

STAR TREK[™]
ADVENTURES

Doomed to Repeat the Past

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U.S.S. THUNDERCHILD

Living Campaign Adventure

INTRODUCTION

Doomed to Repeat the Past is an adventure for the Star Trek Adventures Living Campaign playtest series. This adventure is meant to be played by a Gamemaster (gamemaster) and 3-7 players, using the pre-generated characters provided and has been designed to be used for the *U.S.S. Thunderchild* and her crew, though it can be easily adapted for use with any starship and crew.

To run this adventure, the gamemaster needs to be familiar with the adventure itself, the ***Star Trek Adventures*** playtest rules, and the pre-generated characters.

For this playtest, you will need:

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

SYNOPSIS

Starfleet has received a backchannel communique from the Klingon Empire requesting aid for a plague that had been thought dead for centuries: the Augment Virus. Starfleet has deployed the U.S.S. *Thunderchild* to the *B'el'th paH* star system just within the Shackleton Expanse in an attempt to provide humanitarian relief and bring what the Federation knows about the centuries-old (and highly secret) virus, its origins, and its cure.

Difficulties abound as the secrecy surrounding the virus makes it difficult to recreate the steps taken to develop the cure as done by Dr. Phlox of *Enterprise* NX-01 and the Interspecies Medical Exchange in 2154. Furthermore, the virus seems to have mutated, and instead of affecting only Klingons, it seems to be infecting all humanoids, and more importantly, is extremely lethal, dissolving cartilage and bone structures.

The players find that the original cure as developed in the 22nd century seems to cause the virus to undergo rapid replication and kill the host in minutes through dissolution of the cardiovascular system (i.e., their heart and lungs turn into liquid).

Will the hard-working medical personnel of Starfleet be able to help the Empire defeat this centuries-old scourge?

BACKGROUND

In 2154, the Klingon Empire was able to acquire embryos of augmented humans from Earth's late 20th century. Genetically engineered, these humans were stronger, more agile, more intelligent, and often ruthlessly violent with susceptibility to mental illnesses. The Klingons feared that United Earth would soon staff its starships with augmented humans, not fully understanding the history that Earth had with genetic engineering and the Eugenics Wars of the 1990s. Klingon scientists used the augmented human genome to produce a retro-virus capable of giving these warriors. But an unpredicted side-effect occurred: the Klingons infected with the retrovirus began to exhibit human-like physical characteristics, including losing their cranial ridges. The infected Klingons would go on to have their neural pathways degrade slowly, causing excruciating pain and finally death. The retro-virus quickly got out of control and spread from the colony world it was being tested on to other subject and colony worlds of the Empire.

The cure was developed by Dr. Phlox, a Denobulan serving aboard the *Enterprise* through his service with the Interspecies Medical Exchange. The cure was rushed and wasn't a perfect one, as the spread of the retro-virus was

becoming wide enough that the Empire destabilized as its citizens began to panic. The idea of the extinction of the Klingon species was a not-remote possibility.

The cure ended the rapid spread of the retro-virus but caused those infected to retain their human-like physical characteristics. The shame of what happened to the Empire caused much of the research on the augment virus and its cure to be covered up through threats and killings. In the Federation, information and research was covered up and destroyed out of shame of Earth's past and to ensure it would never happen again. By the 24th century, with most of the descendants of the augment virus appearing as perfectly normal Klingons, most people of the Empire and even the Federation have no clue that the near extinction of the Klingon people occurred nearly 140 years prior to the destruction of Praxis, the next sizable destabilizing event in the Empire.

Since that time, shadowy intelligence agencies across the Alpha and Beta Quadrant have attempted to recreate the research performed by the Klingons and Dr. Phlox for their own ends, but Section 31 of the Federation and Klingon Imperial Intelligence of the Empire have done everything in their power to suppress and destroy any information about it, hoping the virus was as extinct as the smallpox virus of ancient Earth. Unfortunately, that hope has been shattered as new reports of a planetary outbreak of the infectious and deadly form of the Augment virus have been received. Not wanting the information to spread to the already touchy population of the Federation and their anti-genetic engineering stance, Section 31 turns to a single Starfleet ship equipped with personnel and facilities to handle the situation.

In the past week, the Augment virus has sprung up on a colony world of the Empire with a population near one billion. Starships were able to flee the system before the Empire deployed some century-old *K'tinga*-class battle-cruisers from the 12th Penal Squadron of the Klingon Defense Force to impose a planetary quarantine. Perhaps the crew can pull together the scattered remains of research left by centuries of cover-ups and develop a new cure that will save billions of lives.

ACT 1: THE ARROGANCE OF THE PAST

Summary: *The Federation is obviously scared by the reports coming out of the B'el'th paH System. Things are being kept quiet, and that's inevitably a bad sign. The Thunderchild makes standard orbit, and a Section 31 agent docks her secret vessel with the ship, hand-delivering a copy of the original data on the Augment virus to the captain of Thunderchild and briefs the crew on what is happening. The data is extremely difficult to decipher, as formatting and computer software have changed dramatically over two hundred years. To give a scale of time here, this Act is Time 0 Hours to about +8 hours.*

Hand a copy of the following boxed text to whomever is playing the Captain, to read aloud:

"Captain's Log, Stardate 48522.4. The Thunderchild has been ordered to divert course and rendezvous with an unregistered Federation craft in orbit of a Klingon colony world and to expect a squadron of the Klingon Defense Force to also be in orbit, possibly from the 'quvHa,' dishonoured Klingon warriors striving to regain their honor. Starfleet has been very quiet about exactly what's going on, but we've been picking up civilian broadcasts from our destination talking about a plague and widespread mental illness across the entire population. Starfleet has a long history of providing aid to worlds suffering from new illnesses, so there must be something else going on here that I'm not cleared for."

Before *Thunderchild* makes orbit over *B'el'th paH*, the medical staff and science teams that may go to the surface are given briefings dealing with Level 1 Biosafety Protocols, something similar to typical highly infectious disease biosafety. Starfleet issues fully sealed hazmat life-support suits, how to disinfect all equipment to ensure bacteria or virus isn't allowed to contaminate safe areas, etc. (See Biosafety Level 4 here:

https://en.wikipedia.org/wiki/Biosafety_level). Further safeguards are going to be used, including aggressive biomonitoring through dermal sensors of all team members and the safeguard that all movement of crew will be handled through the transporter, where before returning to the ship each crew member will be passed through the bio-filter sensors a minimum of three times before being rematerialized. This will cause the removal of helpful bacteria and microorganisms inside people and make them sick later, confining them to sickbay until medical personnel can reintroduce the beneficial bacteria, so only volunteers will be taken for surface assignments.

The mystery to all of this safety is made clear once *Thunderchild* makes orbit and a heavily modified *Danube*-class runabout, *U.S.S. Cass*, connects to the ship's docking port. On board is "Commander" Natalie Sigmund, an agent of Section 31 disguised as a member of Starfleet Medical. She brings aboard an ancient device constructed of transistors and circuits. She holds a briefing with the science teams, the heads of the medical staff, and the officers of *Thunderchild*, where she lays out the basics behind the history of the Augment virus and offers evidence that the happenings on the planet below them is a mutated form of that same virus. She shows pictures of Klingons becoming more human-looking before going mad and dying. In addition, other humanoid races are also becoming infected and dying.

The device she shows the crew was 'borrowed' from the Smithsonian Orbital Annex. She explains the following:

- This is the original data storage device from the sickbay of *Enterprise NX-01* that should still have the data Dr. Phlox brought back with him from his original assignment to cure the disease.
- It's the sole object left that contains any information on the virus. The databanks across both the Federation and Empire have been purged of all information. The information was considered shameful to all involved.
- This hard-drive was never networked and was forgotten about over the centuries until she had thought of looking in the museum ship. Unfortunately, it is speculation that any data is still on it about the virus as

the technology is ancient, a mismatch of Denobulan and Human technology, and not compatible with today's computer systems.

- She will use the phrase 'Like trying to read a vinyl record with an isolinear chip slot.' In order to keep this all below the radar, only *Thunderchild* and her crew are being read into this mission and must attempt to drag data back out of the old hard drive and start synthesizing the drugs needed to save lives.

After the briefing, the real problems begin. Sigmund is correct, as the sickbay data module is unable to be properly read by today's computer systems. Not only is its base technology out of date, but the software that recorded the data was a hand-made mismatch of Earth and Denobulan coding. Data from the 22nd century was still stored in bits and bytes (albeit in a much more efficient way than computers of the 20th and 21st centuries). Later computers would use duotronic systems as invented and introduced in 2243, and then in the 24th century, isolinear computer systems.

This is a Challenge, with 2 distinct steps: getting the datacore functioning, and developing some means of interfacing it with the *Thunderchild's* computers. Characters skilled in multiple languages (linguistics in general, or knowledge of Denobulan culture), in computer technology, and 22nd Century technology are particularly advantageous here – keep those in mind when determining the final Difficulty, and which Focuses are applicable.

1. Getting the datacore functioning again is a complex affair, as few people are familiar with 22nd Century computer technology. This will take a **Reason + Science Task** with a Difficulty of 2 to study and research the technology of the era, learning enough about the datacore that they can continue. Success on this Task creates the Advantage "*Familiar with 22nd Century Technology*", which is necessary to attempt the rest of the Challenge, and which may come in handy later as well. A character already familiar with 22nd Century technology may skip this stage.
2. Armed with this new information, the characters can work to get the core functioning. This requires a **Control + Engineering Task** with a Difficulty of 3 to restore the datacore to full working order. Complications here may mean that the datacore isn't fully restored, increasing the Complication Range of subsequent Tasks to interact with it (including the rest of the Challenge), or otherwise represent some flaw in the process that makes things more difficult later.
3. Once the characters get the datacore functioning, they need to develop a means of transferring the data to the *Thunderchild's* computers. This means devising a translation algorithm, or some other means to allow the data to be read, which is likely to require a **Reason + Engineering Task** with a Difficulty of 3. There are possibilities for supporting activities that could make this easier, though: for example, recreating the *Enterprise NX-01* sickbay and Dr. Phlox in the holodeck and getting help "from the source" (well, a reasonable facsimile of the source). Creating the simulation would be a supporting Task (probably **Insight + Science**, Difficulty 2), creating an Advantage of "*Simulated Assistance*".

Gamemaster advice: *If the players do decide to recreate Phlox and the NX-01 on the holodeck, it's recommended that the gamemaster be familiar with the episodes "Affliction" and "Divergence" from season four of Star Trek™: Enterprise. If the players don't go down this route, be open to a wide range of unique solutions.*

Medical teams beaming to the surface during this scene witness horrific sights. Thousands of people are sick and dying, hospitals and relief centers are overflowing with Klingons and other species, Klingon (and later Federation) security teams are stunning or outright killing the dying as they start to lose their minds and become hostile and dangerous. Players may feel uncomfortable with the actions of Klingon security, but this should come to a head when an infected Klingon attempts to chew through a Federation hazmat suit before another Klingon warrior, in a Klingon hazmat suit, kills them with a long blast from a hand-held disruptor. If players object and offer to stun patients getting out of control, be sure to have the Klingons insult the Federation's 'coddling' and have the Klingon explain it would be a far better death fighting on their feet than to die whimpering in a sick bed. At this point,

there is little the medics and doctors can do on the surface except provide palliative care to the dying, easing their pain, and trying to stop the further spread of the infection to yet unexposed population centers. Characters on the surface during this time have a great opportunity to roleplay and have the gamemaster impress upon them a sense of urgency.

This act ends when players can successfully get the cure data off the sickbay datacore. The data on synthesizing the cure is fed into sickbay computers along with scans of the virus from the surface. Within a few moments, the computer returns a response. The gamemaster can choose to read the following.

With the two hundred-year-old datacore finally networked into sickbay's main computer, streams of genetic information scroll across screens depicting the changes in the Klingon genome, the virus's RNA strands, and chemical compounds that need to be synthesized. The beginnings of hope of a quick cure are dashed as an error chime is heard, and all of the screens depicting the data analysis read 'ERROR' in large red letters.

One of the medical personnel speaks up and asks the computer to explain the error, the cool voice of the computer replies. "The error stems from simulated incompatibility of the anti-viral cure known as 'Phlox 1' to fully negate changes in Klingon DNA. Phlox 1 will result in a 100% probability of patient death within five minutes of introduction to patient. Acceleration of genetic damage across species is shown in simulations 1-Alpha through 54-Gamma. Phlox 1 is non-viable."

Gamemaster advice: *This act should generally convey the sense of panic the civilians on the planet are having as people all around them are dying horrifically and dishonorably. Try to also give the sense that there is real fear from Starfleet that the new version of this plague is already too advanced to stop, and they don't want to take any risk that even a single Starfleet vessel could become a carrier.*

ACT 2: XENOPHAGE

Summary: *Once the characters crack the 22nd century sickbay data core, the information contained within is both easy to understand and easy to replicate using modern medical technology. The problem is that initial tests done on virus samples show the cure as originally developed doesn't work, and if administered, will kill the infected humanoid. In the hours that have passed, the virus is showing the ability to stay viable in the atmosphere for extended periods, and it may in fact have already spread across the planet, if not onto starships that fled before the Empire-enforced quarantine went into effect. This act occurs from +8 hours to +24 hours.*

Hand a copy of the following boxed text to whomever is playing the Captain, to read aloud:

"Captain's Log, Supplemental. Conditions on the planet's surface continue to deteriorate, and the virus is showing signs of being more contagious than any of the data suggests it was in the 22nd century, including infecting non-Klingon humanoids and killing them just as quickly. Three short-range shuttlecraft from the surface have tried to run the blockade, but all have turned back after threats from the Lieutenant Colonel Morok's vessels, but with people panicking, the quarantine may soon have to be enforced by more than just strong words. The initial tests of Phlox's cure have shown they are ineffective, but our medical teams assure me they can figure out why quickly. I just hope it is quick enough."

The orbital situation is getting worse at almost the same rate as the surface, and the characters must be aware that infected and non-infected alike are trying to flee the world in any spacecraft they can find. So far the *K't'inga's* in orbit haven't had to fire, but near the start of this act the *Thunderchild* sees at least three warp-capable shuttles being destroyed by Klingon disruptor beams, and even one vessel fires on the spaceport that launched the shuttles, destroying it from orbit with a photon torpedo. Also, at the start of this act, one can estimate about 20% of the population is infected and showing symptoms, but by the end of the act nearly 70% of the population shows symptoms as the virus was more widespread than previously thought.

The medical ground teams cannot control the civilians around them, as the infected start to see the presence of Starfleet personnel as evidence that the Federation is the cause of the devastation. Any combat should consist of Klingon and random-humanoid subject species of the Klingon Empire. They should start with half of their Stress already crossed off as the virus ravages their systems. Typical opponents should be armed with Klingon hand disruptors and a *d'k tahg*. Any character who is Injured sees their environmental hazmat suits damaged and thus, they are exposed to the virus – similarly, damage to environment suits is a possible Complication during action on the surface. Non-human characters exposed to the virus won't have any severe symptoms develop before the end of the episode, other than a feeling of aggression and a slight fever. Human characters show no symptoms at all but act as a carrier of the virus. If the character is beamed up and put through the biofilter within the first few minutes after being exposed, the transporter can catch the virus before it integrates itself into the character's cells. After that, even the biofilter won't work.

Back in orbit, the research teams must first get a sample of the live virus up to the ship, or they'll have to start doing the work on the surface. If they want to bring it up to the ship, they'll have to convince the other officers and the captain of their idea of what they can do to ensure perfect isolation in case of an accident. Wherever the research is going to take place, the challenge to figure out what is wrong with the cure is difficult and requires an **Extended Task with Magnitude of 4**, a **Progress Track of 15**, and **Resistance Soak 2**, and the Tasks involved have a base Difficulty of 4. This is a Timed Extended Task, with each Interval taking two hours; the Extended Task has a time limit of 16 hours (eight Intervals), and each Interval it takes beyond limit adds two points to Threat as the situation grows further and further out of control.

Tasks towards this Extended Task are likely to use any of **Control**, **Insight**, or **Reason**, combined with one either **Medicine** or **Science**, though other Attributes and Discipline combinations may be possible with the right

explanation: for example, someone may suggest modifying technology to get better results, which would naturally use **Engineering**, while acting from a hunch without taking the time to test a hypothesis might use **Daring**. Further, if the work is being performed aboard the ship – taking advantage of Sickbay’s advanced facilities – Tasks may be assisted by the ship’s **Computers + Medicine**, but this comes with the risk of Complications causing the virus spreading to the ship.

Any character with Focuses of Epidemiology, Infectious Diseases, Genetics, Virology, or Xenobiology ignores one point of Resistance Soak for every Effect rolled.

At each Breakthrough, provide the following information:

- **1st Breakthrough:** The virus has been heavily modified from its original RNA coding to include RNA not found on Earth or Qo’noS. At the very least it’s not something the character has seen in practice, unless they are Vulcan or specialize in Vulcan genetics, then it seems familiar but unknown. At this time, some vessels of the 12th Penal Squadron attempt to orbitally bombard the major population centers. Characters in command of *Thunderchild* may wish to interpose the starship between the vessels and the planet, attempting diplomacy to stall, or evacuate Starfleet crew on the surface. The characters may wish to hail the commanders of the attacking Klingon starships, to try and convince them to halt their attacks, while Morok deals with them to hold them back.
- **2nd Breakthrough:** The virus is much more complex, containing nearly ten times the amount of RNA than the original data suggests, and it specifically contains RNA strands that could be Vulcan, but the way the virus has been modified is unknown and definitely not Federation in origin. It’s clear Starfleet doesn’t have much time to figure out a cure before lives are lost from orbital bombardment, as Morok begins to lose control of his more rebellious commanders. At this point Morok seems to be in firm control of three vessels, including his own, with four vessels positioning themselves above major population centers, and two vessels claiming ‘equipment malfunctions make them unable to comply with any orders.’ If the information about possible Vulcan genetic code in the virus is shared with personnel on the planet or somehow gets to the Klingons, there could also be a big diplomatic incident as the Klingons assume RNA originating on Vulcan automatically means Federation involvement. Regardless, Commander Sigmund quickly steps in and pulls out her Starfleet Intelligence ID to inform the characters that everything from here on out is considered to be classified at the highest level.
- **3rd Breakthrough:** The virus is clearly heavily modified from the original. At first, analysis suggests Vulcan RNA strands, but further analysis and expertise shows that the RNA is Romulan in origin, and the method of splicing the RNA strands into the virus is something from the Romulan Star Empire. When this is discovered, Commander Sigmund steps in, monitoring the research and its findings. She plays her ‘Starfleet Intelligence’ persona and classifies all the findings as Top Secret. The two ‘malfunctioning’ Klingon vessels fall into line, with the rebellious officers attempting to get into position to bombard the planet. Their weapons systems go online, and targeting sensors are detected locking onto those cities.

Once the analysis is complete, the computer can begin synthesizing an anti-viral treatment. Even with transmitting the information to the Klingon authorities, making sizable amounts for a planet with nearly a billion people is nearly impossible before large numbers of fatalities occur. Once civilians know there is a cure, rioting may quickly follow if large numbers of people continue to die.

At the very end of this act, Commander Sigmund receives a private subspace communiqué that she takes in an unused office. She then informs the Captain of the *Thunderchild* that she has been ordered to depart at once and that she ‘...will see you all soon’. Without any more information given, *U.S.S. Cass* departs and jumps to warp once a safe distance from the *Thunderchild* and disappears from long-range sensors soon after. Not cloaked, just a very small ship with a very small sensor silhouette.

Gamemaster advice: *This act is a race against time with the characters, no matter how high their clearance, unable to see the bigger picture. As the virus analysis returns results, the horror of something being very wrong with all of this should increase, fueling paranoia (if you can insert it in) against Vulcans from more racist crew members, and especially from Klingon observers aboard the ship. When Sigmund starts classifying everything, the characters should know something is very wrong, and when the Romulan connection is discovered, Sigmund should show fear for the first time in this episode. The idea that Romulans might be behind the deaths of millions of Klingons, and trying to pin the blame on the Federation, should honestly make everyone fear open war could be coming soon. Characters in charge of departments, or characters that are the First Officer or the Captain of the vessel, should start getting requests from low-ranking NPC officers and crew about making requests to send sub-space messages home. The subtext is they want to say good-bye to loved ones before war begins. Things should quickly turn around as the cure is discovered and the 3rd act gets under way.*

ACT 3: A NUMBERS GAME

Summary: *The discovery of changes in the viral RNA code allows medical teams to synthesize and distribute the cure. But this isn't enough, as the Klingon vessels are staffed with hotheads, and law and order on the surface continues to deteriorate. While medical teams attempt to control spread of the virus, diplomacy is the name of the game in orbit, and something even more frightening seems to be afoot with the sudden departure of U.S.S. Cass (see Debriefing). This act takes place from +24 hours to +48 hours.*

Hand a copy of the following boxed text to whomever is playing the Captain, to read aloud:

"Captain's Log, Supplemental. With the Klingon Defence Force getting hot under the collar, I was surprised to see the Cass, along with Agent Sigmund, depart without notice. Perhaps I don't need to know, but a second Starfleet ship in orbit with us, no matter how small, was welcome company. As long as we can hold things together and keep the Klingons from killing each other, I think we can stop this outbreak before it gets off world."

This act begins when infected civilians use a stolen piece of military equipment to shoot down a transport. The transport is operated by a civilian biotech company assisting in replicating the cure.

A group of two to four *K't'inga* vessels attack points on the planet because of this attack on the transport. The Klingons say they are detecting more weapon signatures, and they claim the *Thunderchild's* sensors won't show anything that they can see as weapons – whether this is true or not, the Klingon ships are about to massacre thousands, even millions of people on the planet below. The crew must decide on how to handle this situation: diplomatically or through force. Either way, the situation uses the combat turn order. The data for the anti-viral is being transmitted from the *Thunderchild*, and will be completely transferred to other medical ships and facilities at the end of the tenth round of combat. Add +1 round to this for every Breach the *Thunderchild's* Communications system suffers; if Communications is disabled or destroyed, then the remaining data needs to be couriered by shuttle or transporter, taking another four full rounds.

While this is happening, the Klingons are firing at the surface. Attacking the surface takes up a normal Attack Task, but doesn't require a roll; instead, it adds one to Threat automatically. Each ship will do this unless engaged in something else (such as fighting the *Thunderchild*, or responding to hails), or if it has been made to stand down (either through diplomacy, or through damage). They will stand down if any one system is disabled, moving away from the battle if their engines are still functioning.

Whether facing battle or diplomacy, a possible ally will be *I.K.S. moH be'nal* with Lieutenant Colonel Morok in command. To sway Morok to siding with Starfleet rather than the rest of the penal squadron, will require successful Social Conflict; the basic Persuade Task has a Difficulty of 4, and the crew may use whatever means they see fit to convince him. The gamemaster should reduce the Difficulty by one or two based on previous communications or deals with Morok – if they've made a good impression, he'll be more inclined to aid them. If successful, Morok falls into formation with *Thunderchild* and provides aid if necessary. In the case of failure, Morok won't directly intervene against other Klingons, though he won't engage in slaughtering civilians either.

At minimum, the characters are faced with two *K't'inga* battlecruisers, plus one more for every three Threat the gamemaster spends – as the situation grows out of control, more of the ships take desperate action. This may seem like bad odds, but *Thunderchild* is a 24th century starship with state-of-the-art weapon systems, while these Klingon vessels haven't meaningfully changed in the last century, so they are out of date and have a laundry list of engineering problems befitting starships assigned to a penal squadron. While they can be fought, it may be preferable to try and resolve the situation peacefully: hailing the captains of the other battlecruisers, and trying to convince them to stand down and leave the fight; the basic Persuade Task for this has a Difficulty of 5, reduced by

1 for every battlecruiser captain already convinced. If Morok has been persuaded to help, he will assist on these Persuade Tasks.

Battlecruisers that haven't yet stood down will maneuver into weapons range of settlements on the planet's surface, and they'll open fire on the *Thunderchild* if it comes within Medium range; the gamemaster may spend one Threat to allow one of the battlecruisers open fire, after which it may attack freely. Starfleet doesn't want a diplomatic situation here, and the destruction of Klingon vessels will only escalate matters: if the *Thunderchild* destroys any vessel, add two to Threat, which should be spent almost immediately to make things tougher for the players.

The gamemaster should make full use of whatever Threat is remaining, to bring in additional ships, and to make the situation as challenging as possible.

CONCLUSION

The act ends after the anti-viral data is fully distributed. From that point, the small amounts of anti-virus that *Thunderchild*'s sickbay and replicators can produce is insignificant compared to the medical facilities in orbit and on the planet's surface. *Thunderchild* receives thanks from both Starfleet Medical and the Klingon High Command for their assistance in bringing this plague under control, but both groups seem totally unaware of any involvement of an outside source in having this outbreak of a long dead virus begin again. Obviously, they haven't been cleared for whatever intelligence the characters have figured out about the Romulans. While tens of millions have died, the characters have saved nearly a billion people from death, and they prevented the permanent destruction of an entire world's biosphere by orbital bombardment by the Klingon Defense Force.

As *Thunderchild* breaks orbit, the crew see *I.K.S. moH be'nal* stay in orbit to continue to render assistance to the planet, while any ships that broke formation and threatened firing on civilian targets are escorted by other ships of the Dishonored, assumingly to Rura Penthe. Only 12 hours after breaking orbit, a priority transmission comes in over a subspace frequency reserved only for emergencies. Commander Natalie Sigmund comes on screen, revealing her on the tiny bridge of *U.S.S. Cass*. The viewscreen soon switches from her face to a view of outside *U.S.S. Cass*, showing a Romulan warbird adrift but still powered.

DEBRIEFING

Contacts may be given to any characters that positively interacted with the two major NPCs: Commander Natalie Sigmund and Lieutenant Colonel Morok. Sigmund may present herself to the characters as a Section 31 agent if, and only if, she has found them useful and very loyal to the Federation. Otherwise she will continue to present herself as Starfleet Medical or Starfleet Intelligence depending on what the characters already know. Lt. Col. Morok either continues to be in the 12th Penal Squadron if the episode didn't turn out well (with lots of casualties and rank rebellion in the squadron) and thus has little influence or position, or he is moved out of the penal squadron and put in command of a small combat scout ship patrolling the Shackleton Expanse. Either way, having Morok as a contact could prove useful for any Starfleet character.

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. For their deeds, we could give mentions in dispatches with future games, with commendations or drawbacks for pre-generated characters who move on to appear in further adventures.

GM Guidance: NPCs on Either Side

Under most circumstances, the rules for NPCs cover adversaries – those who are opposed to the player characters' goals in some way. Most of the time, NPCs whose goals align with those of the player characters require hard-and-fast rules to the same degree as adversarial NPCs.

That isn't always the case, however. And, in the case of the scientists here, an NPC's goals may shift – at some points making them an ally, while at others making them an opponent. To handle this, use the following guidelines:

- ***If an NPC is an Adversary:*** *The NPC spends points from the gamemaster's Threat pool to buy Immediate Momentum spends, and adds surplus Momentum to the Threat pool instead of having a group Momentum pool. Any instance where a player character would add to Threat, an Adversarial NPC spends from Threat instead. NPC abilities that specifically cost Threat remove points from the Threat pool.*
- ***If an NPC is an Ally:*** *The NPC may add to or spend from group Momentum as the player characters do (the gamemaster may wish to assign allied NPCs to players to govern this). Allied NPCs treat instances where they would add to Threat in the same way player characters do. NPC abilities that specifically cost Threat add points to the Threat pool.*
- ***Changing Allegiance:*** *In any given scene, an NPC is either an Adversary or an Ally. The gamemaster determines which is the case for each NPC. This is most likely to be the case where an NPC is regarded as an Adversary for some purposes (such as social conflict), and an ally for others (physical challenges, combat). The gamemaster should try and avoid situations where the NPC must be both Adversary and Ally within the same scene, to avoid confusion.*

Commander Natalie Sigmund (Nemesis)

- AKA Agent Natalie Sigmund, Starfleet Intelligence
- AKA Agent Natalie Sigmund, Section 31

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
10	11	8	7	9	8

Disciplines

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

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

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 typical spy, slipping in and out of different personas as needed, and completely at ease with lying and subversion to complete her mission.

Species and Traits: Human, Adaptable, Charming, Sneaky

Values:

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

Combat

Stress: 12 **Soak:** 0

Weapons:

- Phaser Type 2 (Ranged, 7[CD], Size 1H, Charge 5)
- Combat Knife, Carbon Monofilament (Melee, 6[CD] Vicious 1, Size 1H, Hidden 1)
- Unarmed Strike (Melee, 5[CD] Knockdown, Size 1H, Nonlethal)

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. This means Sigmund automatically gains two bonus d20s on any Task to resist coercion or interrogation.

Lieutenant Colonel Morok (Nemesis)

- Commanding Officer of *IKS moH be'nal* (Ugly Wife)

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
9	13	12	9	10	8

Disciplines

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

Focuses: Combat Tactics, Hand-to-Hand Combat, Intense Scrutiny, Intimidation, Shipboard Tactical Systems, Stubborn

Morok is a typical Klingon Warrior, proud and arrogant. Worryingly to Starfleet personnel dealing with him, he is also overly aggressive even for a Klingon. When he deals with other Klingons, he is intensely critical, has no problems dealing out physical punishments, and kills underlings that show the slightest bit of disobedience or dishonor. The aggressiveness is tempered by a deep sense of personal honor and morality that many people of the Federation would quickly respect. He refuses to harm civilians, refuses to backstab allies (the Federation), keeps his word to both the letter and intent of any promise he makes, etc. His assignment to the Dishonoured is due to his refusal to fire on the escape pods of an Orion Pleasure Vessel that didn't comply with orders to stop and be boarded for inspection.

- **Species and Traits:** Klingon, Shamed, Proud, Violent

Values:

- My honour and my word are unbreakable
- Those who do not have honour do not deserve life

Combat

Stress: 16 **Soak:** 1

Weapons:

- Disruptor Pistol (Ranged, 7[CD] Vicious 1, Size 1H)
- *Mek'leth* (Melee, 6[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.
- **Trophy Room:** Morok has already had many honorable battles against enemies known and unknown to the Federation. For each triumph, Morok places a trophy on the walls and ceiling of the bridge of the ship he commands, and the bridge of *moH be'nal* is no exception. Most are pieces of wreckage, but some are

the heads or limbs of great animals he has killed, often not perfectly preserved, filling the bridge with a rotten smell unpleasant to most humanoid. Whenever performing a Task to intimidate his enemies while aboard his own bridge, Morok gains a bonus d20.

Infected Klingon [Trooper NPC]

Species and Traits: Klingon, Diseased, Desperate

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
7	13	9	8	9	6

Disciplines

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

Combat

Stress: 11 **Soak:** 0

Weapons:

- Unarmed Strike (Melee, 3[CD] Knockdown, Size 1H, Nonlethal)
- Dagger (Melee, 3[CD] Vicious 1, Size 1H)

Special Rules

- **Desperation:** When an Infected Klingon attempts a Melee Attack, and purchases one or more additional dice with Threat, the Klingon may re-roll any number of d20s. However, any Complications result in the Klingon falling unconscious from overexertion and the effects of the virus.
- **Klingon Resilience:** A Klingon's Soak is increased by +1 against Attacks to Stun.

Klingon Warrior [Trooper NPC]

Species and Traits: Klingon, Aggressive

Attributes

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

Disciplines

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

Combat

Stress: 13 Soak: 1

Weapons:

- Unarmed Strike (Melee, 3[CD] Knockdown, Size 1H, Nonlethal)
- Mek'leth (Melee, 4[CD] Vicious 1, Size 1H)
- Disruptor Pistol (Ranged, 5[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 Officer [Elite NPC]

Species and Traits: Klingon, Aggressive, Honorable

Value: Today is a Good Day to Die!

Attributes

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

Skills and Focuses

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

Focuses: Stubborn, Melee Attacks

Combat

Stress: 14 Soak: 1

Weapons:

- Unarmed Strike (Melee, 4[CD] Knockdown, Size 1, Nonlethal)
- Bat'leth (Melee, 6[CD] Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 6[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.
- **Lead by Example:** When the Klingon Officer makes a successful Attack, they may spend two Momentum to assist another Klingon's next Attack with his Daring + Command.

K't'inga-class Battlecruiser [Starship]

These examples of the *K't'inga*-class are obsolete and in disrepair, lacking many of the advantages they may have had when they were ships of the line. For example, they do not have functioning cloaking devices, nor are they quite as agile or durable as they once were.

Attributes

Communications	Computers	Engines	Sensors	Structure	Weapons
7	7	8	7	7	8

Disciplines

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

Focuses: None

Combat

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

Weapons:

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