves the *Thunderchild* intercepting the Romulan squadron. Their mission is to prevent the Romulans from approaching the planet or unloading shuttles or personnel that could get to the planet. The Players also have the opportunity to detect and decode a transmission from one of the warbirds, and discovering that it is under the command of Commander Natalie Sigmund, a Starfleet Intelligence operative.

In addition, what follows is a suggested order of play for this path. Gamemasters are encouraged to modify the flow of the path to best suit their play style and campaign desires. If the odds seem to

heavily stacked in favor of the Romulans, feel free to add in some gravimetric wave hits to damage the warbirds and move the odds toward a more even match. Alternatively, you may choose to have Captain Akul and his ship warp in and engage the Romulans in a dramatic, late stage turn of affairs. It's recommended to use this last option only if Captain Akul and his crew have played a key role in your iteration of the Living Campaign.

For any ship-based Task attempted during this path, increase the Complication range by 1 due to the increased tetryonic and gravimetric disturbances swirling through the system.

Have the commanding officer read or paraphrase the following:

"Captain's Log, supplemental. After a quick discussion with my fellow captains, we've agreed that the *Thunderchild* will engage the Romulan warbirds while the *Venture* attempts to channel most of the destructive energies away from the planet for as long as it can, and the *Bellerophon* lands on the planet itself to lend aid to Assessor Tredik and to gather data and artifacts."

"While four-to-one odds are a bit steep, the *Thunderchild* was built to take on such numbers alone, so we're going to give them a hell of a run. Our mission is to keep them away from both the *Venture* and the *Bellerophon* for as long as we're able, at whatever cost. May Fortune favor us today."

PATH ONE, SCENE ONE

The *Thunderchild* streaks away from the planets and moves into attack position to engage the Romulan warbirds. The Romulans, in response, split off into two paired elements, and will maneuver to try and outflank the *Thunderchild* and overwhelm her with superior numbers and force.

The Players should be encouraged to use creative tactics and the various gravimetric disturbances in the system to try and even the odds, though emphasis should be made on just how outgunned and outnumbered they are. Gamemasters are encouraged to save Threat early on in the engagement, to give the Players the opportunity to stand and fight and not be overwhelmed in the opening salvo.

During the initial exchange of fire, anyone operating sensors may attempt a **Reason + Science Task** with a Difficulty of 3, assisted by the ship's **Sensors + Security**. Success reveals that one of the warbirds struck the *Thunderchild* with a modified disruptor beam that had an unusual resonance pattern associated with it. Spending Momentum will reveal that there was an encoded burst transmission piggy-backed onto the disruptor blast.

A character may attempt a **Daring** or **Reason + Security Task** with a Difficulty of 2, assisted by the ship's **Comms + Security** to decipher the message. Success enables them to hear the following brief message: *"Friendly; will render aid ASAP. Focus fire on wingman. Sigmund."*

If Players do not immediately recognize the name, have a NPC note that if the signal is genuine, 'Sigmund' might reference Commander Natalie Sigmund, a Starfleet Intelligence officer the crew encountered during the Living Campaign mission "Doomed to Repeat the Past." She had last been seen preparing to board a derelict Romulan warbird, and was posing as a member of Starfleet Medical.

Anyone looking back toward the Tilikaal planet and Orgun III will see that the *Venture* is working to redirect gravimetric energies away from the Tilikaal planet and that the *Bellerophon* has landed on the planet.

PATH ONE, SCENE TWO

The battle rages on. Now the Players have an opportunity to focus their fire on the other warbird in Sigmund's pair. While they endeavor to do this, the other two warbirds will attempt to split off from the battle and race toward the Tilikaal planet. They will disgorge assault shuttles and then return to the fray with the *Thunderchild*.

The Players are faced with an impossible choice – they can't stop both warbirds from sending their assault shuttles *and* battle another warbird at the same time (though the Gamemaster should give them every opportunity to succeed if the Players are daring enough to attempt it!). Play out this scene as best fits your group and desired play style. At a dramatically appropriate moment, have the warbird commanded by Sigmund swoop in toward the *Thunderchild* for a killing blow only to veer off at the last instance to deliver a crippling blow on its fellow warbird.

The Players may witness several Romulan shuttles landing on the Tilikaal planet, and some being destroyed by gravimetric waves or debris shedding off Orgun III. The *Venture* is desperately struggling to buy time for the *Bellerophon*.

PATH ONE, SCENE THREE

With Sigmund's warbird now allied with the *Thunderchild*, the battle balances out and the allies press the attack in an effort to push past the warbirds to intercept the remaining assault shuttles. At some point during the fight, Sigmund's warbird takes terrible damage and limps away, but then explodes, perhaps taking one of the other warbirds with it. Anyone using sensors may attempt a **Reason + Science Task** with a Difficulty of 4, assisted by the ship's **Sensors + Science**. Success reveals a faint warp signature leaving the system toward the unknown regions of the Beta Quadrant, its origination point just beyond the smoldering ruin of Sigmund's warbird. Spending Momentum will reveal that the warp signature matches that of Sigmund's modified runabout, the *U.S.S. Cass*.

By this point, a few of the Romulan shuttles have been able to land on the planet, which itself is being torn apart by the gravimetric disturbances caused by Orgun III's unstoppable and impending collision. The *Bellerophon* is wrapping up action on the planet and is about to take off, and the *Venture* is beginning to retreat from the system, unable to prevent the two planets from colliding and obliterating each other.

Gamemaster Note: You may choose to raise the stakes here and present a dramatic climax to this mission and to the Living Campaign. The *Thunderchild* managed to hold off the Romulan warbirds, but at what cost? Did they delay them long enough for the *Bellerophon* and her crew to complete the mission? Did Romulan strike teams overwhelm the *Bellerophon* crew? Did the *Venture* sacrifice itself to give the *Bellerophon* more time? Did the *Venture* fail to complete its mission and caused the *Bellerophon* to be destroyed by countless gravimetric strikes? There are a number of possibilities here, and while some of them may feel like unfair losses to the Players, these choices might fit into the tone or theme of your iteration of the Living Campaign. The loss of one of the ships will have a

major impact on the Living Campaign in the future and may well shift the balance of power within the Shackleton Expanse.

Proceed to the Conclusion.

PATH TWO: BACK TO THE SURFACE (U.S.S. BELLEROPHON)

Gamemaster Guidance: Path Two is the most roleplaying-intensive path given the opportunity to interact with Assessor Tredik (and possibly Romulan strike teams), and is also the only path that presents the opportunity for ground-based combat. The Players' mission is to land on the planet, assist Assessor Tredik if possible, and to gather any additional artifacts and data on Tilikaal technology. The Players will also have the opportunity to repair an interdimensional holographic transmitter to briefly speak with Ash'tamalia, the Tilikaal women they briefly encountered in the previous mission.

Have the commanding officer read or paraphrase the following:

"Captain's Log, supplemental. After a quick discussion with my fellow captains, we've agreed that while the *Thunderchild* engages the Romulan warbirds and the *Venture* attempts to channel most of the destructive energies away from the planet for as long as it can, the *Bellerophon* will land on the planet itself to lend what aid we can to Assessor Tredik and to gather what data and artifacts we're able."

The *Bellerophon* is the only starship in the flotilla capable of landing on the planet. There's no time to use shuttles and the constant barrages of gravimetric and tetryonic disturbances make using transporters a highly risky affair – they will need to land the ship itself in order to render assistance to Assessor Tredik. In addition, they must gather as much data and as many artifacts as possible in the time the *Venture* is able to give them before the planet is destroyed by gravimetric pressures. Furthermore, landing on the planet is the most direct means to get boots on the ground to keep the Romulans from taking any of the artifacts for themselves should the *Thunderchild* fail to keep them away from the planet.

PATH TWO, SCENE ONE

The *Bellerophon* enters orbit of the Tilikaal planet and descends to the planet's surface. This is a **Daring + Conn Task** with a Difficulty of 2, assisted by the ship's **Engines + Conn**. Failing the task results in the ship taking 4[CD] damage from the hard landing. The Gamemaster may spend Threat to increase the damage or to roll on the system hit table (page 226 of the core rulebook).

Once the ship is as stable as it can be on the unstable planet's surface, the crew disembarks in a series of science and engineering teams tasked with gathering what data and artifacts they're able to before the planet succumbs to both the damaging gravimetric waves and the impending collision with Orgun III.

The Players, meanwhile, will most likely want to approach the main hypostyle hall and emitter array where they last encountered Assessor Tredik. (Of course, if any of them wish to accompany a salvage team, they're welcome to do so – the Gamemaster should plan to switch between the split party as appropriate).

The skies are filled with strange clouds and the occasional streak of a meteorite or debris burning up in the atmosphere. The ground shakes from time to time in reaction to gravimetric waves striking the planet, and in the distance, tall pillars of stone shudder or topple to the ground. As the Players approach the damaged hypostyle hall, which has faint streaks of glowing blue energy coursing up and down the pillars and along the walls, Assessor Tredik's tall frame rushes toward them from the hall and waves them over.

He says, "There is no time! Please, help!" He indicates a building with a pentagonal entrance near the hypostyle hall and leads the Players through the entrance and into a long hallway dimly lit with blue energy tendrils coursing along the walls. Tredik mutters in a mix of a language the Universal Translators cannot decipher, and language common to the Players, and also occasionally slips into telepathic speech that the Players hear reverberate in their minds. He mentions not having enough time, and how he must rush to get 'them all to safety'. He ignores any questions, repeating the lack of time.

As they work their way down the long hallway, Tredik and the Players pass through three sections of hallway whose walls glow with a solid gold color. There is an unusual hum in the air when they pass through these sections. Anyone who chooses to use a tricorder to scan these sections before they walk through them may attempt a **Reason + Sciences** or **Engineering Task** with a Difficulty of 2. Success reveals that these sections are a form of transporter, so not only are the Players and Tredik rushing through the hallway on foot, they are actually being transported to other hallways somewhere on the planet. There is enough interference from the structure around them and the energy disruptions outside that, by the time they move through the third section, they are unable to determine where on the planet they are, or just how far they might be from the *Bellerophon*.

Tredik leads them out of the hallway and into the open air. Show the Players the double-page spread on pages 67-68 of the core rulebook. They see a raised platform with a ruined pentagonal entrance to their right, along with several pentagonal obelisks in front of them, with various tall stone spires in the distance.

On the platform is a 2-meter-wide stone pentagon with blue energies coursing along its surface. Any engineers or technically-inclined Player Characters will immediately note that it's some form of holographic transmitter, being powered from some unseen source. There is a flickering image of a tall humanoid alien female, 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. This is Ash'tamalia, who the Players have encountered before, but this appears to be a portion of a damaged recording, playing on a repeating loop. There is no audio to accompany the image.

Tredik indicates the transmitter. "That has been damaged from the gravimetric storms, but it is not what I wanted to show you." He indicates the ruined pentagonal passage, which leads toward a long corridor slanting down into the planet's surface. "In there is where I need your aid."

PATH TWO, SCENE TWO

Tredik leads them into the hallway and into a small chamber that, upon first glance, has the feel of an ancient control room. One side of the chamber is made of opaque glass. Tredik swipes one hand through the air and the glass slowly turns transparent. What is revealed staggers the Players' senses.

The control room is situated at the top of a massive chamber dug deep into the planet's surface. For as far as the Players can see, down into the darkened depths, are rows upon rows of connected pentagonal sarcophaguses, attached to pentagonal spires so large their bases cannot be seen down in the darkness. There are thousands of the spires, and even more thousands of sarcophaguses attached to them. Very faint blue energies course up and down the spires and into the sarcophaguses.

Players will note that many spires are entirely dark, no doubt damaged or unpowered due to extreme age or to the damage the planet has as yet sustained. Tredik indicates the massive holding chamber. "These are mine to safeguard. The Tilikaal. I am their ward. I have...I have failed them, but I can save them. With your help."

The Players are no doubt full of questions, though Tredik will largely ignore them. He states that the Tilikaal have been placed in suspended animation for eons, and that there is no way to revive them until their displaced consciousnesses are returned. And there is no way currently for them to return. What Tredik needs their help with is to restore enough of the power connections to the room that he can transport them away from the planet and to safety.

When the Players ask how that might even be possible, Tredik manages a small smile and asks how would it be possible for an entire planet to be folded through space and placed in the orbit of another planet? "The Tilikaal were masters of interdimensional transportation. I can get them to safety, but I need help restoring power to the transporter systems built into the chamber."

In order to restore power to the massive chamber, Tredik informs the Players that they must complete several successive Tasks. He is available and willing to lead or assist on any of the Tasks. As this Challenge continues, remember to highlight the constant barrage the planet is under due to the gravimetric waves and the meteorite impacts. This is a dying planet, coming apart beneath their feet. Explosions can be heard in the distance, either from meteorite impacts or falling stone spires.

- Reconnect some of the broken circuit connections built into the walls. This involves physically removing some damaged panels and cleaning out clogged energy pathways. This is a **Fitness + Engineering Task** with a Difficulty of 1. There are a dozen or more of these broken circuit connections, depending on how hard you want to make the Challenge. At least six of them need to be successfully repaired for there to be enough power to activate the transporter systems. You can complicate the Challenge by having some of the characters need to move to different areas of the massive sarcophagus chamber via narrow, unstable walkways to get to locations where urgent repairs are needed. Moving from one level to another requires a **Daring** or **Fitness + Security Task** with a Difficulty of 3 to safely navigate the walkways.
- Reboot the secondary power regulator. This is a **Reason + Engineering Task** with a Difficulty of 2. Failing this Task will add a Complication to the next Task.

- Reboot the primary power regulator. This is a **Reason + Engineering Task** with a Difficulty of 3. Failing this Task will result in the power system shorting out and plunging both the sarcophagus chamber and the control room into darkness. Tredik howls in frustration and pushes the Players out of the control room, either by physically pushing them out or lashing out with his telekinetic abilities. “You have failed me! There’s nothing more you can do here – go!”

As the Players near the end of the Task, or at a dramatically appropriate moment, read or paraphrase the following:

There is a deafening shriek of impulse engines somewhere outside. You rush out of the control room and outside. You look up to see a pair of Romulan assault shuttles streak through the sky overhead, fly some distance away, and then circle around and begin to land. You know this type of shuttle can carry up to 10 armed centurions. The Romulans have arrived, and it’s a sure bet they’re going to fight for what Tredik was attempting to preserve!

PATH TWO, SCENE THREE

Having helped Tredik (or failing to do so, depending) and about to be overwhelmed by Romulan soldiers, there is little more for the Players to do than gather their few artifacts and make a run for the *Bellerophon* before the planet is torn apart by gravimetric waves. Use the image on pages 74 and 302 of the core rulebook for inspiration – as the planet convulses under countless stresses placed upon it, the crew must make a mad scramble for the *Bellerophon*, dodging meteorite strikes and falling debris all the while. Remember to mention that as they’re running, if they glance up they can see that the sky is virtually filled with the terrifying image of Orgun III approaching the planet, itself coming apart at the seams.

The Gamemaster may increase the tension and drama of this scene by having Romulan soldiers engage the Players in a running firefight toward the *Bellerophon* and/or any idling Romulan shuttles. Assessor Tredik may choose to aid the Players in their dash for their ship – he refuses to leave the planet and has no animosity toward the Players, and would rather see them escape the planet than die unnecessary deaths.

The Gamemaster should feel free to spend Threat as needed during this scene, peppering the Players with convulsing terrain that adds to Complication ranges or forces acrobatic Tasks upon them to dodge debris, jump over sudden sinkholes appearing in the surface, etc. Keep things moving in this scene and continue to emphasize that the ticking clock has run down.

Gamemaster Note: You may choose to raise the stakes here and present a dramatic climax to this mission and to the Living Campaign. Perhaps the *Thunderchild* failed to hold off the Romulan warbirds and was destroyed. Did the *Venture* sacrifice itself to give the *Bellerophon* more time or did it manage to escape destruction as well? There are a number of possibilities here, and while some of them may feel like unfair losses to the Players, these choices might fit into the tone or theme of your iteration of the Living Campaign. The loss of one or more of the ships may have a major impact on the Living Campaign in the future and may well shift the balance of power within the Shackleton Expanse.

Proceed to the Conclusion.

PATH THREE: PRESERVE THE PLANET (U.S.S. VENTURE)

Gamemaster Note: Path Three is focused on Task resolution and technobabble, and involves the *Venture* attempting to either deflect Orgun III just enough to keep it from crashing into the Tilikaal planet, or redirecting enough of the gravimetric disturbances away from the Tilikaal planet to allow the *Bellerophon* enough time to help Tredik and gather priceless data and artifacts. The *Venture* is the largest and most powerful vessel in the flotilla, and is best designed to deal with the powerful gravimetric and tetryonic energies swirling in and around the Class-M planet and Orgun III.

For any ship-based Task attempted during this path, increase the Complication range by 1 due to the increased tetryonic and gravimetric disturbances swirling through the system.

Have the commanding officer read or paraphrase the following:

“Captain’s Log, supplemental. After a quick discussion with my fellow captains, we’ve agreed that the *Bellerophon* will land on the planet to assist Assessor Tredik and gather what data and artifacts they can. We’ll move the *Venture* into orbit of the Tilikaal planet and attempt to channel most of the destructive energies away from the planet for as long as possible. The *Thunderchild*, meanwhile, will move to engage the Romulan warbirds to buy us all a little more time. Godspeed to all of us.”

PATH THREE, SCENE ONE

The crew of the *Venture* is faced with a major quandary – they must somehow delay Orgun III from slamming into the Tilikaal planet long enough for the *Bellerophon* and her crew to complete their mission. Alternatively, they may choose to focus on deflecting as much of the gravitational and tetryonic energy waves away from the Tilikaal planet as possible, keeping the planet from being torn apart long enough for the *Bellerophon* and crew to complete their mission and escape.

A group discussion and a **Reason + Science Task** with a Difficulty of 0 will reveal that there’s little point in attempting to stop Orgun III from crashing into the Tilikaal planet in approximately 3 hours. Physics being what they are, there’s no possible way for the *Venture* to generate enough energy to alter Orgun III’s course. In addition, Orgun III is already showing signs of instability from its unexpected journey, and is even now starting to tear itself apart from the inside out. Any attempt to move it or break it up further will only exacerbate the issues at hand.

What is left is for the Players to use the *Venture* to attempt to absorb and redirect the various energies bombarding the planet, effectively using the ship as a dam holding back the destructive energy tides to give the *Bellerophon* and her crew time to complete their mission. Give the Players the opportunity to discuss their options, and make liberal use of engineer NPCs to sprinkle in some technoababble designed to suggest that the ship’s shields could be angled to in such a way to channel some of the energy from the gravitational and tetryonic disturbances into the Bussard ramscoops at the forward points of each warp nacelle. The extra stored energy could then be funnelled through the ship’s systems and then pushed out of the main navigational deflector array and out into deep space, where it will dissipate harmlessly at a safe distance from the system.

This will, of course, cause a lot of damage to the *Venture* itself. Most of the secondary hull and several of the bottom decks of the main hull will need to be evacuated due to the high levels of radiation the event will create. Medical staff will need to be ready to provide radiation treatment to crew members as needed. The deflector dish will likely be destroyed at some point in the attempt, and it's likely that the main power grids on the ships, not to mention the two Bussard ramscoops, may also all be severely damaged or destroyed as well.

The ship may be rendered derelict in the attempt, and the Players may choose to engage in a debate as to whether it's worth the risk to potentially sacrifice the *Venture* in favor of the *Bellerophon's* mission. The commanding officer should emphasize that all three ships are working together, and that this happens to be the *Venture's* task at hand. Should they fail, it's likely the *Bellerophon* will fail as well.

PATH THREE, SCENE TWO

Assuming the Players decide it's worth the risk, treat the effort as a linear timed Challenge that contains several Tasks that must be completed in order, within one hour (each interval being 5 minutes long), before the Tilikaal planet is compromised by the gravimetric waves (shortly before it is destroyed completely when Orgun III crashes into it).

Each Task takes 2 intervals (10 minutes to complete) unless the Players spend 2 Momentum to halve the time taken:

- **Task One:** Evacuate the ship's Engineering hull and the bottom five decks of the main hull. This is a **Presence + Command Task** with a Difficulty of 0, and is an opportunity for the Players to gather some Momentum to assist with the other, more challenging, Tasks ahead.
- **Task Two:** Adjust shield harmonics and angles so that the destructive energies swirling around the ship can be successfully channelled toward the two Bussard ramscoops. This is a **Reason + Engineering** or **Security Task** with a Difficulty of 2. Failing this Task aligns the shields but creates a Complication in a future Task, or takes double the time.
- **Task Three:** Prepare the ship's power grid for the stresses about to be placed upon it. This is a **Control + Engineering Task** with a Difficulty of 3. Success enables the ship to be ready for the incoming onslaught of additional power way beyond expected norms. Failure results in Complications such as damaged power systems, damaged control panels, and so forth.
- **Task Four:** Manually pilot the ship into a position that will enable them to intercept the most powerful gravimetric and tetryonic waves. This is a **Control + Conn Task** with a Difficulty of 4. Success moves the ship into the proper position to start absorbing energies and keeping them from impacting the planet. Complications include ship systems suffering damage, and assorted crew members suffering from the effects of exploding control panels.
- **Task Five:** Redirect the absorbed power through the ship's power conduits and out through the main deflector dish. This is a **Control + Engineering Task** with a Difficulty of 5. Success creates a powerful, coherent energy beam that shoots out of the main deflector dish and out away from the planets. Each Momentum spend beyond the success gives the Players (and the *Bellerophon*) another 5 minutes of time to absorb energy and complete the mission. Failure creates Complications such as damaging the deflector array and impacting the number of time intervals left before Orgun III smashes into the Tilikaal planet, crew members on the lowest decks needing radiation treatment, etc.

Since there are five Tasks to attempt and only 20 intervals in which to attempt them, the Players are going to have limited opportunities for success. Encourage them to consider spending Determination and Momentum as needed, and feel free to spend Threat to add Complications or perhaps an ill-timed saboteur depending on the direction of your iteration of the Living Campaign. For inspiration, reference the image on page 212 of the core rulebook for an image of what the activity on the bridge might look like during the Challenge.

The pressure on the crew intensifies when they note that the *Thunderchild's* battle with the Romulans is not going well – two warbirds were able to break off from the engagement long enough to unload several assault shuttles that are moving toward the Tilikaal planet. The *Bellerophon's* crew is about to have unwelcome visitors.

PATH THREE, SCENE THREE

With time running out, the Players attempt to resolve the last of the timed challenge's Tasks, using whatever resources and means they have at their disposal. This is the time for them to spend Determination if they have it, and to burn any remaining Momentum on the effort.

If the Players succeed at this challenge, they are able to deflect enough gravimetric disturbances away from the Tilikaal planet long enough for the *Bellerophon* to gather valuable data and artifacts from the planet's surface. In whatever event, Assessor Tredik refuses to leave the planet. As the *Venture* continues to absorb energy and push it away from the planets, they see the *Bellerophon* take off from the planet's surface and veer toward safety.

If the Players should fail at this challenge (by running out of Intervals in which to attempt the Tasks), the conn officer may attempt a **Daring + Conn Task** with a Difficulty of 3, assisted by the ship's **Engines + Conn**, to break away from the dying planets and achieve safe distance. Failure at the piloting Task causes the *Venture* to suffer massive gravimetric and physical impacts that hit the ship simultaneously: one a gravimetric wave (8[CD], Dampening, Piercing 2, Devastating) and the other a collective series of debris impacts (roll once: 10[CD], Spread, Vicious 2). If the ship survives these two events, they manage to limp away from the system, where they are soon joined by the bloodied but victorious *Thunderchild*. The massive remains of Orgun III slam into the Tilikaal planet and destroy everything on the planet. The Gamemaster may choose to include the *Bellerophon* and her crew in that destruction, providing a brutally dramatic climax to this mission and to the Living Campaign to date.

Whether the Players succeed or fail at this challenge, the Gamemaster should choose to either have the *Thunderchild* sacrifice itself during the battle with the Romulans (in an effort to give both the *Venture* and *Bellerophon* more time) or have the *Thunderchild* survive the battle only to have the *Bellerophon* get destroyed, either from Romulan assault teams landing on the planet or from the damage to the planet. Illustrate that the cost of exploration is real. . There are a number of possibilities here, and while some of them may feel like unfair losses to the Players, these choices might fit into the tone or theme of your iteration of the Living Campaign. The loss of one or more of the ships may have a major impact on the Living Campaign in the future and may well shift the balance of power within the Shackleton Expanse.

Proceed to the Conclusion.

CONCLUSION

Gamemaster Note: Each of the three paths detailed above bring the Players to this, the climactic moment of the mission. The details on how they get here will differ based on the path they pursued, so the Gamemaster should tweak this moment to best fit the Players' actions up to this point.

Read or paraphrase the following:

Wherever you are, whether on the surface of the dying planet or at your assigned station, or fighting off the last of the Romulan warbirds, you all see the following phenomena unfold before your eyes. The massive beam of energy that the Venture is pushing out through its navigational dish changes color and then freezes in place, then spins into a glittering swirl of prismatic light. Rips in space or the air open up before you, spilling out every color of the rainbow in every possible direction, cycling through the spectrum into countless colors you never thought could exist and which carry the scent of a hundred thousand species of flowers.

The swirling vortices on the planet and aboard starships are approximately humanoid sized, while those appearing in space are large enough for even a Galaxy-class vessel to pass through. As you take in the spectacle, a feminine form appears within each vortex simultaneously, presenting the same message to each of you at the same time.

As before, this is a tall humanoid alien, clad in a form-fitting dress with what appears to be wings on her back and a small, sweeping tiara atop her head. She has short dark hair and wide open eyes that are solid blue, with no evidence of an iris or pupil. As she takes full shape within the shimmering light, she reaches a hand out toward you, either in greeting or in supplication.

"Friends, well met! I am Ash'tamalia of the Displaced Tilikaal. My people and I need your help. We have been trapped for countless millennia in this broken dimension and we must escape!"

The prismatic lights flicker, nearly go out, then surge back. The stress on Ash'tamalia's face is palpable as the light flickers, as if some great effort is being made to keep the vortices open. "There is no time – we cannot further hold open the way. Take my hand...please!"

She reaches out her hand to each of you simultaneously, somehow being able to appear in multiple places at the same time. Even through the ship-sized portals, she reaches out a massive hand.

What do the Players decide to do?

If Assessor Tredik survived the battle on the planet (and remains on the planet, refusing to leave), he will fold his hands into his cloak and look on Ash'tamalia with fervent awe. He can barely put coherent words together, and any conversation with him is telepathic in nature and in a most hushed tone of voice. He babbles about being honored to encounter a Tilikaal but cannot leave his duties behind, but encourages any Player with him that they should absolutely do anything they can to help her. "Of course you should take her hand! Please, for your sake and for hers!"

If one or several Players reach out toward Ash'tamalia, she will clasp their hands collectively, and, with an expression of profound gratitude, pull them into the prismatic vortex where they disappear from the known dimension.

The commanding officer may choose to move the ship toward one of the large vortices, in which case that image of Ash'tamalia will rest her massive hand on the ship and pull it through the vortex – the ship then disappears from view and from sensors of anyone witnessing the event.

If the Players chose to do nothing, Ash'tamalia gives them a sad nod and then fades back into the vortices, which then swirl and collapse in on themselves and, finally, wink out of sight.

WHAT'S NEXT?

Gamemasters and Players may want to continue the campaign right away, while others might appreciate a short break to let the ramifications of their choices sink in and to appreciate the journey through the Living Campaign so far. For those groups who want to continue the Living Campaign, consider the following options. You are, of course, encouraged to come up with your own ideas, in cooperation with your Players.

If some Player Characters went into the dimensional rift to meet the Displaced Tilikaal, the Player Characters remaining behind may choose to conduct more research in and around the Candidate Three system. However, the damage to the system is profound, with both the main planet and the displaced Orgun III completely obliterated. The various gravimetric and tetryonic disturbances in the system are a threat to any starship remaining in the area, so the Players are forced to leave a few probes behind to gather data before they succumb to the various dangers in the area. The remaining crew returns to Narendra Station to report in. Commander Sigmund's warbird is noted as missing in action, and her whereabouts, unknown. She may have survived the battle, she may have been destroyed; no one is certain if or when she will return.

If the Players decided to move their entire ship into one of the dimensional rifts, they depart known space and enter a strange dimension where things are not as they seem, physics seem to obey different laws than they are used to, and seemingly any thought can become reality and any reality can become thought. The crew might wander in this strange alternate dimension for a few sessions, then encounter beings that call themselves the Tilikaal, but may be so, or may not be so.

If the Players chose to not take Ash'tamalia's offer, they are left to gather what additional data and artifacts they can salvage from the rubble of the destroyed planets and then return to Narendra Station. They will resume regular duties and exploration of the Shackleton Expanse, along with the threats contained within the Galaxy due to the encroaching Dominion threat. They'll be able to analyze the data gathered from the ruins of the two planets, though additional secrets about how the technology actually worked will remain puzzle pieces, with the full picture frustratingly out of sight. Strange anomalies and ancient technology remains to be discovered and analyzed, though it will be decades before another Tilikaal attempts to create a bridge between dimensions.

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 *Star Trek Adventures* and the *Star Trek Adventures* Living Campaign!

ASSESSOR TREDIK [MAJOR NPC]

Tredik calls himself an Assessor, but what that title might mean is unknown. He protects the Tilikaal ruins and ancient machinery on the class-M planet within the so-called Candidate Three system, and will not leave the planet under any circumstances. Any attempt to transport him will fail thanks to his ability to manipulate the Tilikaal shielding and transporter technologies built into the planet itself. Physically, he is bipedal and 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 his frame. His four fingers are quintuple-jointed and constantly move in a flowing, almost hypnotic pattern.

Traits: Unknown species, telepath, telekinetic

Values:

- There are no sides; there is only the True Way
- I will protect the secrets entrusted to me at all costs

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, Composure, Deception, Psychology, Transporter Systems, Tilikaal Engineering

Stress: 9 **Resistance:** 1 (body armor under robes)

Attacks:

- Unarmed Strike (Melee, 3[CD] Knockdown, Size 1H, Non-lethal)
- Telekinetic Bolt (Ranged, 7[CD], Knockdown, Accurate, Charge)
- Telekinetic Wave (Ranged, 5[CD], Area, Knockdown, Charge)

Special Rules

- **Telekinesis:** Tredik has a limited ability to push or pull beings or objects by manipulating the matter and energies connecting all things. This is a genetic gift bestowed upon his species by the Tilikaal, though it is unlikely any Player Character will discover this fact. He may use this gift as an attack, per the attacks listed above, and can use it once per round to grab, push, or pull a small object at Close range, with a **Control + Command Task** with a base Difficulty of 2 for items that are sized 1H or smaller, and a base Difficulty of 3 for items that are sized 2H. Tredik also uses this ability to manipulate the Tilikaal machinery placed under his protection.
- **Telepath:** Tredik has the Telepath talent, identical to that of Betazoids (see page 105 of the core rulebook), though Tredik can project short phrases into the mind of any being he can see within Medium range (unwilling targets can resist this with an Opposed Task). These phrases are part of a discussion, not an imposition of will upon the target. They will simply 'hear' Tredik's voice in their mind.

COMMANDER NATALIE SIGMUND (MAJOR NPC)

Sigmund has the tall, lean build of a human that grew up in one of the smaller settlements on Mars. In conversation, she comes across as dedicated, driven, and helpful. Her accent is similar in many ways to a French Canadian from Earth, interspersing her sentences with Italian, Chinese, and Native American words typical from the polyglot that the early settlers of Mars used in the late 21st and early 22nd centuries. Originally a Starfleet officer serving in the Security Division, Sigmund was recruited by Starfleet Intelligence, and soon after serving as the head of security on Starbase 37 and performing multiple successful undercover operations, Section 31 recruited her. Since then, she has become a ruthless spy, slipping in and out of different personas as needed, and completely at ease with lying and subversion to complete her mission.

Traits: Human

Values:

- I'm whoever I need to be
- There's nothing I will not do to achieve my goals

Attributes

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

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
03	02	03	04	02	02

Focuses: Composure, Deception, Emergency Medicine, Hand Phasers, Infiltration, Persuasion

Stress: 12 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 4[CD] Knockdown, Size 1H, Non-lethal)
- Combat Knife, Carbon Monofilament (Melee, 5[CD] Vicious 1, Size 1H, Hidden 1)
- Phaser Type-1 (Ranged, 5[CD], Size 1H, Charge, Hidden 1)
- Phaser Type 2 (Ranged, 6[CD], Size 1H, Charge)

Special Rules:

- **Country Girl Charm:** Sigmund can come across as unassuming, and can turn on the 'Aw Shucks, I'm just a Simple Country Girl' routine to dissuade interrogators from thinking she's anything but who she says she is. As a result, Sigmund gains two bonus d20s on any Task to resist coercion or interrogation.

CAPTAIN AKUL, KLINGON DEFENSE FORCE [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[CD] Knockdown, Size 1H, Non-lethal)
- *Mek'leth* (Melee, 5[CD] Vicious 1, Size 1H)
- **Escalation** Bat'leth (Melee, 7[CD] Vicious 1, Size 2H)
- Disruptor Pistol (Ranged, 7[CD] 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 re-roll any number of d20s.
- **Klingon Resilience:** A Klingon's Soak is increased by +1 against Attacks to Stun.

KLINGON WARRIOR [MINOR NPC]

Virtually fearless and trained extensively in various combat techniques, a Klingon warrior (or *Bekk*) is a devastating opponent. Ruled by ancient traditions and a strict code of honor, a Klingon warrior does not fear death, but, if they have to die, it should be during battle or in the line of duty.

Traits: Klingon

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
09	11	11	08	10	08

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
01	02	02	01	00	00

Stress: 13 Resistance: 1

Attacks:

- Unarmed Strike (Melee, 3[CD] Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3[CD] Vicious 1, Size 1H)
- **Escalation** *Bat'leth* (Melee, 5[CD] Vicious 1, Size 2H)
- Disruptor Pistol (Ranged, 5[CD] Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6[CD] Vicious 1, Size 2H, Accurate)

Special Rules:

- ***Brak'lul*:** A Klingon's Resistance is increased by +2 against Non-Lethal Attacks.
- **Warrior's Spirit:** When a Klingon attempts a Melee Attack, and purchases one or more additional dice with Threat, the Klingon may re-roll any number of d20s.

I.K.S. MUPWL'

Traits: Klingon bird-of-prey

Systems

Communications	Computers	Engines	Sensors	Structure	Weapons
08	08	09	08	08	10

Departments

Command	Conn	Security	Engineering	Science	Medicine
02	03	04	02	01	02

POWER: 9 SCALE: 5

SHIELDS: 12 RESISTANCE: 5

Crew: Talented (Attributes 10, Discipline 3)

Weapons:

- Disruptor Cannons (Energy, Close range, 11[CD] Vicious 1)
- Photon Torpedoes (Torpedo, Long range, 7[CD], High Yield)
- Quantum Torpedoes (Torpedo, Long range, 8[CD] Vicious 1, Calibration, High Yield)
- Plasma Torpedoes (Torpedo, Long range, 7[CD] Persistent, Calibration)

Special Rules

- Rugged (Talent)
- Improved Reaction Control System (Talent)
- Cloaking Devices
- Tractor Beam (Strength 4)

ROMULAN UHLAN [MINOR NPC]

The Romulan *uhlan* is the lowest ranking officer in the Romulan Guard and makes up a substantial number of their personnel.

Traits: Romulan

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
11	08	09	10	08	11

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
01	02	02	01	00	00

Stress: 11 Resistance: 0

Attacks:

- Unarmed Strike (Melee, 3[CD] Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 3[CD] Vicious 1, Size 1H)
- Disruptor Pistol (Ranged, 5[CD] Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6[CD] Vicious 1, Size 2H, Accurate)

Special Rules:

- **Guile and Cunning:** When attempting to remain hidden or unnoticed, a Romulan may spend one Threat to increase the Difficulty of enemy Tasks to detect them by one.
- **Wary:** Whenever a Romulan attempts a Task to notice or detect an enemy or hazard, they may re-roll one d20.

ROMULAN CENTURION [NOTABLE NPC]

The Romulan centurion is a mid-ranking officer in the Romulan Guard roughly equivalent to a lieutenant commander in Starfleet. They can be found as heads of departments aboard starships and throughout the Empire.

Traits: Romulan

Value: I Will Not Fail in My Duty to the Empire

Attributes

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

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
03	02	02	01	01	00

Focuses: Paranoid, Guerilla Tactics

Stress: 11 Resistance: 0

Attacks:

- Unarmed Strike (Melee, 3[CD] Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 3[CD] Vicious 1, Size 1H)
- Disruptor Pistol (Ranged, 5[CD] Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6[CD] Vicious 1, Size 2H, Accurate)

Special Rules:

- **Ambush:** When attacking an opponent who is unaware, the Centurion may spend 2 Threat, to allow the Centurion and all Romulans under their command to re-roll any number of d20s on their Attack rolls.
- **Guile and Cunning:** When attempting to remain hidden or unnoticed, a Romulan may spend one Threat to increase the Difficulty of enemy Tasks to detect them by one.
- **Wary:** Whenever a Romulan attempts a Task to notice or detect an enemy or hazard, they may re-roll one d20.

D'DERIDEX CLASS WARBIRD

Traits: Romulan warbird

Systems

Communications	Computers	Engines	Sensors	Structure	Weapons
08	10	10	10	11	09

Departments

Command	Conn	Security	Engineering	Science	Medicine
02	02	03	03	02	02

POWER: 10 SCALE: 6

SHIELDS: 14 RESISTANCE: 6

Crew: Talented (Attributes 10, Discipline 3)

Weapons:

- Disruptor Banks (Energy, Medium range, 10[CD] Vicious 1)
- Plasma Torpedoes (Torpedo, Long range, 6[CD] Persistent, Calibration)

Special Rules

- Cloaking Device
- Tractor Beam (Strength 5)