

STAR TREK ROLEPLAYING GAME

Sins Darker Than Night



A Post-DS9 Adventure
For Starfleet

SHATTERED STARS #15

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and

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Introduction

"Sins Darker Than Night" is an adventure for use with the *Star Trek: Role playing Game* by Decipher. It is the fifteenth adventure in the "Shattered Stars" campaign and is suitable for a crew of 2-6 players playing a Starfleet crew during the post-DS9/post-Voyager era. With some modification, this adventure could be adapted for other crews and other eras.

Narrators will require the use of the [Star Trek: Player's Guide](#), [Star Trek: Narrator's Guide](#), and may require the use of the [Star Trek: Starfleet Operations Manual](#) in running this adventure. The Shattered Stars Narrator's Guide will be useful in providing additional setting and background information.

A number of pre-generated characters are available at the end of the mission. Alternately, players may substitute their own characters with the approval of the Narrator.

The adventure takes place near the Federation/Romulan border in the year 2388. Players who wish to take part in this adventure should not read any further.

Adventure Synopsis

In the wake of troubling developments and rumors of metagenic weapons, the starship U.S.S. *Springer* is tasked with infiltrating Toren space and contacting an informant on one of the subsidiary worlds.

Starfleet Intelligence is concerned that the Toren are ready to field such a weapon, and have detailed Springer to investigate and take whatever action is necessary (and possible).

Locate the main Toren research facility. Springer and her crew discover that their worst fears have come true- the Toren have developed a metagenic weapon, and are preparing to deploy it.

The Toren must be stopped at all costs- but the most expeditious means of doing so is to fake a fatal "accident".

Recommended Date/Season/Stardate:

2389/ Post-[Star Trek:Nemesis](#) /SD 66012.0

Setting:

[The Otorin Sector](#)- Federation space near the Romulan Neutral Zone.

[Toren Autonomy](#)- The Toren Autonomy is a

small, militant, autocratic power which seized or colonized four planets and three moons in three star systems. A backwards military power, the Autonomy is socially and technology limited and isolated, possessing Tech level 6 or early Tech level 7 starships and military citadels. The vast majority of the population lives in TL 4/5 hovels.

The Autonomy attempted to engage the Federation in military action roughly seventy years ago and were soundly beaten. Four Federation starships were able to route the cream of the Autonomy fleet, and after hostilities ended, the Federation ambassador advised the Toren they could come out and play after they grew up a little. Unfortunately, the Autonomy has grown more recalcitrant rather than less, and has begun receiving technical and military assistance from Dominion, and Cardassian sources since the end of the Dominion War, largely in exchange for foodstuffs and agricultural equipment.

On Stardate 65011, the Autonomy seized the U.S.S. *Covington* NCC-213 in deep space near the Rockall Massif. The U.S.S. *Springer*, FRT 7-1, and Ambassador Selek of Vulcan liberated the *Covington* and returned her to service, and were able to confirm the presence of Dominion forces in Toren space. One Jem'Hadar attack ship was destroyed in the escape.

Starfleet Intelligence is aware of the Toren efforts to develop metagenic weaponry, though their efforts are believed to have suffered recent setbacks.

On Stardate 65304, the U.S.S. *Kirishima* confirmed the presence of an unauthorized minefield along the Autonomy's spinward border.

[Aidus System](#)- The Aidus system is home to three worlds of the Toren Autonomy. Planet 3 is Class M (and is the set rendezvous point at which the heroes are to meet their contact). Planet 8 is orbited by a Class M and a Class L moon.

Aidus 8-a is Class M, heavily restricted, and home to both the Toren research facility and a colony of 500,000 growing teik, a native grain that serves as a staple of the Toren diet. With a stable orbit, negligible axial tilt, and warmed by Aidus 8, the moon now serves as breadbasket to the entire Aidus system and to a

lesser extent, to the Autonomy at large.

Aidus 8-b is Class L world, now devoid of all life as a result of the Toren weapons test.

While Aidus III and 8-b are fitted with light orbital defenses, and Aidus 8-a is one of the most heavily fortified worlds in the Autonomy: with planet-wide transport inhibitors, and electronic scramblers to jam transmissions to and from the planet, and orbital defense platforms capable of destroying any vessel approaching the planet.

Unfortunately, the Toren research facility is not properly isolated from the colony at large- two minor accidents have already taken place, causing hundreds of deaths. Were the metagenic weapon to escape, it would mean the death of the colony and the end of all life on Aidus 8=b.

Background:

Since their defeat at the hands of a Federation Task Force over seventy years ago, the Toren Autonomy has desired to become a military power, and to avenge the humiliation inflicted upon them.

To that end, the Toren have been attempting to develop a number of military technologies- an effort often thwarted by the Federation blockade of their home systems and by the lack of cooperation from other Alpha Quadrant powers.

Since the end of the Cardassian-Federation border wars, and especially since the end of the Dominion Wars, the Toren have been the recipients of a lot of surplus military technology, and have gained a reputation as a haven for certain scientists that other powers might find...embarrassing.

Now, at long last, the Toren metagenic weapons program is beginning to bear fruit. With technical assistance from Dominion expatriates and from Cardassian, Romulan, and Klingon renegades, the Toren have finally developed and tested a metagenic weapon- the ultimate terror weapon.

Metagenic weapons are biological warfare weapons which are capable of attacking and destroying ecologies on a planetary scale by attacking and subverting or destroying the native genetic codes. Once all life has been eliminated, the weapon decays into harmlessness, leaving behind empty landscapes and intact technological

infrastructures.

ACT ONE

Post Op

Open *in media res* with Handout #1 (Mission Orders). The Federation starship *Springer* and Force Recon Team Seven-One are preparing to infiltrate Toren space on a mission of the greatest secrecy and delicacy.

Their orders are to secretly infiltrate Toren space, make contact with a Federation operative, assess the Toren metagenic weapons program and take whatever action is necessary (and possible) to keep the weapon from being deployed. Federation deniability is absolutely essential, but the weapons must not be allowed to come to fruition.

If necessary, *Springer* must be prepared to execute General Order 24- the sterilization of all life on the planet where the weapon is being developed. Starfleet Security has provided a certain number of toxins (some Klingon, some Cardassian in origin) which can be deployed by torpedo in order to eliminate the population in a deniable fashion.

The Toren military build-up appears to have been accelerated- as evidenced by the addition of several surplus *Galor* cruisers to their inventory. Diplomatic inquiries with the Cardassians have caused a minor ruckus among the Cardassian Provisional government- no transfer of starships was authorized.

Starfleet Intelligence is concerned that (illicit weapons sales aside) the assistance being offered by Cardassian expatriates and Dominion refugees is proving more useful than originally thought. Their informants suggest that the Toren are overhauling both their fleet and their methods to adapt to more technologically advanced foes- specifically, those using transporters and cloaking devices.

Rumors also persist that the Toren have been demanding a lot of information about Klingons, their tactics, and cloaking strategies. Finally, long-range scans have detected theta band emissions which are believed to be consistent with isolytic (subspace) weapon- incidentally, also banned by treaty. If the heroes are able to learn anything about this new weapons program, more's the better- but they are not to endanger ship or crew in order to do so.

Optional Scene- A Last Look Around

Either before she switches to silent running, or sometime before entering Toren space, *Springer* does one last long-range scan of the surrounding area. A TN 10 *System Operation (Sensors or Tactical)* check will detect normal civilian shipping and earn the heroes Handout #3 (Shipping Scan). The U.S.S. *Kirishima* can be identified at the far end of her patrol leg by her distinctive sensor emissions. A small non-aligned convoy is four hours from the Toren border, and is being (discretely) watch-dogged by the U.S.S. *Boldt*.

Optional Scene- Friendly Fire

If the heroes are dilatory or wait too long, they might come in contact with either the *Kirishima* or *Boldt*- neither of whom knows that there is a Federation vessel operating silently in the Otorin Sector.

Either vessel may detect *Springer* by rolling a TN 18 *System Operation (Sensor)* check. Three successive detections or a Superior success (a roll of 25 or better) on any single roll will give the sensing vessel basic bearing data- which will allow the attacking starship to execute a Spread maneuver (pg 118 of the Narrator's Guide) against *Springer*. An Extraordinary success (a result of 31 or better) on any single roll will allow them to fire on *Springer* directly. Should she be successfully attacked, *Springer* does not reduce damage as her shields are offline.

A coded, tight-beam transmission to the offending vessel will cause *Boldt* or *Kirishima* to break off the attack.

ACT TWO

Infiltration

Entering Toren space proves to be far more complicated than normal. The Toren have begun deploying a new series of monitoring sensors, and their patrol craft are using a low-power thoron scan to search for cloaked vessels. Are they looking for *Springer* in particular, or is this simply an exercise?

A TN 10 *Computer Use (Retrieve Information)* test will earn the heroes Handout #4 (Patrol Craft Profile), while a TN 10 *System Operation (Sensors or Tactical)* test will

earn the heroes [Handout #5 \(Patrol Ship Scan\)](#).

A TN 20 *Tactics* test will reveal that the patrol pattern is extremely well set up- 2 ship hunter-killer groups patrol discrete (and overlapping) areas. Each of the Toren vessels is using a different scanning frequency to avoid pattern interference, and to make it more difficult to retune cloaking device operating frequencies.

A heavy minefield has been deployed. A TN 10 *System Operation (Sensors or Tactical)* test will earn the heroes [Handout #6 \(Target Scan\)](#).

The heroes must either run through the mines, the nebulae, or the search pattern in order to enter Toren space. In order to sneak past the patrols, the heroes must sneak in behind a regularly scheduled freighter (several of which happen to be approaching). Hiding in a freighter's wake requires a TN 20 *System Operation (Conn)* and a TN 15 *System Operation (Sensors)* check. A failure at either check invites a Toren scan. A Disastrous failure results in a collision with the freighter, resulting in 1d6 damage to each vessel and inviting a Toren scan.

A straight-forward attempt at defeating the patrol pattern requires two sets of three rolls- a TN 30 *Tactics* test, and TN 20 *System Operation (Conn)* and *System Operation (Sensors)* tests. A failure on any of the three rolls will invite a Toren scan.

Should any of the attempts above result in a Toren scan, a two-ship unit will approach and each vessel will conduct a *System Operation (Sensors)* check. Each vessel has a base skill (with sensor bonuses) of 10. When scanning for cloaked vessels, the Toren gain a +5 bonus because of the thoron scan). If either detects the *Springer*, they will open fire per the rules laid out in [Friendly Fire](#), above. If *both* Toren vessels achieve a Superior success (getting bearing data), they may triangulate their fire and attack directly.

If the *Springer* crew are NPC's, the Narrator should use this scene to build the tension amongst his players- but not allow the dice to derail the adventure.

The Operative

Reaching the surface of Aidus III will require a certain amount of caution, but is relatively

straightforward. Despite the Federation embargo, the Toren trade with a number of Alpha Quadrant powers and host a number of alien "technical workers"- such as the woman they are supposed to meet.

The heroes are supposed to make contact with their operative in a specific stall in a specific market at a specific time.

As the heroes make their way through the evening chill, there are numerous Toren on the streets, going about their daily business. There are only a handful of aliens about- but they are generally given wide berth.

The Toren are humanoid, bearing prominent cranial ridges on their temples, and jawlines, with large, dark, and deep set eyes. Skin tones range from grey to dark brown, and many Toren are covered with an extremely short, fine fur. Nearly all of the Toren on the streets are dressed rather shabbily- and all are wearing long cloaks to ward off the fall chill.

A number of soldiers line the thoroughfare, lounging and swilling the local ale- but they, too, are giving the aliens a wide berth.

The Operative

Peret Ghenor, one of the Cardassian women the heroes first met in [At What Price Peace?](#) Is their contact, answering the challenge and recognition phrases correctly.

She is also both desperate and extremely nervous. Once the code challenge is finished, she will lead the heroes to a small, dim tavern and order ales all around.

Ghenor is fairly certain that she's being monitored and perhaps even followed- but the Toren recently tested a metagenic weapon on Aidus 8-b and are preparing to begin full-scale production of the weapons. As proof of her claims, she provides the heroes with a PADD containing what she describes as the [Test Protocols](#).

The test protocols specify a metagenic weapon that, when released, begins subverting the genetic structure of any target it can find, using the cellular energy released to reproduce and spread on the wind. Once cellular decay has begun (and there is no additional energy to be released), the weapon strands begin to decay themselves. Depending upon the size of the initial exposure, the weapon can totally subvert a planetary ecosphere within 30 to 156 hours, and become completely inert within 18

hours of cellular decay.

Also attached is a short video showing the effects of the weapon on live subjects- three Toren prisoners, and a series of cylinders containing cloned tissue from Klingon, human, Vulcan, Tellarite, and Andorian physiology.

The prisoners begin to show symptoms within ten minutes of exposure- initial respiratory distress, blindness, disorientation, unconsciousness, and within three minutes- convulsions and death. Appended autopsy data shows a 40% genetic comprise- sufficient to disrupt any living biological processes (and most viruses)- while allowing sufficient genetic integrity for the environment to eventually recover.

A TN 10 *Intellect* or *Life Science* test is sufficient to confirm that the initial data appears to be genuine.

Ghenor is prepared to help guide the heroes to the research facility- but she'll need to steal the requisite access codes and what not in order to make that happen. The codes will be needed to approach the station, and to bypass the transport and EM scramblers.

The Patrol

As the heroes make their way to the Security Office, they are intercepted by a Toren patrol force, and must act quickly to avoid exposure. This could mean a series of *Armed Combat* or *Ranged Combat- Energy Weapons* tests as combat breaks out, but could also mean a series of opposed *Influence*, *Persuade*, or *Negotiate* tests. In short, this can be resolved in ways other than combat. Good role-playing should be amply rewarded with bonuses to their tests and experience rewards.

Optional Scene- The Tail

As the heroes leave the marketplace, a TN 15 *Observe (Spot)*, or *Tactics (Evasion)* or a TN 20 *Streetwise* test will reveal an unobtrusive figure following them. If the heroes ambush him in public, he'll make a great deal of fuss in an attempt to escape/distract them. If they manage to capture him in a more private venue, he'll fight. Among his possessions, the heroes will find a Toren e-pulse pistol, a pair of poisoned knives, a small, encrypted communications device, and two sets of papers- one of which identifies him as a small merchant selling a variety of low-value trade

goods. The other set is encrypted, but properly decoded, identifies him as a Toren security operative.

The other item of interest is a small Ferengi locator bomb- currently set to Cardassian lifesigns.

Optional Scene- The Attack

If the heroes attempt to enter the Security Office without having identified or dealt with the tail, he'll deploy his locator bomb in an attempt to kill Ghenor. The explosion- successful or not- will undoubtedly draw local law enforcement.

Theft

The Toren Security Office is manned by four troopers (three soldiers and a duty Lieutenant) whom the heroes should be able to overcome fairly quickly. Copying the codes they need will be somewhat more problematic- an Extended TN 50 *Computer Use (Hacking)* test. Each check will take one minute.

If any of the security troopers remains conscious at the end of the second round (or if the tail deploys his locator bomb) an alarm is sounded which will bring reinforcements within four minutes. The heroes have that long to locate what they need and get out again.

ACT THREE

Optional Scene- Aidus 8-b

Aidus 8-b is a large Class L moon orbiting roughly opposite the smaller 8-a. Scans from orbit- a TN 15 *Life Science (Ecology)* test- confirm that everything on the moon is either dead or dying. The cause of this disaster cannot be determined from orbit (although a TN 20 *Life Science (Biology)* test will reveal no trace of the metagenic weapon. Ghenor will confirm that by this point, the weapon has decayed to harmlessness.

Acquiring samples (either beaming them aboard or heading to the surface- environmental suits are not necessary-) the heroes can take a series of *Life Science (Genetics)* or *Medicine (Forensics)* tests will reveal that a foreign agent (the metagenic weapon) has corrupted genetic codes throughout the ecosphere and destroyed their

living biological processes. Ghenor's reports have been confirmed- the Toren now have a functional metagenic weapon.

Second Thoughts

As the ship makes its way to Aidus 8-a, Ghenor asks to speak with the captain. While she agrees wholeheartedly that the Toren program must be shut down as completely and finally as possible, she is worried about how the heroes plan to go about it. She's spent the last six years working with the Toren researchers and staff- and sees the "human" face of those who are just carrying out orders. What the Toren political masters have wrought is unquestionably wrong- but these people are her friends and coworkers, mothers, fathers, sons, and daughters. Ghenor wonders whether the Federation's desire to deprive the Toren of a weapon of mass murder justifies them in committing mass murder themselves- and will argue vehemently that the ends do not justify the means. If Ghenor is arbitrarily silenced on the issue, one or more of the NPC crew will take up the argument as well.

Aidus 8-a

Aidus 8-a is a smallish moon with an extremely dense core- allowing terrestrial gravity on a world roughly two-thirds the size of Terra's moon (diameter: 2286 km). Despite its remote location, Aidus 8-a is one of the most fortified worlds in the Autonomy, being wreathed with security satellites and a smattering of automated orbital defense stations.

The satellite grid broadcasts a variety of EM jamming signals (which may or may not be doing permanent harm to the world's ionosphere) and jamming fields. A tetryon detection grid links each satellite, and makes approaching the world nearly impossible.

The automated defense stations are keyed to fire upon any vessel approaching the world which is not broadcasting the proper recognition codes (which *Springer* now has).

The Research Facility

The Toren Research Compound is a largish facility (roughly the size of a *Regula* outpost) (and built mostly underground) on a large plateau in the Northern hemisphere. A largish

settlement of 500,000 has grown up around the base (despite having been founded before the research was begun).

Access to the facility is through a carefully controlled set of checkpoints, and a competent guard force is constantly on duty.

Unfortunately, (according to Ghenor) the many of the facility's safety protocols are incomplete, and there have been two accidental releases of experimental viruses in the past 49 months, causing hundreds of deaths.

The station is arrayed in three levels of security access. The outer "ring" is comprised of shops, storerooms, support activities (such as the galleys) and residential quarters for the support staff and guard force. The middle ring is comprised of administrative offices, command and control facilities (including communications), and residential quarters for the scientists, their research assistants, and the command staff. The third layer- to which Ghenor neither has nor wants access- is the research block itself, comprising the central core of the facility.

It is approximately 0220 hrs local time. The Narrator is advised to begin keeping careful track of the amount of time as it passes, as the Toren day shift begin arriving at 0400 hours (mostly cooks and guard staff- the "important people" aren't roused until after six). If asked, Ghenor will share this information.

Optional Scene- Sensor Analysis

If the heroes take the time to do an in-depth sensor analysis of the research installation, they will need to complete a TN 15 *System Operation (Sensors or Tactical)* test. A TN 15 *Tactics* or *Investigate* test may be substituted and these gain *Springer's* +2 bonus to sensors. Each scan requires a full minute of analysis. A successful test will reveal the following:

The outer areas of the facility are the most heavily populated, with 312 lifesigns detected. Approximately 50 of them appear to active (moving more than 1 meter/ minute).

A Complete Success (a roll of 20 or higher) will reveal that roughly 2/3 of the moving figures are carrying a variety small powered equipment- likely tricorders and the like. An Extraordinary success will pinpoint weapon signatures.

The Middle Ring is sparsely populated,

with four lifesigns- Ghenor will identify these are the night clerks and janitorial staff. They'll be isolated in the outer areas, and shouldn't be any kind of tactical threat.

The Inner Ring is more difficult to scan- it appears to be shielded by some sort of yttrium-cobalt mesh made to diffuse energy beams (including scanners and transporters). A TN 20 *System Operation (Sensor or Tactical)*, *Tactics*, or *Investigate* test is necessary to glean any useful information.

If successful, the heroes learn the following:

There are no lifesigns detectable within the Inner Core. If asked, Ghenor will find that odd, as the research teams usually leave a watch officer on duty. Power and structural readings appear normal.

Optional Scene- Making the Sale

Convincing Peret Ghenor to accompany the heroes into the installation will be a tough sell- an Opposed *Persuade* or *Influence* test against Ghenor's understandable hesitation and reticence. She's neither a combat marine nor a soldier of any kind- and has no desire to face down the entire installation- even with a squad of Marines at her back. For this test, the Ghenor gains a +5 circumstance bonus to her *Willpower*.

The Narrator is advised to reward the players with bonuses (up to +5) for good role-playing and for appeals to logic and reason. The best angle, however, is to turn her earlier arguments against her- her assistance will allow the Marines to complete their mission with a minimum of casualties on either side- saving the very lives she was worried about earlier.

Invasion

Beaming into the Outer or Middle rings of the installation will not prove difficult, nor is finding a convenient hiding area from which to sally forth.

Scanning for security systems can be done with a TN 10 *System Operation (Sensors)*, *Tactics*, or *Investigate* test. The latter skills gain a +5 bonus for the tricorder. The heroes might also tap into the installation's security grid by making a TN 10 *System Engineering (Security)* or *Repair* check. If the heroes go this route, the Cardassian influence is confirmed- the security and communications

systems use standard Cardassian color-coding and labeling. Whatever route the heroes go, however, the news is not good:

Security cameras are placed at strategic locations throughout the facility, and are being monitored from the Command Center/Guard Station in the Outer Ring. Weapons detectors are set throughout the outer installation- if any phaser or disruptor fire is recorded, it will trigger a facility-wide alert.

If the characters attempt to pass through a monitored area, they trigger an Opposed test- their *Stealth* skill against the monitoring crew's *Observe*. For the purposes of these tests, the Narrator is advised to use the Toren Lieutenant's stats (rolling 2d6+5). Bonuses apply, of course, for MI-5 or MI-6 suits or other camouflage gear. Even camouflaged, each character must make the opposed test. A marginal failure by the Toren monitors will still make them take a closer look- granting them a +1 bonus to further tests in that encounter.

For every ten minutes the heroes spend in the Outer or Middle rings or every 100 meters that they travel, the Narrator is advised to roll on the Random Encounter chart, below. While in the Outer ring, the heroes suffer a +5 penalty to the roll.

If the heroes think to post a watch, they receive one round of warning of the encounter. If that person is using a tricorder (automatic when wearing MI-5 or -6 suits) they receive 3 rounds of warning.

Random Encounter Chart

2-5	No encounter.
6-7	Janitorial crew
8-10	Clerk/Researcher
11-12	Security Patrol

Optional Scene- Going Off The Grid

If the heroes think to ask, a TN 10 *Structural Engineering* or *Tactics* test will reveal a network of Jeffries Tubes paralleling the main corridors. Jeffries tubes are small passageways used to provide access to machinery, plumbing, and various other support systems, and are usually unoccupied.

The tubes in this facility are (like the larger corridors) small, cramped, and dirty- but they

are not being monitored, either. Each access door is alarmed, but bypassing these is a simple matter- a TN 10 *System Engineering (Security)* or *Repair* check.

Once inside the tubes, the travel is rough, with movement cut to 3m/round. Encumbered characters (those in environmental suits, MI-5 suits, or carrying heavy gear or tool kits) must also make a TN 15 *Athletics* test every hundred meters of travel. Characters wearing MI-6 suits (or their equivalent) get a +5 bonus to this test. Those who fail suffer 1d6 points of damage from sharp objects and snags. (This damage is minor- but if it happens too often, can compromise the stealth ability and environmental integrity of their suits. Finally the terrain is considered Extreme when calculating Fatigue tests.

Reaching the Core

The Research Core is separated from the middle ring by a series of computer controlled access cards, but can be hacked from the Security Station just outside. A single Toren guard is on duty at this post. If he remains conscious at the end of the turn, the guard sounds the alarm and brings the whole guard force crashing down on the heroes heads.

Defeating/bypassing the basic security measures requires an Extended TN 50 *Computer Use (Hacking)* or *Systems Engineering (Security)* test. Manually (physically) bypassing the door's mechanism requires an Extended TN 80 *Repair* or *Structural Engineering* test. Each check takes one minute or work.

Once inside the Research Core, tricorders function normally (but cannot scan out due to the yttrium-cobalt mesh).

The Research Core comprise the heart of the facility- a large central arboretum (now sterile and lifeless) surrounded by a half-dozen large research labs, as well as storerooms, locker rooms, conference rooms, and computer cores. The facility is brightly lit and modern, and shows signs of both Romulan and Cardassian influence- though the corridors seem cramped and unwieldy with odd corners and strangely placed doors. A TN 10 *Structural Engineering* or *Tactics* test reveals that this level of the facility has been retrofitted with additional safeguards- including airlocks and a plasma-based virus destruction system.

A TN 10 *Physical Science* test may be made instead and enjoys a +3 bonus for the Scientific Protocols Professional Ability),

Unfortunately, a TN 20 *System Engineering (Security)* or TN 25 *Life Sciences (Biology)* test will reveal that the plasma system is inadequate. While it will flash to 1500°F (and ignite the atmosphere within the laboratory areas)- it is neither properly placed nor of sufficient duration to ensure that all organic matter within the labs are destroyed. Further, the airlock system is structurally weak, and would likely be blown out by the over-pressure wave from the plasma system. If the heroes take the time and effort to look, the environmental seals on the laboratory are likewise inadequate. Were the Toren to activate the plasma system, the entire facility would turn into a miniature (and short-lived) volcano, spewing fire (and whatever they were working on) into the atmosphere.

A TN 20 *Computer Use (Hacking)* test will allow the heroes to access the computer logs and manifests. From there, it's a simple matter to locate the virus stored in 20-gallon drums (much like a standard blue chlorine jug) in Secure Storeroom 13.

Upon an Extraordinary success (a result of 30 or higher) or if the heroes think to ask specifically, they discover a series of comm-logs which link a man named Gul Enor to the Toren Research project. Based on an initial reading of the material, Enor is the source (or at least point of contact) through whom the Toren are receiving Cardassian support and material.

Storeroom 13

If/when the heroes reach Storeroom 13, they encounter a problem- there is a contamination alarm flashing on the door panel indicating some kind of chemical or biological contamination. Looking through the windows, the heroes see a greenish-grey mist clouding their view, an otherwise apparently ordinary storeroom filled with a variety of materials- and a single half-hidden body lying on the floor.

A tricorder scan of the interior- a TN 10 *Physical Science (Chemistry)* test (+5 for the tricorder) or *System Operation (Sensors)* test- reveals that the chemical inside is REXXYL-Tetrachloride, an exotic and deadly poison, and industrial corrosive.. Environmental suits

and MI-5 suits will provide basic protection for up to five minutes. MI-6 suits provide no protection at all.

Rexxyl Tetrachloride

Type: Inhaled or Contact **Onset:** 1 round

Potency: +15 TN **Treatment:** +10 TN

Effect: 4d6 damage **Secondary Effect:** 2d6 damage

Stages: 0/2- For so long as the characters remain in the effected area (and for two rounds thereafter) the characters take the listed damage.

Defeating the security measures on the Storeroom door requires an Extended TN 50 *Computer Use (Hacking)* or *Systems Engineering (Security)* test. Of course, the heroes might choose to burn their way in, but that would set off the weapons detectors and bring the guard force down on their heads.

The lights are dim in the room (even at full power), giving it a perfectly apt funereal air. The temperature is also cool- no more than 40° F to help retard decay a/o viral propagation.

If the characters take the time to assess the body, Ghenor can identify the fallen man as Tekeny Maratt- one of the leading researchers. He is lying on his side near a broken container of Rexxyl-Tetrachloride, with a Cardassian tricorder, disruptor pistol, a hypo-spray, and several empty ampules lying nearby.

A TN 10 *Investigate (Search)* test will reveal an unmarked access card. A tricorder scan (and a TN 10 *Computer Use* test) shows that the card has priority access throughout the facility- like a skeleton key, it will open any door in the building.

Ghenor will be surprised at Maratt's actions- the obvious conclusion is that Marrat died when the container fell and broke open- but why he was in the storeroom and what he was doing are less apparent. Ghenor has guessed (correctly) that Maratt was trying to destroy the virus.

Moving on to the other stored items, the storeroom in question contains the most sensitive (and embarrassing) relics of the development program- most of the "hard copy" research notes, several "failed" strains of the virus itself, several dozen "origin" viruses from which it was derived, cloned tissue samples for testing purposes - and the corpses of victims of

earlier testing. If there's any place in the galaxy that deserves the addition of a detonating quantum torpedo- this place is it.

The (test subject) corpses and tissue samples are all stored in portable stasis chambers. The "hard copy" is recorded on isolinear rods stored in cases of various sizes.

Optional Scene- Protest

If the heroes begin looting the storeroom, Ghenor will raise an issue. As a Cardassian loyalist (and idealist) she's not about to allow the Federation to violate its own principles and given word (especially when that results in a tactical advantage over her native Cardassia). The heroes are here to destroy the research- not steal it for themselves. Push come to shove, Ghenor will go so far as to snatch

Destroying the Laboratory

The heroes have been tasked with destroying the lab and all of the research. In her position as clerical and research assistant, Ghenor can confirm that with the exception of the test weapon sent to Aidus 8-b, none of the materials or researchers have been shipped off-world. Ending the matter here should end matters permanently.

The question then becomes one of how to go about it. Using the plasma system is an option- but it won't damage the computer cores and (unless the virus is removed/destroyed first) presents a very real danger of destroying the colony as well.

In order to ensure the complete and proper destruction of the facility and its research (without removing the virus), the entire volume will need to be heated to more than 2200° F for a period of at least five minutes- without compromising the environmental system.

Another option is a photon torpedo- an antimatter detonation near the heart of the installation will utterly destroy it and its research- but will be demonstrate outside interference. Neither the facility nor the planet itself contain any antimatter.

A third option- thought the most grim- is to simply release the virus into the facility and use shaped plasma charges to destroy the facility itself. The "accidental" release of the virus- and subsequent loss of its colony- would definitely deter the Toren from repeating such efforts in the future- just as an accidental

chemical or biological release that wiped out an American city would have deterred development of those weapons programs during the mid-20th century. The question is, are the heroes prepared to commit mass-murder in order to deter potentially greater crimes? Section 31 is certainly willing to engage in such behaviors- but is the crew of the *Springer*?

The simplest option is the one devised by the late Tekeny Maratt- injecting each of the virus containers with a large dose of REXXYL-Tetrachloride (or other corrosive/destructive substance- even conventional bleach will work eventually) and then using conventional or plasma-based explosives to destroy the physical evidence. As a final step, firing the plasma destruct system will destroy the remaining evidence of the intruders.

Optional Scene- The Guard Force

Should the heroes dawdle too long in the Research Facility, or attempt to move about its corridors too often, they will undoubtedly encounter one or more Toren patrols. These are two-man teams sent to patrol the various areas of the facility. Should either patrolman remain conscious at the end of the first round, he will sound the alarm and bring the entire facility to alert. Additionally, the patrols are required to check in every ten minutes by communicator. Even if the patrol is rendered unconscious- they still represent a potential threat to the heroes and their mission.

If the facility is brought to full-alert, there are nearly a hundred Toren troopers (plus the plasma system) to ensure that the heroes cannot compromise the program. The codes to the orbital defense systems are also changed, posing a direct threat to the *Springer* herself.

Finally, unless prevented from doing so, the research station can call for assistance from Toren patrol vessels in the Aidus system and along the border, making escape that much more difficult.

Exit Strategy

Once the research facility is destroyed the mission isn't over- the heroes must still escape Toren space. If the station (or colony) managed to alert the Toren High Command to *Springer's* presence, then all merry hell will

break loose. The Toren will stop at nothing to capture/destroy her.

If, however, the Toren are none the wiser, *Springer's* escape should be much the same as her entry- a simple matter of evading the patrols along the border, and reporting back to Starfleet Command regarding their actions and decisions.

Resolution

Depending upon how the heroes deal with the situation at hand, numerous resolutions are possible. *Springer* and her crew might be dead or captured. The ship might be escaping Toren space despite severe damage, and present a massive political embarrassment to the Federation. They might also be mass-murderers with the blood of tens of thousands on their hands.

The Narrator is advised to encourage inventiveness and personal initiative on the part of his players. Should the heroes manage to destroy the research facility without committing mass-murder, they deserve a solid pat on the back for their ingenuity.

Section 31 will be very disappointed if the heroes fail to retrieve a sample of the weapon or copies of the research- and there may be repercussions down the road from this "failure". .

Special Victory Conditions

If, at any point while she is in Toren space, *Springer* or her personnel are identified as a Federation vessel or crew, the heroes automatically lose this engagement.

Rewards:

Experience Points and Renown Points are to be totaled (except where indicated otherwise) and divided equally among the PCs. The minimum renown award (before any penalties) is +1.

Experience Awards

PCs infiltrate Toren space undetected:	500 exp points
PCs successfully contact Federation operative (Peret Ghenor):	100 exp points
PC's either evade or neutralize Toren shadow following Ghenor:	100 exp points
PCs successfully retrieve access codes from Aidus III Security Post:	300 exp points
PCs avoid a fire fight with Toren Patrol:	200 exp points
PCs manage to infiltrate Aidus 8-a facility undetected:	300 exp points
PCs utilize Jeffries Tube grid without being detected:	200 exp points
PCs access Research Core without being detected:	300 exp points
PCs manage to access encrypted files without being detected:	500 exp points
PCs destroy Toren Metagenic Weapon Research:	1000 exp points
PCs destroy Aidus 8-a Research Facility:	800 exp points
PCs manage to spare Aidus 8-a colony:	400 exp points
PCs escape Toren space undetected:	300 exp points

PCs manage to spare Aidus 8-a colony:	Renown +1
PCs escape Toren space undetected:	Renown +1
PCs discover Gul Enor's link to the Toren Research facility:	Renown +2
PCs are positively identified as Federation personnel while within Toren space:	Renown -10

Optional Renown Results (per Officer):

-6 or less	Officer is court-martialed, Infamy Flaw possible (GM's discretion).
-3 to -5	Inquiry by Starfleet Command, possible reprimand.
0 or -2	Nasty message from Starfleet Command
1	Acknowledgment from Starfleet Command, next assignment.
2 to 4	Acknowledgment from Starfleet Command, well done.
5 or better	Commendation from Starfleet Command (Commendation 1 edge).

Renown Awards

PCs infiltrate Toren space undetected:	Renown +1
PCs successfully contact Federation operative (Peret Ghenor):	Renown +1
PC's either evade or neutralize Toren shadow following Ghenor:	Renown +1
PCs successfully retrieve access codes from Aidus III Security Post:	Renown +1
PCs avoid a fire fight with Toren Patrol:	Renown +1
PCs manage to infiltrate Aidus 8-a facility undetected:	Renown +1
PCs manage to steal encrypted files without inviting full alarm:	Renown +1
PCs destroy Toren Metagenic Weapon Research:	Renown +1
PCs destroy Aidus 8-a Research Facility:	Renown +1

(Non-Player Characters)

Lennox, Commander Edward

The Commanding Officer of the U.S.S. *Springer* is- fittingly enough- something of an enigma. He is both a gifted tactician and a born “spook”. Lennox is an avid player of nearly every sort of game of strategy one might imagine- including poker. He is also innately cautious- never placing a bet or making a move he hasn't thought out carefully in advance.

Lennox is also a bit of an egotist- a somewhat frustrated artist whose medium is making other people look foolish by getting in and out of their most secure areas with no one being the wiser. If given the luxury, Lennox will spurn the more straightforward solution (however effective) in favor of the more “elegant” choice.

Enor, Gul

A retired member of the Obsidian Order with a reputation for ruthlessness and brutality, Jased Enor was unable to stomach the “reforms” initiated by the Detapa Council or the overthrow of the Order following the defeat at the Omarian Nebula. Enor fled to the Toren Autonomy one step ahead of law enforcement officials and has been trading technical knowledge for shelter and comfort. Enor coordinated the security measures for the Aidus 8- a research facility, and has used his (admittedly limited) contacts to allow the Toren to acquire restricted military hardware (including surplus *Galor* class cruisers).

Ghenor, Peret

Peret Ghenor is a former Cardassian operative who fled Cardassia once the Dominion began its take over of her homeworld. A loyal Cardassian, Peret has her own ethics and sensibilities (which mostly run toward her own security and advancement). Ghenor was encountered on the Toren homeworld, attending a reception arranged for the negotiating team working to win the release of the U.S.S. *Covington* and her crew. Unknown to the heroes, Peret was secretly working for Starfleet Intelligence and was covered as a clerical worker for the research team working on metagenic weapons at the Aidus 8-a facility. Once the weapon was tested (and at great personal risk), Peret warned the Federation of the new developments.

Age 33 **Species:** Cardassian **Gender:** Female **Eyes:** Brown **Hair:** Brown

Courage: 3 **Advancements:** 14 **Renown:** 8

Str 8(+1) **Agil** 8(+1) **Int** 10 (+2) **Vit** 8(+1) **Prs** 8(+1)* **Per** 8(+2)*

Quickness +1* **Savvy** +1 **Stamina** +1 **Willpower** +2 **Defense:** 9

Skills: *Appraise 4, Computer Use (Invasion) 4, Conceal (Cache) 4, Business 3, Streetwise 3,*

Entertain (Cardassian Lute) 1, Forgery 4, Impersonate 3, Influence 1, Inquire (Fraternize) 4, Investigate 4, Culture (Cardassian) 4, History (Cardassian) 3, Politics (Toren) 2, Specific World (Cardassia) 3, Language-Cardassian 4, Language-Federation Standard 2, Language-Klingon 2, Observe (Spot) 4, Energy Weapon (Disruptor Pistol) 4, Stealth (Hide) 4, System Ops (Flight Control) 3, Unarmed Combat (Brawling) 2.

Professional Abilities: *Scoundrel's Fortune (Observe), Con Artist, Gather Intelligence, Perspicacious*

Species Abilities: *Eidetic Memory, High Pain Threshold, Devious, Prying, Vesala*

Edges/ Flaws: *Skill Focus (Furtive), Confident, Likeable, Wealth 4, Contacts(Orion Syndicate, Streetwise).*

Tekeny Maratt-

Tekeny Maratt is a Cardassian biochemist, an expert on viral propagation and microbial processes. He was initially recruited under the guise of aiding in research to develop heartier strains of Cardassian seed grains with larger yields, and discovered too late the real ends and means of the Toren project. When he discovered the real aim and intent of his employers, Maratt tried to leave, but Gul Enor threatened to kill Maratt's family. Shortly after the weapon was tested, Maratt learned that his family had escaped to the Federation

and decided to destroy the project once and for all.

Toren Military troops consider themselves to be an elite military force, but are really adept only at keeping their own people oppressed. Given the abject poverty of the Toren people, the military are in a position of authority both because they carry the guns and because they control much of the wealth in the society. For better or worse, much of Toren society is geared towards keeping the troops (and their superiors) happy.

Toren Lieutenant

A junior officer assigned Command of a Toren patrol.

Agl 10 (+2)* **Int** 5 **Per** 7 **Prs** 6 **Str** 8(+1) **Vit** 9(+2)

Quickness +2* **Savvy** +0 **Stamina** +1 **Willpower** +1 **Defense:** 9

Skills: *Armed Combat (Simple Weapons) 4, Ranged Combat (E-Pulse Rifle) (E-Pulse Pistol) 4, Unarmed Combat (Brawling) 3, Observe (Spot) 5, Tactics 2, Athletics (Run) 1, Conceal 1, Demolitions 1, Survival (Urban) 1*

Professional Abilities: *Evasion.*

Edges/ Flaws: *Dodge, Proud.*

Toren Trooper,

A typical Toren military operative .

Agl 10 (+2)* **Int** 5 **Per** 7 **Prs** 6 **Str** 8(+1) **Vit** 9(+2)

Quickness +2* **Savvy** +0 **Stamina** +1 **Willpower** +1 **Defense:** 9

Skills: *Armed Combat (Simple Weapons) 4, Ranged Combat (E-Pulse Rifle) (E-Pulse Pistol) 4, Unarmed Combat (Brawling) 3, Observe (Spot) 2, Tactics 2, Athletics (Run) 1, Conceal 1, Demolitions 1, Survival (Urban) 1*

Professional Abilities: *Evasion.*

Edges/ Flaws: *Dodge, Proud*

Toren Energy Pulse Weapons

E-Pulse Pistol	5d6 +18	5 / 20 / 50 / 100 / +10
E-Pulse Rifle	6d6 +24	5 / 40 / 80 / 160 / +40

Dakar Class Orbital Platform

Production Data

Class and Type: *Dakar* Class Orbital Defense Platform
Year Launched: 2376

Hull Data

Size: 3, 2 deck Length: 51m Structure: 15 Crew: None
Cargo Capacity: 2 Atmospheric Capable: No

Operational Data

Sensor Systems Class 5 (+5/F) Operations Systems Class 3 (D)
Life Support Basic (A) Tractor Beams: 1 av
Transporters: None Shuttlebays: None

Propulsion Data

Power Systems: None

Tactical

Disruptors C-GMD-4 (x3/B), C-GDM-5(x1/c)

Penetration 4 / 4 / 4 / 0 / 0

Torpedoes 1 x KP-10 (1x/B)

Penetration 4 / 4 / 4 / 4 / 4

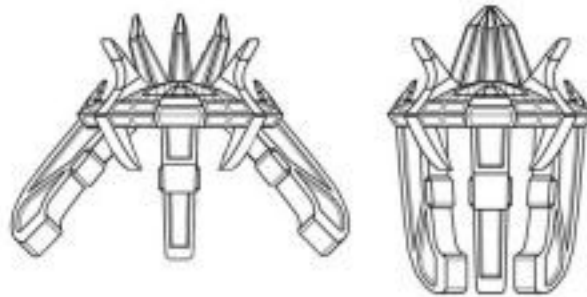
Deflector Shields FSS (E)

Protection/Threshold 17/2

Miscellaneous

Maneuver Modifiers +0 C, -10 H, +0 T

Traits: Monotanium Plating, Spiral Wave Upgrade, Vulnerable Power System



Galor Class Battlecruiser

Production Data

Hull Data

Class and Type: *Galor* Class Battlecruiser

Year Launched: 2355

Hull Data

Size: 6, 12 decks Length: 481m Structure: 35 Crew: 300

Cargo Capacity: 60 Atmospheric Capable: No

Operational Data

Sensor Systems Class 5 (+5/F)

Operations Systems Class 3 (D)

Life Support Class 3 (D)

Tractor Beams: 1 av

Transporters: 7 ea, personnel, cargo, emergency

Shuttlebays: 1 av

Shuttles: 6 size worth

Propulsion Data

Impulse Engines: C-HEU-6 (.9c) (D)

Warp Drive: Type 5 DC (Warp 5 / 9.5 / 9.7) (DD)

Tactical

Spiral Wave Disruptors C-GMD-3 (x4/c), C-GDM-5(x1/c)

Penetration 5 / 5 / 4 / 0 / 0

Torpedoes 3 x Tk2IDF

Penetration 4 / 4 / 4 / 4 / 0

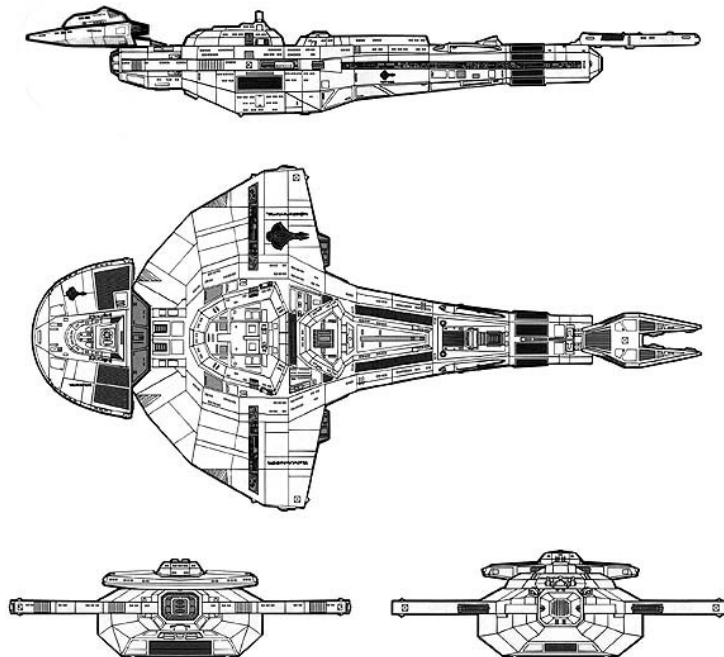
Deflector Shields CIDSS-2 (C)

Protection/Threshold 14/4

Miscellaneous

Maneuver Modifiers +3 C, -1 H, +2 T

Traits: Monotanium Plating, Spiral Wave Upgrade



Fearless Leader Class **Patrol Craft**

Production Data

Hull Data

Origin: Toren Autonomy Class and Type: *Fearless Leader* Class Patrol Craft

Structure:	25	Size: 5, 5 decks	Year Launched: 2369
Length:	180m	Crew: 128	Atmospheric Capable: Yes
Separation Systems:	None		

Operational Data

Transporters:	None		
Cargo Capacity:	50	Tractor Beams:	1a
Operations Systems	<u>Class 2 (C)</u>	Sensor Systems	<u>Class 2 (+2/C)</u>
		Life Support	<u>Class 2 (C)</u>

Propulsion Data

Impulse Engines:	Class 5 (.95c) (E)	Warp Drive:	TN-5 (Warp 5 / 7 / 8) (C)
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Tactical

<u>Phaser Cannon</u>	3 x TDM-2 (B)	<u>Torpedoes</u>	3 x Tk2IDF
Penetration	4 / 3 / 3 / 0 / 0	Penetration	4 / 4 / 4 / 4 / 0
<u>Deflector Shields</u>	CIDSS-3(C)		
Protection/Threshold	13/3		

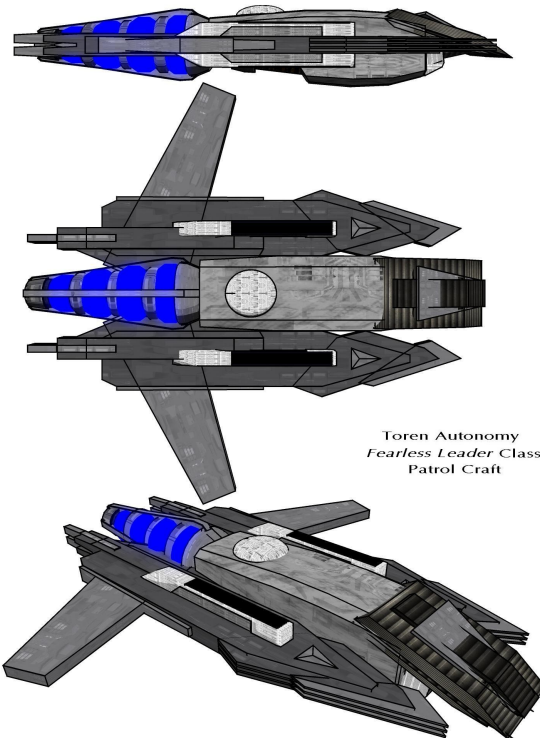
Miscellaneous

Maneuver Modifiers +1 C, +3 H, +1 T **Traits** Particle Vulnerability (Verterons). Vulnerable System: Propulsion

The *Fearless Leader* Class Patrol craft is a destroyer-sized warship built for the Toren Autonomy starting in the year 2369. The vessel is the result of an intensive research and development effort, of some Ferengi (and Romulan) technical assistance but of little real-world experience.

Starfleet Intelligence reports the top observed speed of a *Fearless Leader* Class at Warp eight. The Starfleet Corp of Engineers Development office also suggests that the M/AM reaction assembly being used by the Toren might be susceptible to verteron poisoning from contaminated fuels.

Long range scans conducted by Starfleet report the *Fearless Leader* Class are being built in three separate construction yards throughout the Toren Autonomy, at a combined rate of 5 per year. 29 are confirmed to be in service.



Maps:

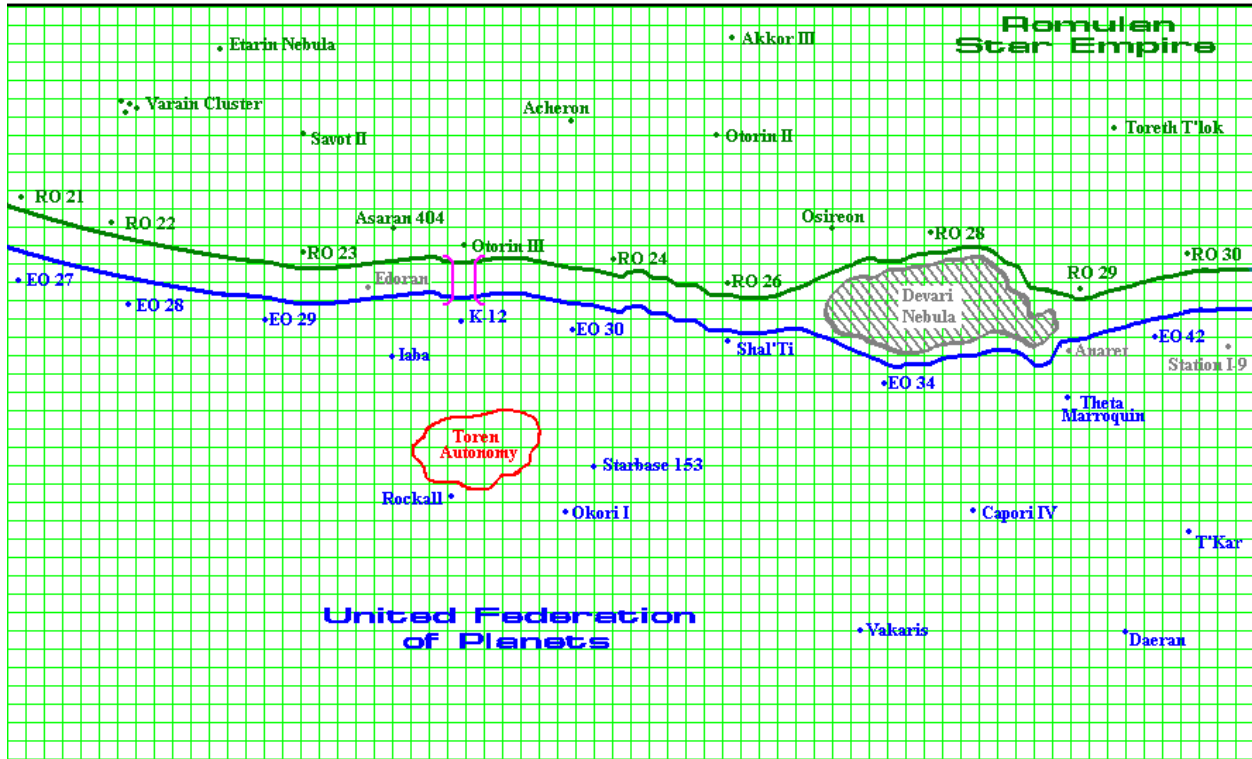
Map #1

Otorin Sector

Otorin Sector Overview

Safe Transit Corridor ↑ Galactic North

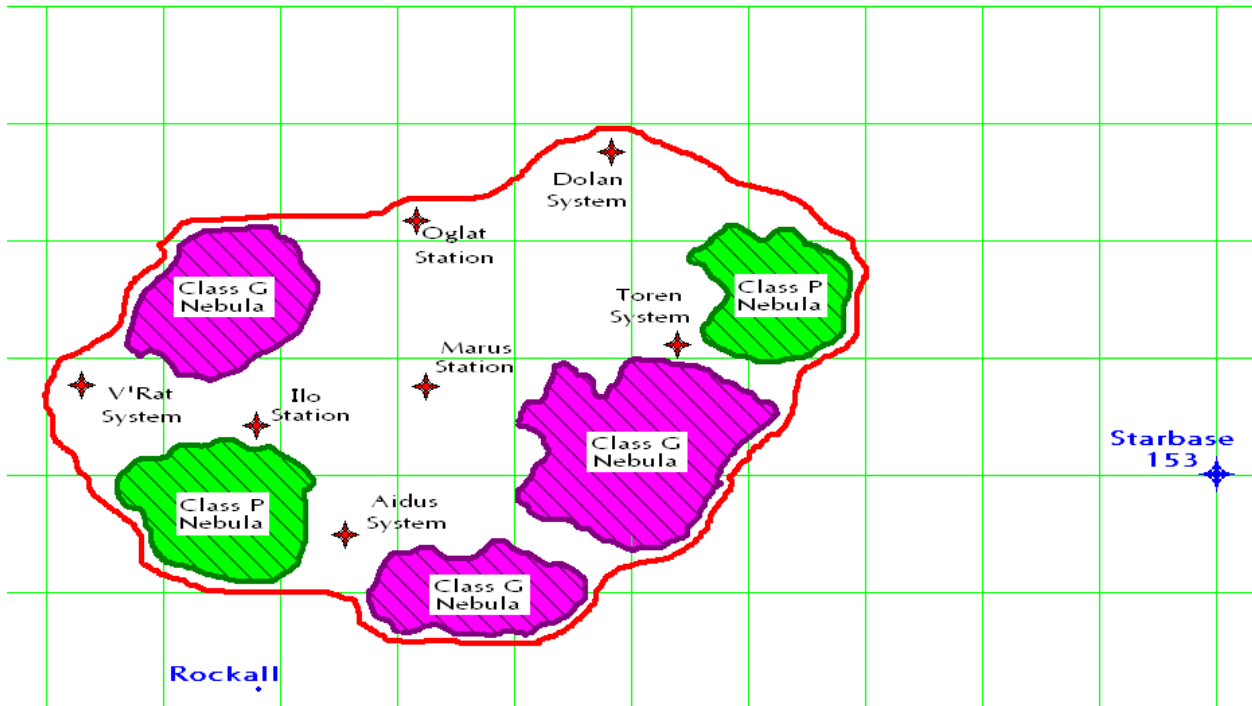
One Light Year



Map #2

Toren Autonomy

Toren Autonomy Map



Handouts:

Handout #1: Mission Orders

From: Commander, Otorin Sector Forces, Starbase 153
To: Commanding Officer, U.S.S. Springer NX-705
Commanding Officer, Force Recon Team Seven-One

Despite heavy diplomatic pressure, a interdiction of military supplies, and direct intervention, it appears that the Toren have developed a metagenic weapon capable of annihilating all life on a planet's surface, and are preparing to test this device.

The Toren development of a metagenic weapon represents an immediate and dire threat to the security of the Federation and to the balance of power in the Otorin Sector.

You are hereby directed to take all measures necessary to infiltrate Toren space, locate and destroy the weapon and the research materials surrounding it. Deniability is essential, but the weapon and attendant research must be destroyed at all costs- including the loss of *Springer* and FRT 7-1.

If necessary, *Springer* must be prepared to execute General Order 24- the sterilization of all life on the planet where the weapon is being developed. Starfleet Security has provided a certain number of toxins (some Klingon, some Cardassian in origin) which can be deployed by torpedo in order to eliminate the population in a deniable fashion.

Caution is advised: the Toren have added Cardassian-surplus *Galor* class cruisers to their inventory, and have been developing methods and tactics intended to deal with technologically advanced foes- specifically, those using transporters and cloaking devices.

Coordinates and challenge/recognition phrases have been provided for a Federation deep-cover operative on *Aidus III*. You are to contact and extract this operative, who will provide additional data on the Toren weapon and research facility.

Finally, long-range scans have detected theta band emissions which are believed to be consistent with isolytic (subspace) weapon- incidentally, also banned by treaty. If the heroes are able to learn anything about this new weapons program, more's the better- but they are not to endanger ship or crew in order to do so.

Handout #2: Political Profile: The Toren Autonomy

Author: Devoras Ral, Federation Undersecretary for Interspecies Relations

The Toren Autonomy is a small, militant, autocratic power which seized or colonized four planets and three moons in three star systems. A backwards military power, the Autonomy is socially and technology limited and isolated, possessing Tech level 6 or early Tech level 7 starships and military citadels. The vast majority of the population, on the other hand, lives in TL 4/5 hovels.

The Autonomy attempted to engage the Federation in military action roughly seventy years ago and was soundly beaten. Four Federation starships were able to route the cream of the Autonomy fleet, and after hostilities ended, the Federation ambassador advised the Toren they could come out and play after they grew up a little. Unfortunately, the Autonomy has grown more recalcitrant rather than less.

Physiology: The Toren are humanoid, with a less than 15% variation from the humanoid archetype discovered in 2369. The Toren bear prominent cranial ridges on their temples, and jawlines, with large, dark, and deep set eyes. Skin tones range from grey to dark brown, and many Toren are covered with an extremely short, fine fur.

Societal Structure: Toren society is divided into two castes: a commoner/civilian caste and a military/priesthood class. Service to the State is the primary religion in the Toren Autonomy- and the state tolerates no other loyalties. All power and prestige on Toren results from service to the State. The topmost leaders are venerated as learned elders, but are not deified.

Commoners and civilians have no political authority, but are protected by a loosely codified body of verbal law which protects basic property rights (and assumes that all wealth must be consecrated to the State).. Rank and prestige among the commoners derives from wealth and economic power, but is always subservient to the military, which holds supreme executive, military, and political authority.

Government Structure: The Toren Autonomy is comprised of an Imperial troika (three leaders entrusted with full executive power) and a "senate" comprised of fifty military and political strongmen. This structure is apparently traditional, having evolved from an elders/council of clans structure late in Toren history. Most Toren citizens are ruled with an iron-fist, are subjected to crushing taxes, and are little better than serfs.

Those in military service fair somewhat better, having the opportunity to be promoted to greater rank and political power.

The only hopes of upward mobility available to the average Toren citizen is the military, which accepts only males. Recruitment examinations occur annually, at which any adult Toren male can vie for admittance.

Examination subjects include physical conditioning, intelligence, and cunning- but not general education (which the service will provide). Only the top three percent of candidates are accepted and inducted into the service. The term of service is "for life", or until discharged due to infirmity or executed for disobedience or misconduct.

Those discharged from service due to infirmity or injury are afforded a small pension (which roughly equates to 1/4 their last pay rate). Most Toren pensioners enter into private business or politics- but even honorable and decorated veterans take a back seat to active personnel in terms of power (at least publicly).

Those guilty of disobedience, treachery, or other disloyalty are outcasts within Toren society, and most are simply executed. A handful of these unfortunates are instead offered "mercy" by their commanders and are discharged to die in disgrace. The majority of these unfortunates commit suicide, but many are killed by their former military brethren or by the common citizen- an act which is not considered murder.

The military is organized into three basic corps, each loyal to one of the three "autarchs" who govern Toren society. Promotion within each corp depends upon ability, merit,

political power, and cunning- and in theory at least, a private soldier born in poverty could eventually earn sufficient rank, power, and recognition to succeed the autarch to whom he is sworn.

Interstellar Relations: The Toren have limited trade relations, mostly with the Ferengi and the Orions. They have consistently refused overtures from the Federation, and take the occasional pot-shot at passing Federation starships.

The Toren have been observed to conduct limited trade with the Romulans, but this appears to be irregular and specific in nature (the Romulan Ambassador to the Federation has reportedly commented that the Toren are too backward to be worth the trouble).

The Toren had comparatively close ties to the Cardassians prior to the Dominion War, but the collapse of the Dominion and Central Command has rendered all such trade irregular in the extreme. Starfleet Intelligence believes a number of ex-Obsidian Order personnel may be hiding in the Autonomy, but have not been able to confirm this. They also report a handful of sightings of Breen agents on the Toren homeworld.

Aliens and outworlders are generally treated with suspicion by the Toren Autonomy, but a handful of technical advisers, merchants, and support personnel do live on the homeworld- nearly all of them in government employ.

Technological Summary: Toren spaceflight technology is late-Level 6 or perhaps early Level 7. They have antimatter powered spacecraft, beam and torpedo weaponry, and basic defensive shields, but lack transporter technology and advanced artificial intelligence computers. This level of technology is roughly comparable to Earth at the launch of the NX-01 *Enterprise*.

Toren defensive systems are believed to be vulnerable to polaron and certain tetryon-based weaponry (neither of which are employed by Starfleet).

Starfleet Intelligence reports that the Toren have had quality control problems in creating refined anti-deuterium, and the Starfleet Corps of Engineers suspects that this has led to verteron poisoning issues in both shore and space-based military power plants.

If this is true, Toren starships would be unable to transit the Bajoran wormhole without reconfiguring their shields a/o power systems.

Projections: Starfleet Intelligence and the Federation Diplomatic Corps expect little improvement in Federation-Toren relations over the short term. All overtures toward the normalization of relations between the two powers have been summarily rejected by the Toren.

Recently, the Toren seized a Federation starship- the U.S.S. *Covington* in neutral space and threatened to ransom her and her crew to the highest bidder. Swift and decisive military action secured the release of the *Covington* and her crew, but at the cost of hardening Toren resentment against the Federation.

Toren military commanders continue to push various research and development projects among their civilian populace, but these are not expected to produce significant developments in the near future.

Toren relations with others in the galaxy remain strained, and no Alpha Quadrant power seems inclined to aid them in advancing the state of their military.

Handout #3: Starship Scans

Sensor Scan: Object Number S-109

Bearing and Distance: 1.87 Light Years, Bearing 010 Mk 013^o relative

Physical Dimensions: Approximately 280 meters

General Composition: Polyduranium outer shell; verterium cortenide warp nacelles,

Emission Signatures: Federation-standard IFF signal: U.S.S. *Kirishima* NCC-62953

Active sensor scans on standard Federation frequency bands.

Ion signature consistent with Federation standard M/ARA

Classification: Federation Starship

Course and Speed: Heading 110 Mk 0^o Warp 3. CPA (Closest Point of Approach) now 183 million kilometers starboard.

Course and speed conform to standard patrol route this area.

Sensor Scan: Object Number S-110, S-111, S-112

Bearing and Distance: .63 Light Years, Bearing 272 Mk 354^o relative

Physical Dimensions: Variable by target. Average size 200 meters.

General Composition: Polyduranium outer shell; verterium cortenide warp nacelles,

Large volume/mass-to-power ratio and comparatively low energy levels.

Emission Signatures: Non- Federation IFF signals

Active sensor scans on standard civilian frequency bands.

Ion signature consistent with low-power M/ARA

Classification: Civilian starships, most likely non-Federation cargo/transport vessels.

Course and Speed: Heading 010 Mk 0^o Warp 2.6. CPA (Closest Point of Approach) now 2.86 million kilometers astern.

Course and speed coincide with entry into Toren space near Aidus system.

Sensor Scan: Object Number S-113

Bearing and Distance: .69 Light Years, Bearing 265 Mk 359^o relative

Physical Dimensions: Approximately 120 meters

General Composition: Polyduranium outer shell; verterium cortenide warp nacelles,

Emission Signatures: Federation-standard IFF signal: U.S.S. *Boldt* NCC-81972

Active sensor scans on standard Federation frequency bands.

Ion signature consistent with Federation standard M/ARA

Classification: Federation Starship

Course and Speed: Heading 010 Mk 0^o Warp 2.6. CPA (Closest Point of Approach) now 3.86 million kilometers astern.

Course and speed coincide with entry into Toren space near Aidus system.

Handout #4: Patrol Craft Profile

Fearless Leader Class

Production Data

Hull Data

Origin: Toren Autonomy	Class and Type: <i>Fearless Leader Class</i> Patrol Craft		
Size: 5, 5 decks	Year Launched: 2372		
Length: 180m	Crew: 128	Atmospheric Capable: Yes	

Operational Data

Transporters: None	Cargo Capacity: 50	Tractor Beams: 1a
Sensor Systems <u>Class 2 (+2/C)</u>	Operations Systems <u>Class 2 (C)</u>	Life Support <u>Class 2 (C)</u>

Propulsion Data

Sublight Speed: .95c	Top Warp Drive: Warp 5 / 7 / 8
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Tactical

3 Beam Emitter Arrays, 3 Torpedo Arrays

The *Fearless Leader Class* Patrol craft is a destroyer-sized warship built for the Toren Autonomy starting in the year 2369. The vessel is the result of an intensive research and development effort, of some Ferengi (and Romulan) technical assistance but of little real-world experience.

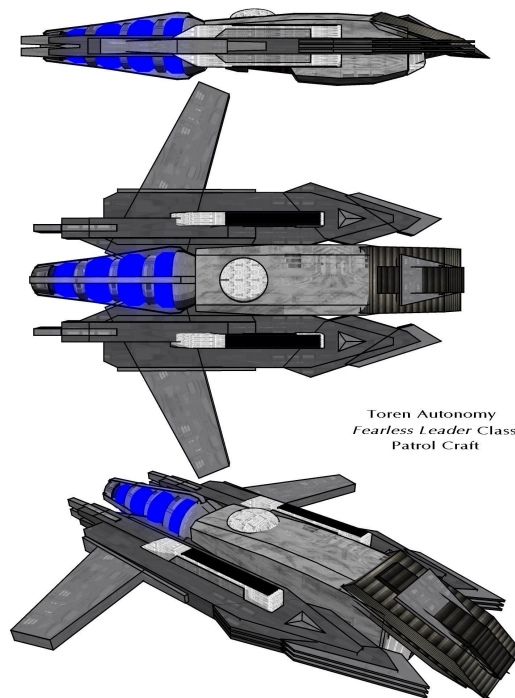
Toren military forces have been essentially confined to their own borders since 2294, when a single four-ship Starfleet task group routed the combined force of Toren arms.

After the humiliation at the one-sided loss, the Toren government has pursued a relentless policy of R&D and rearmament, an effort hampered by the poor state of the Toren industrial infrastructure, the generally low levels of literacy among the Toren populace, and the lack of amenable contacts in the surrounding star systems.

Toren starships use a characteristic “beehive” propulsion pod, which consists of a framework of verterium-cortenide warp coils surrounding a compact matter/anti-matter intermix chamber and a large impulse fusion chamber. High-energy plasma and fuel by-products from the M/AM reaction assembly are fed directly into the fusion chamber and then either directed outboard as real-time thrust or channeled into the warp coils for FTL travel.

The arrangement is mechanically simple and easy to maintain, and provides a faster response time, but results in higher radiation levels, radically-shorter engine-frame lifespans, and greatly increased maintenance costs. The single propulsion pod also results in a lack of fine control of the continuum-distortion field (reducing both FTL maneuverability and top speed).

Long range scans conducted by Starfleet report the *Fearless Leader Class* are being built in three separate construction yards throughout the Toren Autonomy, at a combined rate of 5 per year. 29 are confirmed to be in service.



Toren Autonomy
Fearless Leader Class
Patrol Craft

Handout #5: Patrol Craft Scan

Physical Dimensions: 180 meters

General Composition: Polyduranium outer shell; verterium cortenide warp nacelle,

Atmosphere: Toren-terrestrial Standard

Hydrosphere: 18% humidity

Internal Temperature: 26.6° Celsius

Internal Humidity: 18 %

Life Signs: 128

Organic Matter: Numerous Discrete Traces

Power Sources: Toren "Beehive" M/ARA and Deuterium-fusion main propulsion

Emission Signatures: Toren IFF signal- variable by target

Anomaly: Low-power thoron emission from main navigational deflector. scan level, Encrypted, repeating IFF signal on Toren navigation/shipping control frequency.

Classification: Toren *Fearless Leader* Class Escort

Origin: Toren Autonomy

Year Launched/First Encountered: 2369

Systems Analysis:

Structural Integrity: 100% nominal

Weapons Systems: Offline- **Hot Standby**
3 Spiral Wave Disruptor Batteries
3 Photon Torpedo tubes.

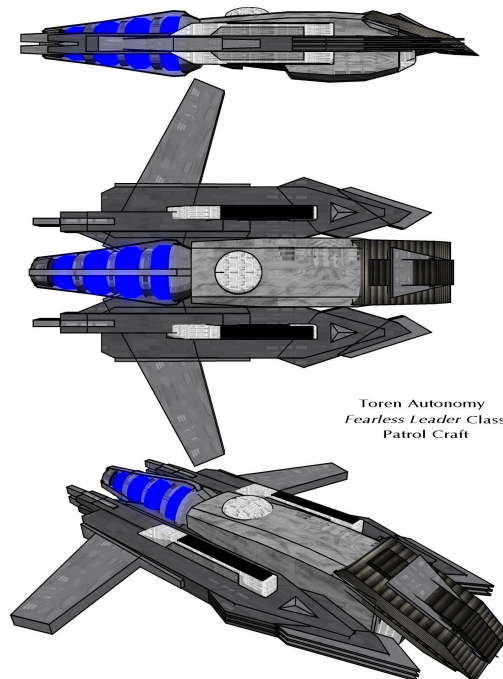
Shields: Online

Propulsion Systems: **Online**- Toren "Beehive" propulsion pod
(Warp 5 nominal, Warp 8 emergency)

Sensors: Online- Active and Passive Modes

Anomaly: Thoron emissions constitute possible scanning beam

Life Support: **Online**- Nominal



Toren Autonomy
Fearless Leader Class
Patrol Craft

Handout #6: Object Scan

Sensor Scan: Object Number S-1029

Physical Dimensions: 1.8 x .7 x .6 meters

General Composition: Toranium Boronate Outer shell, anti-matter warhead

Atmosphere: N/A

Hydrosphere: N/A

Internal Temperature: 2.3^o Celsius

Internal Humidity: 12 %

Life Signs: None

Organic Matter: Indeterminate

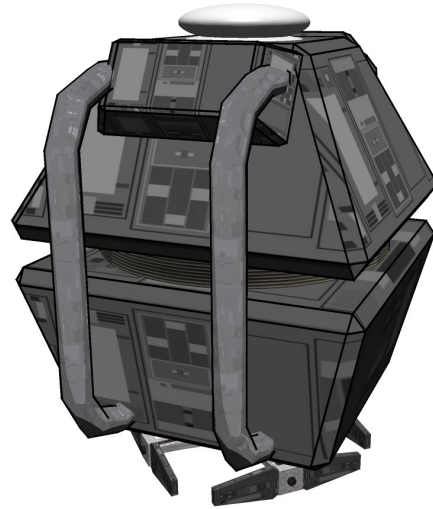
Power Sources: Indeterminate-
Possible Isotolium ampule
Power cell

Emission Signatures: None
Anomaly- Sensor Signature

Return is 35% of level expected for an object this size.
Sensor Absorbing Material likely used in construction

Classification: Indeterminate

Systems Analysis: Indeterminate



Handout #7: Object Scan

Sensor Scan: Object Number S-210

Physical Dimensions: 1.8 x .7 x .6 meters

General Composition: Toranium Boronate

Outer shell

Atmosphere: N/A

Hydrosphere: N/A

Internal Temperature: 2.3^o Celsius

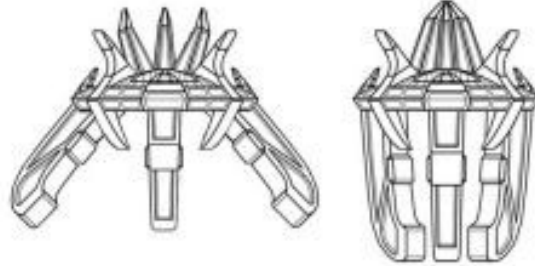
Internal Humidity: 0 %

Life Signs: None

Organic Matter: Indeterminate

Power Sources: Indeterminate- Possible Isotolium ampule power cell

Emission Signatures: None



Classification: Cardassian Orbital Weapons Platform

Systems Analysis:

Structural Integrity: 100% nominal

Weapons Systems: Online- Hot Standby

3 Spiral Wave Disruptor Batteries

1000 plasma torpedoes

Shields: Online

Propulsion Systems: Orbital thrusters only.

Sensors: Online- Active and Passive Modes

Life Support: N/A

Handout #9: Galor Class Profile

Sensor Scan: Object Number S-1385

Physical Dimensions: 481 meters

General Composition: Polyduranium outer shell; verterium cortenide warp nacelle,

Atmosphere: Toren-terrestrial Standard

Hydrosphere: 18% humidity

Internal Temperature: 26.6^o Celsius

Internal Humidity: 18 %

Life Signs: 311 (98% Toren, 1% Cardassian, 1% Indeterminate)

Organic Matter: Numerous Discrete Traces

Power Sources: M/ARA Main propulsion

Deuterium-fusion secondary propulsion/auxiliary power

Cardassian standard EPS distribution grid.

Emission Signatures: Toren IFF signal- cruiser *Belerast*

Anomaly: Low-level, encrypted, repeating IFF signal on Toren navigation/shipping control frequency.

Classification: Toren Variant *Galor* Class Battlecruiser

Origin: Cardassian Union

Year Launched/First Encountered: 2355

Systems Analysis:

Structural Integrity: 100% nominal

Weapons Systems: Online- **Hot Standby**

5 Spiral Wave Disruptor Batteries

Anomaly: Photon Torpedo array previously unknown this class.

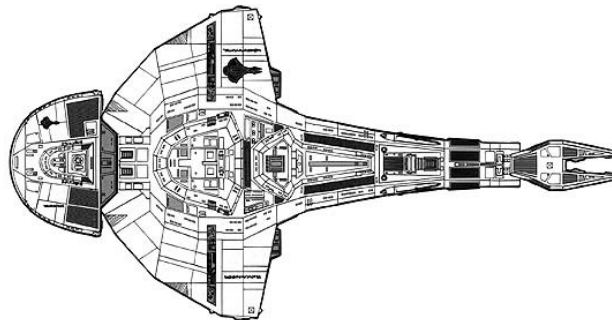
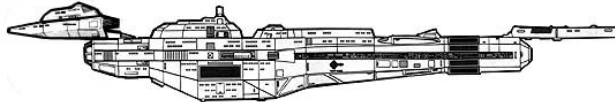
Shields: Online

Propulsion Systems: **Online**- Cardassian Type 5 Warp Drive

(Warp 5 nominal, Warp 9.7 emergency)

Sensors: **Online**- Active and Passive Modes

Life Support: **Online**- Nominal



Fleet Recon Team Seven-One

Fleet Recon Team Seven-One is a covert/special operations team which originally “stood to” at the order of Starfleet Admiral Thomas Kincaid, Commander of the 14th Starfleet.

Force Recon Team Seven-One is a special operations team attached to the 22nd Marine Expeditionary Unit, 4th Starfleet Marines, operating on detached duty. Organized, recruited, and trained at Starbase 153, Team Seven-One remains homeported at that same facility.

Fleet Recon Team Seven-One saw extensive action during and following the Dominion War, and conducted a variety of missions, including the rescue of Federation Ambassador Thomas Greene, the destruction of a Jem'Hadar ketracel white shipment, the destruction of the Dominion communications relay over Ivor Prime, and the rescue of the passengers of *Princess Olivia*, taken hostage by Orion pirates.

Operating under the authority of Commander, 14th Starfleet, Fleet Recon Team Seven-One carries out diplomatic escort, intelligence-gathering, hostage rescue, demolitions, sabotage, and hazardous-environment missions throughout the three sectors administered by Starbase 153.

Fleet Recon Team Seven-One Roster

<u>Position</u>	<u>Name</u>	<u>Species</u>	<u>Rank</u>
Commanding Officer/Six	Daniel Hobbes	Human	<i>1st Lieutenant</i>
Executive Officer/Five	Donald Brooks	Human	<i>Gunnery Sergeant</i>
Medic/Four	Timor Gatan	Trill (Unjoined)	<i>Petty Officer 3rd Class</i>
Engineer/Tech/Three	Blake	Human	<i>Lance Corporal</i>
Sciences/Computer/Three	Spencer MacKenzie	Human	<i>Corporal</i>
Scout/One	Emari ir'I Idrani	Andorian	<i>Corporal</i>

Hobbs, Daniel- 1st Lieutenant, FRT 7-1. Daniel Hobbs is an orphan raised by his maternal uncle- Starfleet Admiral William Lars. Upon coming of age, Hobbs joined the Starfleet Marines, graduated near the top of his academy class, and completed several tours of duty with the Federation embassies to the Deltans and to the Klingon Empire with high marks.

Excelling at his duties, Lieutenant Hobbs was recruited for the Fleet Recon force, where his skill and leadership led to his assignment as Commanding Officer, Fleet Recon Team Seven-One.

Brooks, Donald- Gunnery Sergeant, FRT 7-1. At age thirty-four, Gunnery Sergeant

(“Gunny”) Brooks is the oldest member of the Fleet Recon Team. He is also a consummate professional and an experienced veteran. While 1st Lieutenant Hobbs concentrates on accomplishing the mission at hand, Chief Brooks (as senior NCO) ensures that all hands work together efficiently as a team. Alternately serving as a drill instructor, father-figure, technical expert, and on-call pain-in-the-butt, Brooks works as hard as any officer to mold the crew into an efficient fighting unit.

Blake- Lance Corporal, FRT 7-1. Blake's specific background remains classified by order of Starfleet Command- though it has been confirmed that he is phenomenally healthy and fit, and lacking in basic socialization and cultural skills.

Blake joined the Starfleet Marines because he was (in his own words) already accustomed to the regimented lifestyle involved, and because it allowed him “to make a difference”.

Gatan, Timor- Corpsman Petty Officer Third Class, FRT 7-1. Gatan was rejected as a candidate for joining under mysterious circumstances, and left the Trill homeworld soon thereafter. After a number of years wandering in a variety of capacities (mostly as a merchant crewman), he enlisted in Starfleet in the wake of the Dominion War.

ir'I Idrani, Emari- Corporal, FRT 7-1. The sole female on Team Seven-One, Emari is a consummate hunter and stalker- skills she's honed to near perfection. As the Team's scout, Emari tends to operate semi-independently of the group in the field, using her skills at stealth and stalking (and her keen senses) to their fullest advantage. A passionate woman, Emari effects an amused tolerance and cool detachment at the exploits of her team mates.

MacKenzie, Spencer- Corporal, FRT 7-1. MacKenzie is Team Seven-One's resident practical joker. There's nothing he likes more- not wine, women, nor song- than a bit of technically induced mischief. A naturally talented engineer and technician, the reports are that MacKenzie was denied an application to Starfleet Academy due to criminal prosecutions for some of his earlier exploits. MacKenzie exudes a devil-may-care nonchalant, and displays proper military discipline only under duress- but keeps his uniforms, equipment, and weapons meticulously clean.

Starfleet Bureau of Personnel

Starfleet Command

Daniel Hobbs

Age: 28
Species: Human
Homeworld: Earth
Gender: Male
Eyes: Brown
Hair: Red

Rank: 1st Lieutenant, Starfleet Marines

Current Assignment:

Commanding Officer/Six, Force Recon Team Seven-One

Profile/History:

1st Lieutenant Daniel Hobbs was orphaned at age eight when his parents were killed under mysterious circumstances, and was left in the custody of his uncle- Starfleet Admiral Phillip Lars.

Upon coming of age, Hobbs joined the Starfleet Marines, graduated near the top of his academy class, and completed several tours of duty with the Federation embassies to the Deltans and to the Klingon Empire with high marks.

Excelling at his duties, Lieutenant Hobbs was recruited for the Fleet Recon force, where his skill and leadership led to his assignment as Commanding Officer, Fleet Recon Team Seven-One.

Psychological Profile:

At age twenty eight, Lieutenant Hobbs is a man with a mission and a secret- his parents were smugglers for the Orion Syndicate, and occasionally took him along for the ride. As much to cleanse his family name as from a sense of duty, young Daniel joined the Starfleet Marines without revealing his family's questionable past.

Attributes

Str 9 (+1) **Agil** 11 (+2)* **Int** 12 (+2) **Vit** 10 (+2) **Prs** 7 (+0)* **Per** 8 (+1)

Quickness +4 **Savvy** +1 **Stamina** +2 **Willpower** +2*

Miscellaneous Scores

Courage: 4 **Health:** 11 **Renown:** 4 **Advancements:** 7

Defense: 9
Initiative: +0

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat- Simple	AGL	+2	+2		+4	
Athletics	STR	+1	+1		+2	(Running)
Computer Use	INT	+2	+3		+5	(Retrieval)
Enterprise- Administration	INT	+2	+2		+4	(Starfleet)
Enterprise- Streetwise	INT	+2	+1		+3	
Influence	PRS	+0	+1		+1	
Knowledge- Politics	INT	+2	+5		+7	(Federation)
Knowledge:Culture	INT	+2	+3		+5	(Human)
Knowledge:History	INT	+2	+3		+5	(Federation)
Knowledge:Specific World	INT	+2	+3		+5	(Earth)
Language- Deltan	INT	+2	+4		+6	

Language- Fed Standard	INT	+2	+4		+6	
Language- Klingonese	INT	+2	+4		+6	
Negotiate	INT	+2	+1		+3	
Ranged Combat:Energy	AGL	+2	+4		+6	(Phaser) (Phaser Rifle)
Repair	INT	+2	+1		+3	
Stealth	AGL	+2	+4		+6	
Survival	PER	+1	+3		+4	(Tracking)
System Engineering	INT	+2	+3		+5	(Phaser Artillery)
System Operation	INT	+2	+2		+4	(Command)
Tactics	INT	+2	+3		+5	(Small Unit, Infantry)
Unarmed Combat	AGL	+2	+3		+5	(Starfleet Martial Arts)

Professional Abilities:

Covert Ops: Hobbs knows how to use cover to his best advantage and gains a +2 bonus to *Stealth* tests.

Insight: Having spent several years around diplomats and those who seek their favor, Hobbs has learned to see through lies. When making a Savvy check, Hobbs rolls 3 dice (instead of two) and keeps the highest two numbers.

Starship Duty: 1st Lieutenant Hobbs has received all the training necessary to serve aboard a starship.

Starship/Starbase Protocols: Growing up the favored nephew of a Starfleet Admiral gives 1st Lieutenant Hobbs an edge in navigating Starfleet bureaucracy. He receives a +4 bonus to *Administration (Starfleet)* tests.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Hobbs a +2 bonus to his *Quickness* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/ Flaws:

Command (2): 1st Lieutenant Hobbs is fully qualified to command Force Recon Team Seven-One.

Contacts (Orion Syndicate-Streetwise): Should he ever be desperate enough to use them, Hobbs has contacts in the Orion Syndicate (people who knew his parents) and gains a +2 to *Streetwise* tests when using these contacts.

Dark Secret (Orion Syndicate): Despite his own unblemished career, the involvement of his parents in the Orion Syndicate is an ongoing source of pain and shame to 1st Lieutenant Hobbs.

Dodge: Hobbs is especially fast on his feet and gains a +3 bonus to *Quickness* when making Dodge actions.

Innovative (2): Embassy duty (among the “movers and shakers” has allowed Hobbs to learn the *Starship/Starbase Protocols* and *Insight* Professional Abilities,

Promotion 2: Hobbs holds the rank of 1st Lieutenant in the Starfleet Marine Corps.

Fit: Hobb's disciplined physical fitness grants him a +1 bonus to all Physical tests.

Starfleet Bureau of Personnel

Starfleet Command

Donald Brooks

Age: 34
Species: Human
Homeworld: Earth
Gender: Male
Eyes: Brown
Hair: Red

Rank: Gunnery Sergeant, Starfleet Marines
Current Assignment: Executive Officer/Five, Force Recon Team Seven-One

Profile/History:

At age thirty-four, Gunnery Sergeant Brooks is the oldest member of Fleet Recon Team Seven-One. He is also a consummate professional and an experienced veteran. While Lieutenant Hobbs concentrates on accomplishing the mission at hand, Chief Brooks (as senior NCO) ensures that all hands work together efficiently as a team.

Psychological Profile:

Gunnery Sergeant Brooks is a sixteen year veteran of the Starfleet Marines, and is a keeper of the tradition. In addition to carrying out the mission at hand, Brooks sees it as his job to shape the next generation of Starfleet Marine- both officer and enlisted man.

To Brooks, this is a sacred trust, and he will spare no effort and no amount of sweat or pain to achieve it. He keeps himself perfectly fit through rigorous exercise and is a recruiting-poster example of the perfect Marine NCO.

Alternately serving as a drill instructor, father-figure, technical expert, and on-call pain-in-the-butt, Brooks works as hard as any officer to mold the crew into an efficient fighting unit.

Attributes

Str 9 (+1) **Agl** 11 (+2)* **Int** 11 (+2)* **Vit** 9 (+1) **Prs** 7 (+0) **Per** 9 (+1)
Quickness +2 **Savvy** +1 **Stamina** +1 **Willpower** +4*

Miscellaneous Scores

Courage: 4 **Health:** 10 **Renown:** 13 **Advancements:** 10

Defense: 9
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+5		+6	(Running)
Computer Use	INT	+2	+3		+5	(Retrieval)
Demolitions	INT	+2	+4		+6	
Enterprise- Streetwise	INT	+2	+3		+5	
Enterprise-Administration	INT	+2	+3		+5	(Starfleet)
Investigate	PER	+1	+3		+4	
Knowledge:Culture	INT	+2	+3		+5	(Human, Romulan)
Knowledge:History	INT	+2	+4		+6	(Human, Romulan)
Knowledge:Specific World	INT	+2	+3		+5	(Earth)
Language- Fed Standard	INT	+2	+4		+6	
Language- Romulan	INT	+2	+3		+5	

Ranged Combat:Energy	AGL	+2	+4		+6	(Phaser) (Phaser Rifle)
Repair	INT	+2	+3		+5	
Stealth	AGL	+2	+5		+7	
Structural Engineering	INT	+2	+4		+6	(Architecture)
Survival	PER	+1	+3		+4	(Tracking)
System Operation	INT	+2	+3		+5	
Tactics	INT	+2	+4		+6	(Small Unit)
Unarmed Combat	AGL	+2	+7		+9	(Starfleet Martial Arts)

Professional Abilities:

Covert Ops: “Gunny” Brooks knows how to use cover to his best advantage and gains a +2 bonus to *Stealth* tests.

Mission Specialist: “Gunny” Brooks specialized in Structural Engineering early in his career, and developed this as a professional skill for the purposes of advancement.

Requisitioning- “Gunny” Brooks maintains an informal network of contacts in both Starfleet and the Starfleet Marines and may attempt to use those contacts (an *Enterprise-Administration* test) to gain special a/o unusual equipment for use during a mission. Target numbers are as follows: special equipment (TN 5), special weaponry (TN 10), and explosives or restricted weaponry (TN 15). On a marginal success, the gear is available in 1-3 days. On a complete success, 12-24 hours, and on an Extraordinary success, the gear is available in 4-8 hours.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Brooks a +2 bonus to his *Willpower* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/ Flaws:

Command (1): Gunnery Sergeant Brooks is fully qualified to act as executive officer of Team Seven-One.

Innovative (2): Through his long experience, “Gunny” Brooks has learned the Covert Ops, Mission Specialist, and Requisitioning Professional Abilities.

Promotion E-6: Brooks holds the enlisted rank of Gunnery Sergeant in the Starfleet Marine Corps.

Fit: Brook's long record of disciplined physical fitness grants him a +1 bonus to all Physical tests.

Starfleet Bureau of Personnel

Starfleet Command

Emari ir' Idrani

Age: 23
Species: Andorian
Homeworld: Andoria
Gender: Female
Eyes: Blue
Hair: White

Rank: Corporal

Current Assignment:
 Scout/One, Force Recon Team Seven-One

Profile/History:

Emari ir' Idrani is the daughter of a clan chieftain in a remote section of northern Andoria, and has been hunting almost since she could walk. After several years with her clan militia, Emari decided that her calling lay off-planet and enlisted in the Starfleet Marines.

After excelling in several assignments, Emari was recruited for Team Seven-One.

Psychological Profile:

The sole female on Team Seven-One, Emari is a consummate hunter and stalker- skills she's honed to near perfection. As the Team's scout, Emari tends to operate semi-independently of the group in the field, using her skills at stealth and stalking (and her keen senses) to their fullest advantage. A passionate woman, Emari effects an amused tolerance and cool detachment at the exploits of her team mates.

Attributes

Str 9 (+1) **Agl** 9 (+1)* **Int** 9 (+1)* **Vit** 9 (+1) **Prs** 7 (+0) **Per** 9 (+1)

Quickness +2* **Savvy** +2 **Stamina** +1 **Willpower** +1

Miscellaneous Scores

Courage: 3 **Health:** 10 **Renown:** 1 **Advancements:** 5

Defense: 8
Initiative: +2

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat-Simple	AGI	+1	+5	+1	+7	
Athletics	STR	+1	+4		+5	(Running)
Computer Use	INT	+1	+2		+3	(Retrieval)
Demolitions	INT	+1	+3		+4	
Knowledge:Culture	INT	+1	+4		+5	(Andorian)
Knowledge:History	INT	+1	+3		+4	(Federation)
Knowledge:Specific World	INT	+1	+3		+4	(Andoria)
Language- Andorian	INT	+1	+4		+5	
Language- Fed Standard	INT	+1	+4		+5	
Ranged Combat:Energy	AGL	+1	+7		+8	(Phaser) (Phaser Rifle)
Repair	INT	+1	+3		+4	
Stealth	AGI	+1	+5		+6	
Survival	PER	+1	+6		+7	(Tracking)

System Operation	INT	+1	+3		+4	
Unarmed Combat	AGL	+1	+5		+6	(Starfleet Martial Arts)

Professional Abilities:

None

Species Abilities:

Antennae: Andorians sense a great deal about their environment through their antennae, and gain a +2 species bonus to tests involving sensing the area immediately around them (three meters or less) (including *Observe (Spot)* and *(Listen)* tests).

High Pain Threshold: Andorians are a hardy species accustomed to physical discomfort, and reduce TN penalties due to pain or injury by -2.

Keth- Idrani: The Idrani are trained as warriors from an early age and gain a +1 to either *Armed Combat* or *Ranged Combat* skill at character creation.

Redundant Circulation: Andorians have a two-layered circulatory system that allows them to ignore TN penalties for uncomfortable or extreme cold. This does unfortunately, render them more vulnerable to certain toxins (-1 to *Stamina* tests to resist poison).

Edges/ Flaws:

Promotion 3: Emari holds the enlisted rank of Corporal in the Starfleet Marine Corps.

Suit-Trained: Emari does not suffer the penalties normally associated with the use of an environmental suit.

Starfleet Bureau of Personnel

Starfleet Command

Timon Gatan

Age: 22
Species: Trill
Homeworld: Trill
Gender: Male
Eyes: Brown
Hair: Brown

Rank: Corpsman Petty Officer Third Class

Current Assignment:
 Medic/Four, Force Recon Team Seven-One

Profile/History:

Gatan was a high-profile medical student and a candidate in the Symbiote program till he was caught experimenting with illegal narcotics, at which point he was dismissed from the program (though his record was sealed by the Commission).

Gatan flirted with severe depression and spent a number of years wandering in a variety of capacities (mostly as a merchant crewman), before enlisting in Starfleet.

Based on his prior academic record, Gatan easily qualified for the independent duty corpsman program, and was assigned to the 22nd MEU.

Psychological Profile:

Gatan has more or less recovered his equilibrium in the wake of his humiliating dismissal from the Symbiote Program, but remains closed and secretive about his past. He is aloof, but not morose, withdrawn, but not forbidding.

Starfleet Command is aware of his drug conviction, but has chosen not to make those prior events part of his public record. Despite this, Gatan lives in fear that his dark secret may come back to haunt him once more.

Attributes

Str 8 (+1) **Agl** 8 (+1)* **Int** 10 (+2)* **Vit** 8 (+1) **Prs** 9(+1)* **Per** 8 (+1)

Quickness +1 **Savvy** +1 **Stamina** +1* **Willpower** +2

Miscellaneous Scores

Courage: 3 **Health:** 9 **Renown:** 1 **Advancements:** 5

Defense: 8
Initiative: +1

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Athletics	STR	+1	+3		+4	
Computer Use	INT	+2	+4		+6	(Retrieval)
First Aid	INT	+2	+5	+1	+8	
Knowledge:Culture	INT	+2	+4		+6	(Federation)
Knowledge:History	INT	+2	+4		+6	(Federation)
Knowledge:Specific World	INT	+2	+4		+6	(Trill)
Knowledge:Politics	INT	+2	+2		+4	(Trill Symbiosis Commission)
Language- Fed Standard	INT	+2	+4		+6	
Language- Trill	INT	+2	+4		+6	
Medicine	INT	+2	+5	+1	+8	(Combat Trauma)

Ranged Combat:Energy	AGL	+1	+4		+5	(Phaser)
Repair	INT	+2	+2		+4	
Physical Science	INT	+2	+3		+5	(Chemistry)
Survival	PER	+1	+3		+4	
System Operation	INT	+2	+3		+5	(Flight Control)
Unarmed Combat	AGL	+1	+3		+4	(Starfleet Martial Arts)

Professional Abilities:

None

Species Abilities:

Joined: Gatan (like most other Trill) can be joined to a symbiont, though he was rejected from the program by the Symbiont Commission.

Skilled: Trill place an emphasis on education from very early in life, and as a result, Trill characters gain +2 skill picks at character creation.

Edges/ Flaws:

Cultural Flexibility: Gatan is very cosmopolitan and is unfazed by other cultures, and gains a +2 to Social tests involving species other than his own.

Meticulous: Gatan gains a +1 to cumulative Extended tests.

Multi-Tasking: Gatan may treat a full-round action as two actions and take additional actions at the standard penalty.

Dark Secret: Despite the fact that Starfleet Command has chosen not to include his prior drug convictions in his official record, Gatan worries that word will leak out and destroy his reputation once more.

Promotion 3: Gatan holds the enlisted rank of Petty Officer Third Class in Starfleet.

Suit-Trained: Gatan does not suffer the penalties normally associated with the use of an environmental suit.

Starfleet Bureau of Personnel

Starfleet Command

Blake

Age: 8
Species: Human
Homeworld: Nevari Prime
Gender: Male
Eyes: Green
Hair: Brown

Rank: Lance Corporal

Current Assignment:
 Engineer/Tech/Three, Force Recon Team Seven-One

Profile/History:

Corporal Blake is the result of a series of unauthorized cloning experiments conducted on Nevari Prime, with the intent of creating a super-soldier (much like the Eugenics programs of late 20th Century Earth).

Blake was rescued by Starfleet at age 5 (though he'd already achieved the physical maturity of a late adolescent), and following an "acclimation" period, he was released from Federation custody.

Blake's genetic resequencing endows him with above average physical attributes, but has severely and artificially curtailed his effective lifespan. Blake is not expected to live more than twenty years.

Psychological Profile:

Blake was raised in an extremely limited clinical environment, and as a result, was deprived of most cultural, historical, and social skills. This profound lack (along with his ingrained stoicism) and the clinical cultural conditioning has left him somewhat innocent, very stoic, and occasionally awkward. There is much about human society and customs that he still does not understand.

Lacking normal socialization skills, Blake joined the Starfleet Marines because he was already accustomed to the regimented lifestyle involved, and because it allowed him "to make a difference".

Attributes

Str 10 (+2) **Agl** 10 (+2)* **Int** 10 (+2) **Vit** 10 (+2) **Prs** 7(+0) **Per** 8 (+1)*
Quickness +4* **Savvy** +1 **Stamina** +2 **Willpower** +2

Miscellaneous Scores

Courage: 4 **Health:** 13 **Renown:** 1 **Advancements:** 5

Defense: 9
Initiative: +4

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGI	+2	+2	+1	+5	
Athletics	STR	+2	+3	+1	+6	(Running)
Computer Use	INT	+2	+3		+5	(Invasion)
Demolitions	INT	+2	+4	+1	+7	
First Aid	INT	+2	+2	+1	+5	
Knowledge:Culture	INT	+2	+1		+3	
Knowledge:History	INT	+2	+1		+3	
Knowledge:Specific World	INT	+2	+1		+3	(Nevari Prime)
Language- Fed Standard	INT	+2	+4		+6	

Observe	PER	+1	+2	+1	+4	
Ranged Combat:Energy	AGL	+2	+4	+1	+7	(Phaser) (Phaser Rifle)
Repair	INT	+2	+2	+1	+5	
Survival	PER	+1	+3	+1	+5	
System Engineering	INT	+2	+5		+7	
System Operation	INT	+2	+4	+1	+7	
Unarmed Combat	AGL	+2	+4	+1	+7	(Starfleet Martial Arts)

Professional Abilities:

Battle-Hardened: Blake has learned to function despite pain and injury. He gained +1 Health (already factored in) and reduces his TN modifier from pain and injury by -1

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given Blake a +2 bonus to his *Quickness* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/ Flaws:

Addiction (Enhanced Metabolism): Blake's genetic modifications grant him a number of bonuses, but only at a cost- he must eat half again as much per day as a normal human being in order to fuel his voracious metabolism.

Excellent Metabolism: Blake gains a +4 bonus to tests to resist poison and illness.

Dark Secret: Blake is the result of illegal experiments in genetic engineering and is not expected to see his 20th birthday, neither of which fact does he want widely known.

Fit: Blake's great physical fitness grants him a +1 bonus to all Physical tests.

Great Vitality: Blake's metabolism grants him a +5 bonus to rolls to Stabilize him after injury, and a +4 to weekly (or bi-weekly) *Stamina* tests to recover lost wound points.

High Pain Threshold: Blake's clinical life and genetic dispositions has taught him to endure higher levels of pain than normal. He reduces all TN penalties due to pain and injury by -2.

Innovative: Blake has learned the Battle-Hardened Professional Ability.

Promotion 2: Blake holds the enlisted rank of Lance Corporal in the Starfleet Marine Corp.

Rapid Healing: Blake heals at twice the rate of a normal human (recovery 2 points per day of natural healing).

Suit-Trained: Blake does not suffer the penalties normally associated with the use of an environmental suit.

Starfleet Bureau of Personnel

Starfleet Command

Spencer MacKenzie

Age: 22
Species: Human
Homeworld: Luna
Gender: Male
Eyes: Brown
Hair: Light-Brown

Rank: Corporal

Current Assignment:

Sciences/Computer/Two, Force Recon Team Seven-One

Profile/History:

A naturally talented engineer and technician, the reports are that MacKenzie was denied an application to Starfleet Academy due to criminal prosecutions for some of his earlier exploits.

Psychological Profile:

MacKenzie is Team Seven-One's resident practical joker. There's nothing he likes more- not wine, women, nor song- than a bit of technically induced mischief. MacKenzie exudes a devil-may-care nonchalance, and displays proper military discipline only under duress- but keeps his uniforms, equipment, and weapons meticulously clean.

Attributes

Str 6 (+0) **Agl** 9 (+1)* **Int** 10 (+2) **Vit** 10 (+2) **Prs** 6(+0) **Per** 9 (+1)*

Quickness +3* **Savvy** +1 **Stamina** +2 **Willpower** +2

Miscellaneous Scores

Courage: 4 **Health:** 11 **Renown:** 1 **Advancements:** 5

Defense: 8
Initiative: +3

Skills:

Skill Name	Attr	Mod	Level	Misc	Total	Specializations
Armed Combat	AGI	+1	+2		+3	
Athletics	STR	+0	+1		+1	(Running)
Computer Use	INT	+2	+5		+7	(Hacking)
Conceal	INT	+2	+5		+7	
Demolitions	INT	+2	+4		+6	
Knowledge:Culture	INT	+2	+4		+6	
Knowledge:History	INT	+2	+4		+6	(Federation)
Knowledge: Religion	INT	+2	+4		+6	
Knowledge:Specific World	INT	+2	+4		+6	(Luna)
Language- Fed Standard	INT	+2	+4		+6	
Physical Science	INT	+2	+3		+5	
Ranged Combat:Energy	AGL	+2	+5		+7	(Phaser) (Phaser Rifle)
Repair	INT	+2	+3		+5	
Survival	PER	+1	+2		+3	
System Engineering	INT	+2	+5		+7	Environmental Systems

System Operation	INT	+2	+4		+6	
Unarmed Combat	AGL	+2	+3		+5	

Professional Abilities:

Fix-It: MacKenzie may use any of the Repair specializations untrained.

Species Abilities:

Adaptable: Humans thrive in even the harshest conditions and climes. Human adaptability has given MacKenzie a +2 bonus to his *Quickness* reaction.

Human Spirit: The humans of Earth are a driven, vital, and versatile species. Human characters begin the game with 4 courage points (instead of the usual 3).

Skilled: Humans tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Edges/ Flaws:

Innovative: MacKenzie has gained the Fix-It Professional Ability.

Promotion- E-3: MacKenzie holds the rank of Corporal in the Starfleet Marines.

