

# BEYOND THE FINAL FRONTIER

THE UNOFFICIAL STAR TREK RPG WEBZINE

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**BEYOND THE FINAL FRONTIER:  
THE UNOFFICIAL STAR TREK RPG MAGAZINE**

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# From the Editor

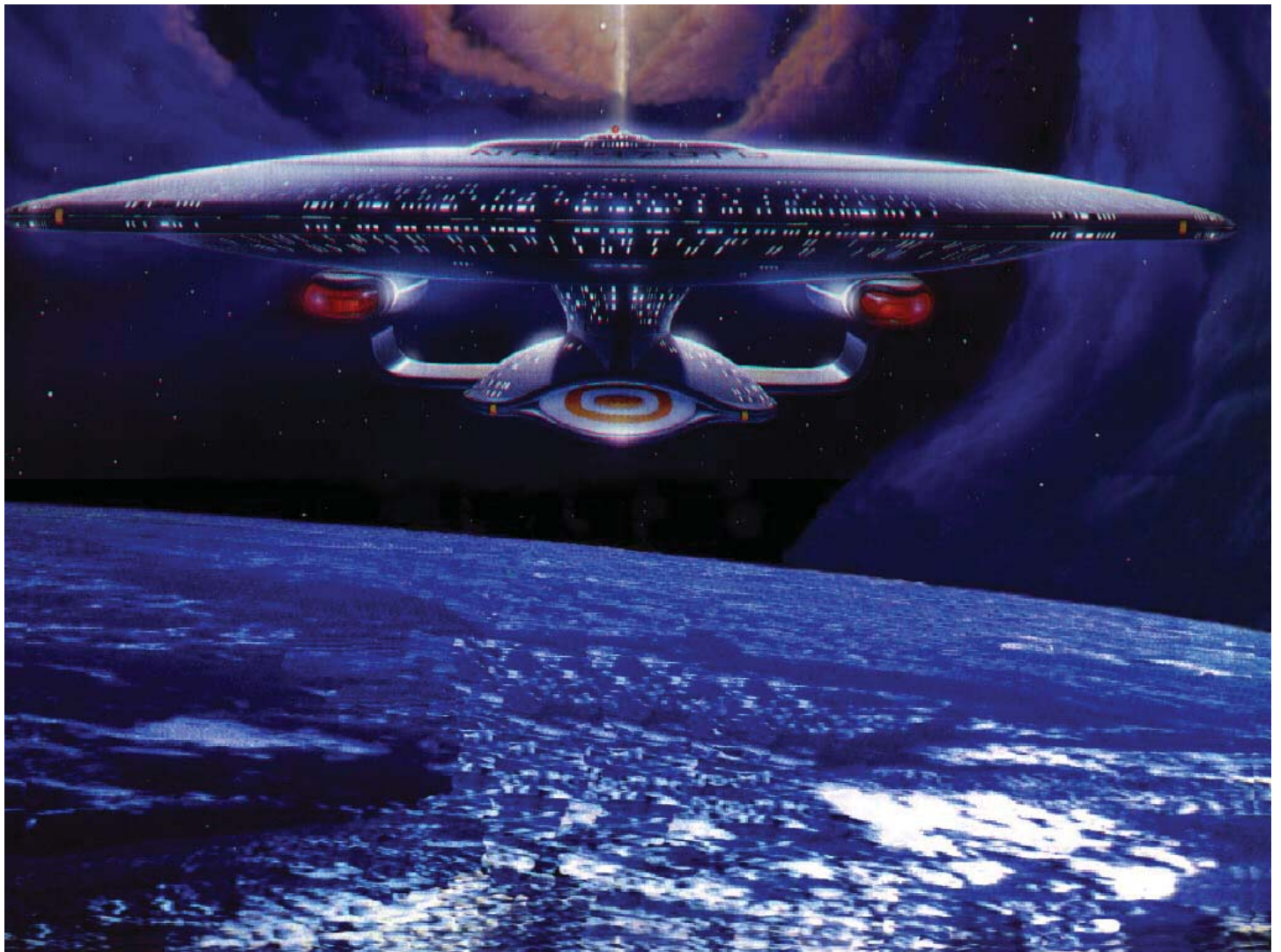
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Greetings, Salutations... Hello All!

Well the call has gone out, the gauntlet thrown, and it took us awhile, but I am happy to say that we have made it to our second issue for Beyond the Final Frontier. And boy what an issue it is... there is a new dedicated section for Narrators concerning the pitfalls and triumphs of running a series (the particular one of note is an Academy-based game), some optional rules, guidelines for enlisted personnel, plus a whole lot more!

On behalf of the staff, I would like to thank all of you for putting this fan publication on the road to success. It can only get better with your help!

**Matthew A. Kearns**  
aka GandalfOfBorg  
Editor





# Alternative CODA Rules

by Carl Bentes

For those who might want additional realism and expansion of the rules, especially combat-related, this is the ticket for you. Below are listed optional rules from new setting descriptions for energy weapons, personal combat maneuvers, and more!



| Wound Level   | Effect  |
|---------------|---|
| healthy       | Character suffers no impairment   |
| Dazed         | Character performs test* at -1.   |
| Injured       | Character is in such pain that further actions this round is impossible..<br>Character performs test* at -3.  |
| Wounded       | Character has been thrown to the ground and is in such pain that further actions this round is impossible.<br>Character performs test* at -5.   |
| Incapacitated | Stamina TN 20 Test. If successful then he performs test at -7. If the stamina test fails then the character cannot move or perform actions until medical attention has been received.                   |
| Near Death    | Tests at -9. Severely wounded. Needs immediate medical attention. Make a Stamina TN 25 or death result is achieved, the character falls prone and unconscious and will die after his health in minutes. |
| Killed        | The Character dies.   |

\* Injury Penalties do not apply to stamina reaction tests





## Phaser and Disruptor Effects

| Power | Setting          | Charges | Damage    | Recharge   | Notes  |
|-------|------------------|---------|-----------|------------|--|
| 1     | Light Stun       | 1       | Stun*     | n/a        | Stun: Human for 5 min                                |
| 2     | Medium Stun      | 2       | Stun*     | n/a        | Stun: Human for 15 min. Klingon for 5 min            |
| 3     | Heavy Stun       | 3       | 1 + Stun* | n/a        | Stun: Human for 1 hour. Klingon for 15 min           |
| 4     | Light Thermal    | 5       | 1D6 +3    | Instant    | Cut a 1m hole in 10cm of wood in 3 min               |
| 5     | Medium Thermal   | 8       | 2D6 +6    | Instant    | Cut a 1m hole in 10cm of steel in 3 min              |
| 6     | Heavy Thermal    | 12      | 3D6 +12   | Instant    | Cut a 1m hole in 10cm of steel or rock in 30 sec     |
| 7     | Light Disrupt A  | 15      | 5D6 +18   | 1 Round    | Kill a humanoid. Cut a 1m hole in duranium in 10 min |
| 8     | Light Disrupt B  | 20      | 10D6 +36  | 10 Rounds  | Vapourizes a humanoid                                |
| 9     | Light Disrupt C  | 30      | Kill      | 2 Minutes  | Vapourize resilient alloys                           |
| 10    | Medium Disrupt A | 40      | Kill      | 3 Minutes  | Vapourizes any substance                             |
| 11    | Medium Disrupt B | 50      | Kill      | 4 Minutes  | Explode 10 cubic metres of rock into rubble          |
| 12    | Medium Disrupt C | 60      | Kill      | 5 Minutes  | Explode 50 cubic metres of rock into rubble          |
| 13    | Heavy Disrupt A  | 70      | Kill      | 6 Minutes  | Explode 100 cubic metres of rock into rubble         |
| 14    | Heavy Disrupt B  | 80      | Kill      | 7 Minutes  | Explode 160 cubic metres of rock into rubble         |
| 15    | Heavy Disrupt C  | 90      | Kill      | 9 Minutes  | Explode 400 cubic metres of rock into rubble         |
| 16    | Heavy Disrupt D  | 100     | Kill      | 10 Minutes | Explode 600 cubic metres of rock into rubble         |

## Variants

**Hidden Initiative.** If initiative for combat between PC's and NPC's is rolled every round then the Narrator rolls and dictates the order without the players knowing.

**Follow-Through Damage.** When rolling a natural 6 for any damage dice, roll again d6 -1 and apply as extra damage. Should another 6 be rolled continue process. For example, Ensign Palmer hits with a fist for 1d6 +1(Str Mod). He rolls a 6 so he can roll again with follow through damage and rolls a 4 so he scores an extra 3 points of damage (4 - 1 = 3) for a total of 6+3+1(Str Mod)=10 points to his opponent. This system allows a more realistic approach of a single hit downing an opponent rather than several shots the way the game system is now.



**Transferring Power.** Auxiliary/Emergency power can be used once and can only be used again once the ship is completely repaired. It restores one box to any system.

**Propulsion Damage.** If warp drive is offline make another check with same modifiers to see if impulse is still online.

*For table 7.8 STARSHIP COMBAT TESTS (p114, Narrator's Guide) change the following to better simulate episodic feeling by making shield strength a percentage just like in the show:*

1-5 above TN

Reduce shield strength by 1d6 +4 = 5-10%

6-10 above TN

Reduce shield strength by 1d6 +14 = 15-20%

11+ above TN

Reduce shield strength by 1d6 +24 = 25-30%

Also, treat table 7.9 (NG) as a percentage 100% - 0%.

## Combat Maneuvers

**Burst Attack:** You may only take the burst action when firing weapons. This action allows you to fire a short burst in a controlled manner, increasing your chances to hit and damage a single target. When taking a burst action, you choose the degree of control you want: narrow [-3 to your attack roll and +2 to your damage roll] or wide [+1 to your attack roll]. A burst uses up 3 shots.

**Cover Fire (Full Action):** When you take this action, you lay down cover fire, protecting your comrades from enemy attack. Choose a single ally within your line of sight who receives a +4 dodge bonus to his Defence for 1 round against enemies who are also within your line of sight.



(You have to be able to shoot at them to force them to keep their heads down, or this action won't work.) You cannot lay down cover fire for an ally who is involved in a melee. Each person beyond the first who lays down cover fire for the same individual offers only an additional +1 dodge bonus, and then only against foes within their line of sight. Laying down cover fire uses up 5 shots.

**Strafe Attack (Full Action):** When you take this action, you fire a long burst in an attempt to hit several opponents within your line of sight, all at once. After selecting up to three 5-ft. squares, none of which may be in front of the others, make a single attack roll with a -2 penalty for each square beyond the first (applying all normal modifiers as well). Compare this attack roll with the Defence of each target in the target squares separately, hitting or missing each as usual. If one or more hits are scored, make a single damage roll and apply it to each target that was hit. A strafe attack may not be used to target the same square more than once, nor can it be used to alternately target two adjacent squares. A strafe attack uses up 2 shots per targeted square.

**Suppressive Fire (Full Action):** When you take this action, you discharge your weapon in such a way to pin down an opponent with suppressive fire, forcing him to seek cover and making it difficult for him to fire back. To do this, choose a single opponent in your line of sight who receives a -4 penalty to his attack rolls and skill checks for 1 round while he remains in your line of sight. In addition, the opponent must either leave your line of sight or take at least one-quarter cover by the start of your next action (provided he has had at least one action in the meantime) or you get a free standard attack against him. You cannot lay down suppressive fire on an opponent who is involved in a melee. For each person who coordinates suppressive fire on a single target beyond the first imposes an additional -1 penalty to the target's attack and skill rolls, and then only so long as the target remains in both attackers' lines of sight. All performing this action receive a free attack if the target fails to take cover. Laying down suppressive fire uses up 5 shots.

**Blast Damage:** Some weapons affect every character and object within an area. These are called blast weapons, and they inflict blast damage. Blast damage has a base radius of effect, called a blast increment. Everyone and everything within this blast increment takes the full blast damage rolled, which is reduced by half (rounding down) for each blast increment out from the centre of the blast. Blast damage below 1 point has no effect. When you suffer blast damage, you may make a Quickness save (TN 10 +1 per die of damage) in order to dive for cover, halving the damage you suffer from the explosion (rounding down), see SOM.

**Grenade-Like Weapons:** Weapons that are hurled or propelled (like knives, grenades, and rockets) may deviate from the target when attacks with them are



unsuccessful. These weapons are referred to as grenade-like weapons. When an attack with a grenade-like weapon misses, the weapon or ammunition deviates from its intended target. Roll  $\frac{1}{2}$ -d6 and add +1 to the total for every range increment the weapon travelled to see how many squares away from the intended square the weapon lands. To determine which direction the weapon deviates, roll 1d6 and consult the grenade-like weapon deviation.

## Starships Traits

### Edges

**Luxurious Accommodation** Admirals wish they had it so good. Crew receives -5 to the TN for any social skills in regards to diplomacy as the ship can accommodate most alien environments.

**Advanced Sick Bay** Sickbay is considered to be the most advanced in their fleet and is well equipped for purposes of treatment.

**Advanced Laboratory** The starship comes equipped with the latest scientific instrumentation and advanced laboratories that race has to offer. Considered well equipped for purposes of scientific research.

### Flaws

**Spartan Quarters** Starship can not accommodate passengers more than  $\frac{1}{4}$  of the crew capacity and environmental systems can not be adapted to alien environments.

**Limited Sick Bay** If treating a number of wounded equal to 10% of ship's complement, consider treatment as inadequately equipped.

**Where's the Science Station** Considered inadequately equipped when performing science related rolls.



# *But to Serve:*

## *Enlisted Personnel Creation for the CODA System*

By Doug Burke

**Enlisted personnel in Starfleet** have been with only one notable exception] the unsung heroes of the Star Trek universe. Security guards. Background filler. Lucky to even get a name, much less a line or any meaningful part. The Star Trek Roleplaying Game has continued this questionable tradition, even despite the example provided by Chief O'Brien.

The only mention of game mechanics for enlisted personnel in the RPG is a short text box on page 65 of the Player's Guide. If you're not familiar with it, go ahead and read it. I'll wait.

Not much there, huh? That's exactly my point. When I began the preparation for my current Trek series, I felt that the enlisted personnel of Starfleet needed to be fleshed out a little more. Not to make them equal to starship officers, but to make them more viable as NPCs, or even PCs. To that end, I cobbled together the Starfleet Enlisted profession. I hope it proves as useful to you as it has for me.

### **Starfleet Enlisted**

Starfleet's enlisted personnel are the rank and file of the service. While the officers of the fleet are the explorers and diplomats, those in the ranks of the enlisted are the grunts. They do the dirty work, the day-in, day-out maintenance and operation duties that keep the fleet functioning. They man their posts, fix what needs fixing, go where they're told to go, and do what they're told to do. Sure it's not a glamorous a job, but it has its rewards.



**Enlisted Personnel in Star Trek:** Chief O'Brien, Chief DiFalco, Crewman Darnell, Petty Officer Farrell.

**Missions:** Like starship officers, enlisted personnel have a wide range of possible missions. Though in most cases, they are peripheral to the main action, they can (and have) make the difference between success and failure for their superiors.

**Background:** Enlisted personnel come from all walks of life, much like starship officers do. Sometimes an individual cannot, for a variety of reasons, qualify to enter Starfleet Academy, yet still wishes to serve in Starfleet. Others, Starfleet service may be the only way out of a life better avoided. Whatever their story, they all end up in Starfleet and undergo standardized training, though each specializes in a specific area of operations - administration, medical, engineering, tactical, security, or science. After training, their not-so-glorious life as a Starfleet enlisted person begins.

**Species:** Starfleet's enlisted personnel cover the same spectrum of species starship offers do. In short, nearly any species may enlist.

**Other Professions:** Typically, enlisted personnel associate with other enlisted people and starship officers. But, as starship officers can, they may associate with nearly any other profession during the course of their duties.

### **Game Information**

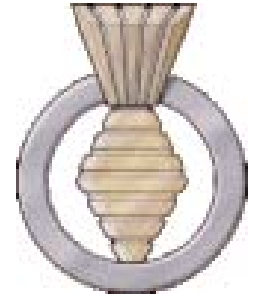
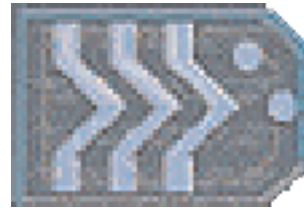
**Attributes:** Each enlisted specialty has different requirements and training. See the accompanying table for details.

**Reactions:** As with favored attributes, see the table. Professional Skills: Unlike other professions, enlisted personnel do not have a static list of professional skills. Only the skills chosen during professional



development are considered professional skills. See 'Professional Development' below for how these skills are selected.

**Professional Abilities:** The biggest difference in the enlisted personnel profession is the lack of native professional abilities. The only ways an enlisted person will ever gain a professional ability is through the Innovative edge or by joining an elite profession.



### Enlisted Specialties

| Specialty      | Skill List          | Position            | Primary Favored Attribute | Secondary Favored Attribute | Favored Reaction |
|----------------|---------------------|---------------------|---------------------------|-----------------------------|------------------|
| Administration | Command (PG 93)     | Captain's Yeoman    | Presence                  | Intellect or Vitality       | Willpower        |
| Engineering    | Engineering (PG 93) | Technician          | Intellect                 | Strength or Vitality        | Stamina          |
| Security       | Security (PG 95)    | Security Guard      | Agility                   | Perception or Strength      | Quickness        |
| Tactical       | Security (PG 95)    | Tactical Specialist | Intellect                 | Agility or Perception       | Quickness        |
| Medical        | Medical (PG 95)     | Corpsman            | Intellect                 | Presence or Perception      | Stamina          |
| Science        | Science (PG 96)     | La Technician       | Intellect                 | Perception or Vitality      | Stamina          |

### Professional Development

Enlisted personnel receive 20 skill picks from their departmental skill list (as indicated in the table above). No one skill can provide more than three levels, and a maximum of one level each is required in the following skills:

Athletics, Ranged Combat: Energy Weapons, Repair, Survival, and an Unarmed Combat skill of the character's choice.

Below you will find example packages for each specialty. Like the professional development packages for other professions, these packages are intended as examples only and are not set in stone

**Administration** (Captain's Yeoman): Athletics +1, Computer Use (Retrieve) +3, Enterprise: Administration (Starfleet) +3, Knowledge: Law (Starfleet Regulations) +3, Ranged Combat: Energy Weapons +1, Repair (choose specialty) +1, Survival +1, System Operation (choose specialty) +1, Unarmed Combat: choose skill +1

**Engineering** (Technician): Athletics +1, Computer Use (choose specialty) +1, Construct +2, Engineering: choose skill (choose specialty) +3, Engineering: choose another skill (choose specialty) +2, Ranged Combat: Energy Weapons +1, Repair +3, Survival +1, System Operation (choose specialty) +1, Unarmed Combat: choose skill +1

**Security** (Security Guard): Athletics +1, Computer Use (Hacking) +1, First Aid +1, Investigate +2, Knowledge: Law (Starfleet Regulations) +1, Observe +2, Ranged Combat: Energy Weapons +3, Repair +1, Survival +1, System Operation (Security) +1, Unarmed Combat: choose skill +3

**Tactical** (Tactical Specialist): Athletics +1, Computer Use (Hacking) +2, First Aid +1, Observe +1, Ranged Combat: Energy Weapons +2, Repair (Weapons or Deflectors) +2, Survival +1, System Operation (Tactical) +3, Tactics +2, Unarmed Combat: choose skill +2

**Medical** (Corpsman): Athletics +1, Computer Use (Retrieve) +1, First Aid +3, Medicine (choose specialty) +1, Ranged Combat: Energy Weapons +1, Repair +1, Science: Life Science (choose specialty) +2, Science: Physical Science (choose specialty) +1, Survival +1, System Operation (Medical) +2, Unarmed Combat: choose skill +1

**Science** (Lab Technician): Athletics +1, Computer Use (choose specialty) +2, Investigate (Research) +1, Ranged Combat: Energy Weapons +1, Repair +1, Science: choose skill (choose specialty) +3, Science: choose another skill (choose specialty) +2, Survival +1, System Operation (Sensors) +2, Unarmed Combat: choose skill +1

**Special Note on Courage:** Since the majority of enlisted personnel will be NPCs, they receive no Courage Points unless gained through a Species Ability or Trait.





# Starship Operations

by Doug Joos

After many attempts to put together the ideas presented in the *Narrator's Guide* regarding Sensor Systems on a starship I have given up. Not because they are inaccurate, the creators of this game definitely brought the essence of Star Trek to the game, but not in a manner that it is understandable for me. I also see some areas where the game system is left weak and so I have taken the time to put my thoughts into clarifying starship sensor operations, range and ship contact. This will combine the concepts I have read in both the *Narrator's Guide (NG)* and *Starfleet Operations Manual (SOM)*.

## Sensors

In the *Narrator's Guide* on page 101-103, an extensive description of sensors and how they operate is given and I am not going to present any changes in regards to these rules. Table 7.2: Sensor Test Modifiers and Table 7.3: Extended Sensor Test TN's are re-presented in this addendum but it is to be understood by the reader that I have made no change to the tables nor how they are to be used.

### Table 7.2: SENSOR TEST MODIFIERS

| Scan for  | TN Modifier |
|---|-------------|
| General information<br>(mass, diameter, spectral class, radiation, atmospheric content)         | TN 5        |
| Locate abundant specific element, specific life-form<br>(iron, granite, nitrogen, radiation)    | TN 10       |
| Uncommon specific element<br>(uranium, dilithium, duranium, a specific Human among aliens)      | TN 15       |
| Rare or difficult to detect elements<br>(antiprotons, kelbonite, a specific Human among Humans) | TN 20       |
| Specific elements beyond sensor capacity<br>(solanagen, silicon based life-forms)               | TN 25       |

\* Sensors can be recalibrated to detect specific elements reducing the TN [see "Recalibrate Sensors", page 102 *Narrator's Guide*].

### Table 7.3: EXTENDED SENSOR TEST TN'S

| Area                  | Aggregate TN |
|-----------------------|--------------|
| Planet                | TN x 10      |
| Continent             | TN x 8       |
| City                  | TN x 6       |
| City Block/Large Ship | TN x 4       |
| Building/Small Ship   | TN x 2       |
| Room                  | TN           |

## Ship Emissions

A starship is a very intricate piece of machinery and it is very rare that a vessel at any great speed will not be emitting some type of radiation. From navigation beacons, sector scans, radio communications, or deflectors, there are many detectable emissions coming from a ship. Even the ship's

warp core will leave an evident trace of its passing.

To keep the ship and crew safe, many systems need to be running to make sure there are no collisions with some object in space or even another ship. Still, a captain in a tactical situation may wish to control the level of emissions that his ship is sending out into the void to gain an advantage over an enemy or to approach undetected - it is called Emission Control or EMCON. I have developed three levels of EMCON that a ship can travel under (based upon information taken from both the NG and the SOM). It is to be understood that the emission levels listed do not account for Cloaking Devices, which I believe have been represented very well in the corebooks.

### EMCON 1

Under EMCON 1, basic systems are left operational - life support, navigational deflectors, and passive sensors. All of the following systems must also be shut down - communications, active sensors, warp drives, weapon systems, and even internal lights at times.

This emission level is called running silent (as in the NG). In this state, the ship can still attempt to detect other ships passively (a difficult task made easier or more difficult by the other ship's EMCON level) but its purpose is to primarily disappear electronically and perhaps sneak in on a target. Understand that no matter how many systems a ship can shutdown, it will not detriment another vessel that is running at EMCON level 3.

### EMCON 2

Under EMCON 2, the ship primarily runs on long-range navigational sensors and a full array of passive sensor systems. Depending on the mission, the captain may order a full sensor sweep - including active sensors - in periodic intervals.

This emission level allows a captain to take quick looks about his ship to make tactical or strategic maneuvers as needed. It protects the ship from any possible obstructions in its path but does not blatantly give the ships presence away. Even if another ship should detect the EMCON 2 level ship's momentary active sensors scan, it may not confer enough information to allow a lock or to locate the target.

### EMCON 3

Under EMCON 3, the ship is running at full active sensors and other radiations. Usually ships within known sectors of space will use this tactic to make sure nothing has slipped by; also ships on science missions will radiate in this manner.

A ship at EMCON 3 is rarely spoofed by another ship at a lower EMCON level but they do give their presence away much easily by their radiation.

## Passive versus Active

How does a captain manage their mission - does the ship need to travel stealthy or is it on a science mission of discovery? Anytime a ship radiates, it makes it easier for it to



**Table O.1: EMCON SUMMARY**

|         |   |
|---------|---|
| EMCOM 1 | Running Silent  |
| EMCOM 2 | Periodic Sensor Scans (SOP for ships Under Weigh)                     |
| EMCOM 3 | Full Active Sensors (SOP for ships on Survey and Scientific Missions) |

**Table O.2: EMCON MODIFIERS**

| Detecting Ship | Radiating Ship |         |         |
|----------------|----------------|---------|---------|
|                | EMCON 1        | EMCON 2 | EMCON 3 |
| EMCON 1        | +15            | +0      | -5      |
| EMCON 2        | +10            | -5      | -10     |
| EMCON 3        | +5             | -5      | -10     |

be detected, but at the same time for it to detect a target. Unfortunately for a radiating ship, it gives itself away more easily than the chance it gains by its active sensors in detecting a quiet ship.

Think of it as two people in a pitch-dark room and one has a flashlight. The individual without the light can easily see the other while still being hidden, but once the light is cast on them they will have a hard time from then on

So why use sensors at all – why not travel discreetly and rely on passive listening? This is a problem for one reason because ships do not get far on impulse travel. Warp speed allows much further and rapid rates

of travel but the warp core leaves a detectable signature, but it necessary so cannot be avoided. Another problem with silent running is once the enemy has detected a quiet ship; the quiet ship is at a very big disadvantage, as they must now spend time bringing systems back online.

This is why EMCON is definitely a strategic and/or tactical decision that captains must choose.

**Ship Range**

Two starships approaching each other, whether aggressively or for any other purpose, both have an opportunity to try and detect the other but the range that they are apart also plays a role in the target number needed to be rolled.

Range and Table 7.7: Starship Range Increments are both given on page 110 of the NG. I offer the following alterations in the encounter rules given for ships and an alteration to the table.

**TABLE 7.7: STARSHIP RANGE INCREMENTS**

| Range       | TN Modifier | Approximate Distance |
|-------------|-------------|----------------------|
| Point Blank | -2          | 1,000 km             |
| Short       | 0           | 10,000 km            |
| Medium      | +2          | 50,000 km            |
| Long        | +4          | 100,000 km           |
| Extended    | +6          | 200,000 km           |
| Extended +1 | +2 per band | +100,000 km          |

The base TN to detect another ship is 10 and then adjusted by both the Range and EMCON modifier. The player may then roll a Sys Ops (Sensors) test roll against the adjusted TN of the other ship. To this roll the player may add any sensor bonuses (based on the ship’s quality of sensors) or personal bonuses that their character may have with the skill. Other physical modifiers or equipment modifiers may be added if the narrator deems them appropriate. Hazards may also play in to the situation and whether the ships can ‘see’ each other.

Once a ship has detected the presence of the other, all combat and maneuvers are performed as normal.

**BRINGING IT ALL TOGETHER**

Now that we have adjusted the rules on how the sensor emissions and the range between two ships can determine TN’s, lets look at a couple of examples:

*The U.S.S. Columbia is approaching an unknown vessel that the crew are not even aware is there yet. The Captain of the Columbia has ordered the ship to EMCON 2 as it travels through this sector of space. The yet undetected enemy vessel is a Klingon B’rel class that has snuck into Federation space and is traveling at quarter impulse and at EMCON 1. The distance between the two ships are 300,000 KM but that distance is rapidly shrinking due to the Columbia traveling at warp.*

*Round 1 – Columbia attempts to detect. Starting at a base TN 10 we add +10 for the radiation levels of the two ships (cross-reference on Table O.2 from the detecting ships EMCON level to the target’s level) and then we add the Range modifier of +8 for a net TN of 28. The sensor operator rolls his dice and gets a 4 and a 6 and then adds their skill total of +11 for 21 – a failure. The Columbia does not know the B’rel is there yet.*

*The Klingons are attempting the same thing. Starting at a base TN 10 we add +0 for the radiation levels of the two ships (cross-reference on Table O.2 from the detecting ships EMCON level to the target’s level) and then we add the Range modifier of +8 for a net TN of 18. The sensor operator rolls his dice and gets a 3 and a 2 and then adds their skill total of +9 for 14 – a failure. The Klingons are also unaware.*

*Round 2 – Columbia attempts to detect again but range has now just decreased to 100,000 KM. Starting at a base TN 10 we add +10 for the radiation levels of the two ships (cross-reference on Table O.2 from the detecting ships EMCON level to the target’s level) and then we add the Range modifier of +4 for a net TN of 24. The sensor operator rolls his dice and gets a 1 and a 5 and then adds their skill total of +11 for 17 – a failure. The Columbia still does not know the B’rel is there yet.*

*The Klingons are attempting the same thing. Starting at a base TN 10 we add +0 for the radiation levels of the two ships (cross-reference on Table O.2 from the detecting ships EMCON level to the target’s level) and then we add the Range modifier of +4 for a net TN of 14. The sensor operator rolls his dice and gets a 5 and a 4 and then adds their skill total of +9 for 18 – a success. The Klingons are aware of the approaching enemy vessel, now what to do?*

**SOURCES (BIBLIOGRAPHY)**

Many of the modifiers come from a source in the core books as listed below (color of text matches pertaining modifier):

- A ship Running Silent has a +15 TN Modifier [NG page 103]
- A ship running on Survey or Scientific Missions with all sensors active is easier to detect; so it has a -10 TN modifier [SOM page 6]
- A ship using Active Sensors reduces the detection TN by 5 [SOM page 6]
- Normal TN detection number is 15 [SOM page 6], 10 [NG page 111]



## *The Narrator's Ready Room*

By Steve Sanders



**"What kind of an SAT score do I need to get into Starfleet Academy?"**

It's summertime again and with it comes the end of classes, warm weather, great days at the beach, and of course lots of time for gaming. For the last few years, I've been running a summer long RPG campaign with my friends. We've always played one of the D20 games, but this year I thought it would be fun to give the Star Trek RPG a try. There's only one little problem, none of my gaming group know the CODA system and only a few of them have watched more than a couple of episodes of Star Trek. This will undoubtedly make it hard to throw my players right into the middle of the Dominion War!

A lack of experience with the system and unfamiliarity with the property is a real barrier for getting new players into this game. Unlike D&D or similar fantasy style games, in Star Trek you can't just give your players swords and let them run amok across the countryside exploring caves and killing monsters. The Star Trek universe is complicated and a good Star Trek mission requires diplomacy, problem solving skills, and scientific inquiry as well as good aim with a phaser. It occurred to me, that maybe instead of treating this lack of experience as a liability, it might be possible to make it into an asset. There was one place in the Star Trek universe where this would

work: Starfleet Academy.

The idea of a Star Trek series set at Starfleet Academy has been floating around fan message boards on the internet for years. It's a controversial idea. We're used to seeing experienced Starfleet officers with years of training behind them and the idea of "kids in space" is usually treated with suspicion. For novice players, however, Starfleet Academy might be just the ticket for great roleplaying.

The first problem that has to be solved with a Starfleet Academy series is what the player characters will get to do. Taking tests and passing exams (except the Kobayashi Maru) doesn't exactly make for compelling roleplaying and nothing clears gamers out of the room quicker than Dawson's Creek style "teen angst." The Starfleet Academy series must feel like Star Trek and there are only so many Star Trek adventures that can occur on the grounds of the Academy in San Francisco. The cadets have to have access to a starship.

A cadet starship is not without precedent. In the Deep Space Nine episode "The Valiant", we saw an entire ship staffed by Red Squad cadets. These students were the best of the best, but in the end, the hubris of the cadet captain lead the ship and its crew to disaster. It made sense to me that in the wake of this incident, the Academy would re-evaluate the role of



cadets aboard starships. I came up with the idea that rather than assigning only certain cadets to a starship and putting them under the watchful eye of Starfleet Officers, the Academy would instead make starship duty a mandatory part of each cadet's education. This was the basis for the idea behind the *U.S.S. Aristotle*.

The Aristotle is a Nova Class starship. Its mission is to go on various routine missions that will introduce the cadets to the type of missions that they will conduct once they graduate. The Aristotle will be limited to Federation Space and the cadets will experience delivering supplies, helping settle colonies, ferrying diplomats, and conducting exobiological research first hand without officer supervision. While these missions seem very benign, there will be all sorts of curve balls thrown at the crew that they must deal with. Aristotle missions will last only a few weeks so the crew will still have plenty of time for adventures (and schoolwork) at the Academy.

The last time that I ran a Star Trek series, one of the major disasters that our group faced was the characters. My players were not very comfortable with the CODA rules and during the first session when characters were designed, there were a lot of problems. In the end, the characters seemed very wooden and one-dimensional. To make matters worse, I had no idea what type of characters would be in the series; so all of the stories that I wrote before our first session didn't involve the characters' personalities at

all. To remedy this problem, I will be designing the characters in conjunction with my players before the gaming begins.

Designing characters is usually an experience that is cherished by the players, but I think it will work better this way for the Academy series. Besides, at this point the characters are only "half formed." They will begin the game with a personal development package that will reflect their childhood, but their professional development is only just beginning. The players will get to choose what field of Starfleet service their character goes into and can flesh out background details later on. The template that I

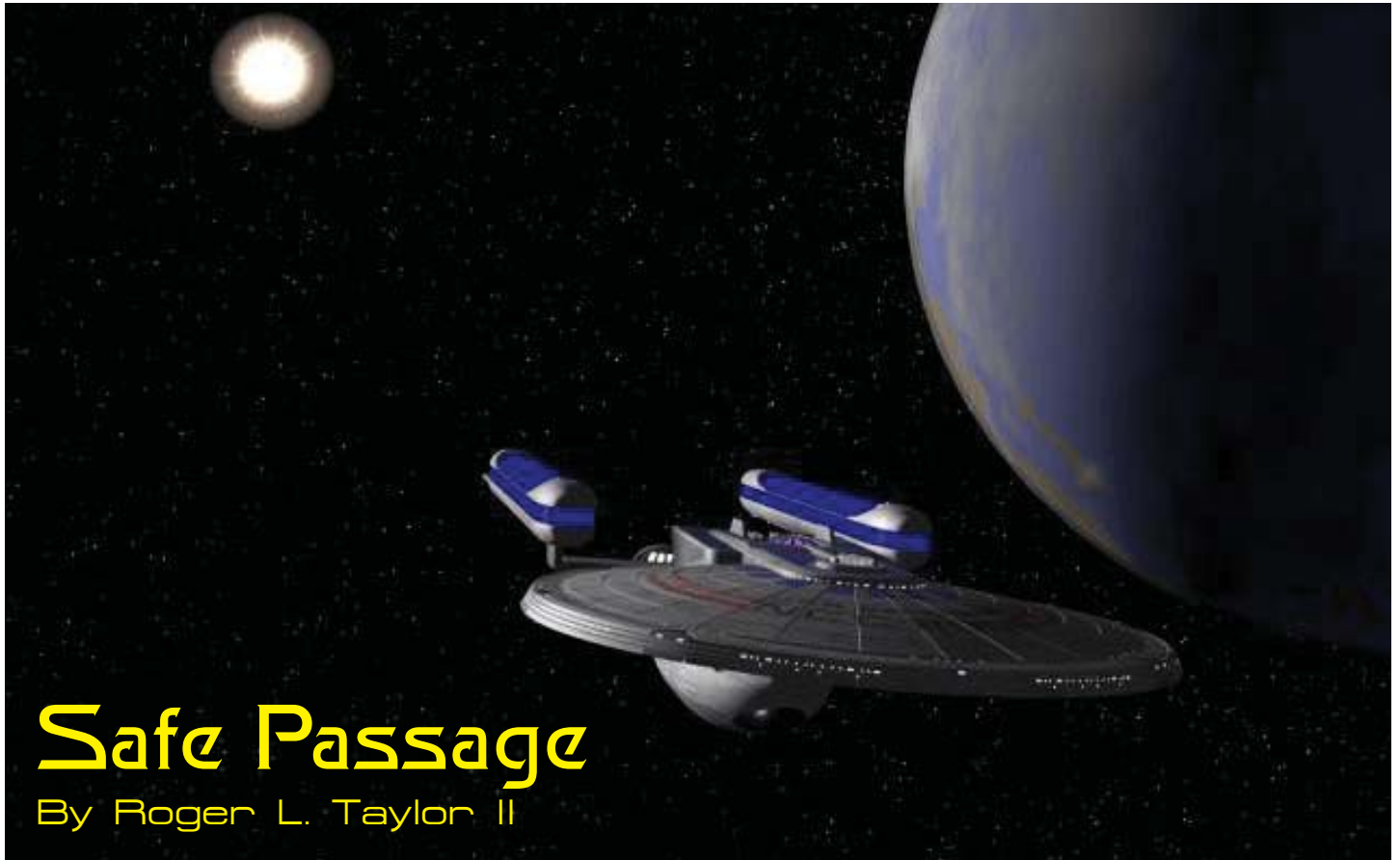
give them will simply allow for some interesting introductory stories that establish who they are and why they are at the academy.

Finally, something must be said for the flavor of the series. The importance of this topic is covered at length in the Narrator's Guide, and it is vitally important that it be established for a series as different as Starfleet Academy. This series will see the player characters changing from immature, carefree adolescents to mature Starfleet Officers in the tradition of Picard and Sisko. This change doesn't happen overnight, but happens gradually over the course of their time at the Academy. With every choice that the players make they are being molded into the Starfleet officers that they will eventually be. The heart of this series will be these choices and how the characters learn about the responsibility that comes along with being representatives of the Federation.

This is the basis for the Starfleet Academy series. The next article in this column will deal with plotting out the first "season" of the series and how to make the series compelling for the players.

If you want to learn more about my take on Starfleet Academy, I'll be posting write-ups of the characters, ships, and episodes on the yahoo group for download. Until next time, have fun gaming in the final frontier.

Steve.



# Safe Passage

By Roger L. Taylor II

## Introduction

"Safe Passage" is an adventure for use with the *Star Trek: Roleplaying Game* by *Decipher*, taking place in 2364. "Safe Passage" is suitable for a crew of 2-6 players playing a Star Fleet crew. With slight modification, this adventure could be adapted for other crews and eras.

Narrators will require the use of the *Star Trek: Player's Guide* and *Star Trek: Narrator's Guide* in running this adventure. 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 aboard the *USS Montpelier* and in the Theta Takare system near the Romulan Neutral Zone. Players that plan to take part in this adventure should not read any further.

## Adventure Synopsis

The Excelsior Class starship *USS Montpelier* is assigned to withdraw the Federation consulate from a troubled world in the throes of unrest. With the Federation delegates safely aboard, the crew is placed in an ethical dilemma when a ship of refugees comes under fire- do they save the exiled (and friendly) leadership of the planet or do they follow the Prime Directive? Additionally, the unique properties of the Takare system present severe operational difficulties for the intrepid starship.

## Background

Theta Takare system is a rare, remote, trinary star system near the Romulan Neutral Zone, comprised of four planets and two small stars

orbiting a massive primary. Extensive asteroid belts attest to additional planets that either failed to form or were destroyed by the interaction of the three stars.

The second planet of the system, Takare, is just taking its first steps into galactic society. Technically a controlled monarchy, Takare was contacted by Star Fleet shortly after the planet's first successful warp flight. Requests for Federation membership soon followed.

Latent civil unrest among the Takare led to delays in the membership process, but the strategic location of the Theta Takare system ensured Federation support and cooperation.

Now, reactionary forces have seized control of the government, withdrawn the Takare petition for Federation membership, and are attempting to



restore the Takare to a more “traditional” way of life. The ruling family (the driving force behind the push for both Federation membership and the liberalization of Takare society) were condemned to die by the new government - only the skillful diplomacy and oratory of the Federation Consul spared their lives.

In lieu of execution, the ruling family has been exiled. Because the Federation is reluctant to intercede in what is largely a local issue (and a possible Prime Directive situation), the royal family will take refuge among the Nyberrite Alliance, and will take non-Federation transport.

As the stars near their points of closest approach during the year, severe gravitational shears and ion storms are common. Navigation within the system during this period is base TN15, and all starship combat maneuvers are +5 difficulty. Additionally, the ion activity severely hampers sensors, causing spurious “ghost” contacts throughout the system.

### **The Briefing**

Open with the Captain’s Log detailing the ship’s mission to Starbase 225 and start in media res with a prerecorded transmission to the *Montpelier* from Admiral Kincaid.

The starscape on the forward view screen clears and is replaced by the grim visage of Admiral Timothy Kincaid, Commander, Starbase 225.

*“Bad news, Captain. A situation has developed in the Theta Takare system, and I’m diverting the Montpelier to deal with it.”*

*“It appears there has been a coup on the Takare homeworld, and the royal family is out. The new government has withdrawn the Takare application for Federation membership and demanded we withdraw the Federation consulate. Proceed at once to Theta Takare IV and evacuate the consulate and all personnel.”*

*“The Takare have made it clear that the Federation is no longer welcome in their system. Proceed with caution. Take no action to aggravate an already tense situation. We don’t need another war. Good Luck-Kincaid out.”*

### **Hazards to Navigation**

As the *Montpelier* approaches the Takare system, her sensors detect a massive solar storm caused by the close approach of the three stars in the system. Ideally, the *Montpelier* should slow to sublight before entering the storm, then stabilize her systems before resuming warp to cross the system. If Captain Frost is a player character, a **Routine (TN10) Administration (Star Fleet)** test will reveal the procedure.

If *Montpelier* fails to slow to sublight, the crew is in for a nasty surprise as the starship is violently hauled back to sublight. Ask each character to make a **Quickness check against a difficulty equal to 4 times the ship’s warp factor**. If the character fails the check, apply 1 point of damage for each point of difference between the character’s roll and the difficulty. Whether or not they make the check, the characters are thrown forward, out of chairs, etc.

Additionally, the ship takes 1d6/2 points of damage for each Warp factor. For every five full points of damage, *Montpelier* suffers one block of systems damage (reliability checks apply). For dramatic effect, (regardless of damage) main power and life support have been at least partially disabled (but are easily restored after an appropriate interlude).

This scene provides a tense situation while all hands attempt to determine what happened and deal with the injuries and damage. GMs are advised to emphasize the eerie darkness, low power levels, and creeping cold as the ship’s systems are slowly





brought back on line. After making repairs, the ship can proceed to the Takare homeworld.

### Conundrum

The PCs may wonder why the ship was hauled back to sublight a/o cannot go back to warp. There is no apparent cause, but the engines refuse to create a stable warp bubble. A **Challenging (TN 15) Engineering or Repair** test will determine that excepting the damage just sustained, the ship's engines are performing normally- the energy is being absorbed by the ion cloud outside the ship.

A **Difficult (TN 20) Space Science (Astrophysics)** test will determine that the ion cloud is saturated with thermionic radiation- preventing the formation of a stable warp shell. Should the players ask, the GM can point out that the original Takare warp flight might have taken place during a quiet period in the system. It will take approximately 18 hours at full impulse to reach the planet.

### Sensor Ghosts

The heavy particle and energy concentrations in the system due to the storm interfere with all communications (+5TN) and cause spurious sensor contacts as the *Montpelier* traverses the system. This scene allows the GM to create an air of tension by causing sensor ghosts. It is recommended that at least 1 in 3 contacts are genuine to maintain the tension level.

#### Random Encounters Table

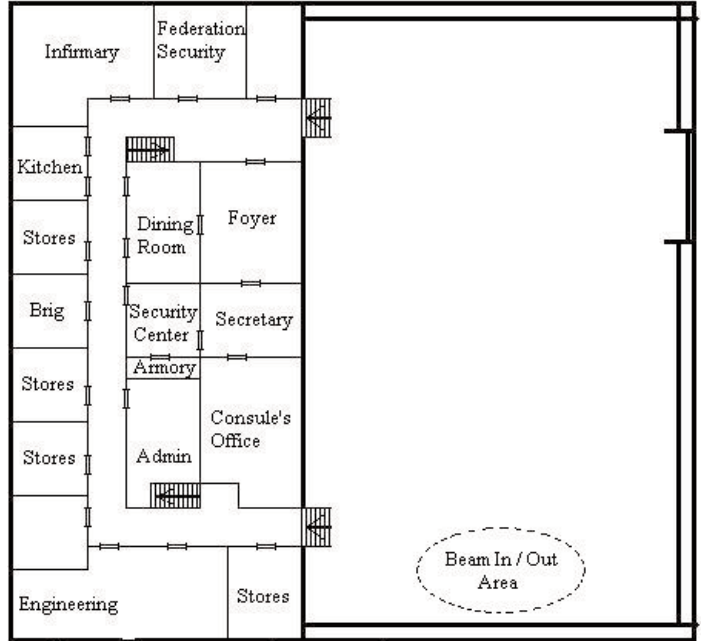
- 2-5 Sensor Ghost TN 10 to dispel
- 6-8 Sensor Ghost TN 15 to dispel
- 9-10 Sensor Ghost TN 20 to dispel
- 11-12 Rogue Asteroid or Comet

### The Orbital Palace

As the *Montpelier* approaches the planet, her sensors indicate a massive orbital platform, nearly half the size of Starbase One. Hailed by Takare authorities, the starship is ordered to settle into a parking orbit in preparation for removing the Federation Consulate. Several Takare fighters assume escorting positions to ensure she reaches her destination. As the *Montpelier* passes the massive station, the PCs can observe a Nyberrite starship, the *Myreste*, docked at one of the platform's airlocks.

### Evacuating the Consulate

The PCs beam to the surface of Takare in the middle of an elaborate courtyard. Though the scene is peaceful and orderly, chanting and occasional



**Federation Consulate (Takare IV)  
First Floor (Administration Level)**

weapons fire can be heard. Lieutenant Corrigan, Chief of Security for the Consulate, greets the PCs after they materialize and conducts them to Consul T'Sav. Corrigan is tired, on edge, and apprehensive- the Takare are growing bolder and have been vandalizing the exterior of the consulate.

Consul T'Sav will greet each of the characters in turn (she is remarkably well informed about the *Montpelier* and her crew, then explain the situation. Although there has always been a "traditionalist" movement opposed to Federation membership, it was long considered a minor faction of little note. In the last six months, however, reactionary forces have grown stronger and more vocal, finally seizing control of the government and exiling the ruling family.

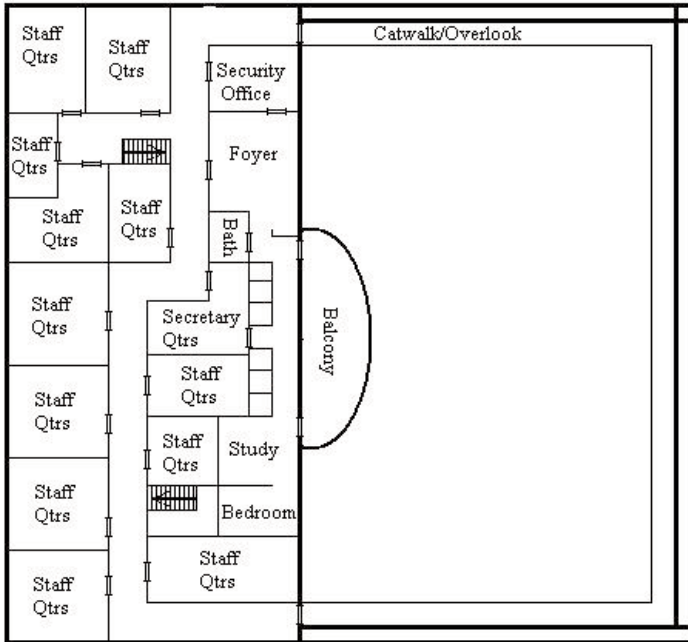
In the midst of the turmoil and chaos, T'Sav addressed the new government and convinced them that executing the former ruling family would create martyrs. At her suggestion, the new Council has decided instead to exile the royal family, which will be taking independent transport to the Nyberrite Alliance.

The consulate staff is ready to depart, but some final arrangements must be made to prevent classified materials and equipment from falling into the wrong hands.



## Scuttling Charges

The Consulate contains a custom-built computer system which cannot effectively be moved. In order to ensure that the data it contains is not decrypted or



**Federation Consulate (Takare IV)  
2nd Floor (Residential Level)**

otherwise recovered, the *Montpelier* away team must plant demolitions charges throughout the computer room. A **Routine Demolitions test (TN 10)** and two explosive charges are required to ensure the destruction of the computer, although the narrator may wish to break this into an Extended Test. A **Challenging (TN 15) System Engineering (Computer Systems)** may be substituted for **Demolitions**. Each additional explosive charge adds +2 to the test, and requires an extra five minutes of work.

Ideally, the explosion should either be command detonated or timed for just after the characters beam out.

## Medical Emergency

As the second group of evacuees heads for the transporter area, one of them suddenly collapses in pain. A **Routine TN 10 Medicine** test is required to diagnose the victim (stress induced heart attack) while a **Challenging TN 15** test is required to stabilize the patient for transport. Target numbers for **First Aid** are 15 and 20, respectively. If the patient is not stabilized (and/or aboard ship) within four rounds, he dies.

## Firefight

As the last of the Federation personnel reach the

transporter stage, a massive explosion will signal a breach in the consulate wall. Takare rioters pour through the hole, one or two firing old-style Romulan disruptor pistols and wielding cruder weapons.

### Notes:

Rock Damage: 1d6

Disruptors are set to Kill, and do 5d6+18 dmg. (see *Player's Guide pg 183*)

Molotov Cocktail Damage 1d6 initial, 1d6 per round until extinguished, 1m radius.

(Flames can be extinguished in two rounds with a Stop-Drop-Roll maneuver, or otherwise burn 1d6 rounds.)

The PCs must hold the line for four rounds (with little cover) before the *Montpelier* can beam them out.

## Provocations

With the Federation personnel safely aboard, *Montpelier* is free to leave the system. As she departs, though, the starship is menaced by three Takare fighters. The Takare are looking for a confrontation and are hoping to provoke the starship. Ambassador T'Sav will counsel the Captain to bide his peace, although Lieutenant Corrigan strongly recommends that the characters at least **DISABLE** the antagonists. The fighters will buzz the *Montpelier* until it becomes clear that the starship will not respond or until all the fighters are disabled. Should the *Montpelier* respond with weapons fire, the Takare will attempt to destroy her. Each pass made by the fighters is a **Challenging (TN 15) System Operations (Helm or Conn)** test. Each of the Takare pilots possesses a **System Operations (Helm or Conn) skill of 6**. Any collision (short of a deliberate ramming) is a glancing blow and causes 2d6 damage to each vessel.

## Courage Under Fire

Nearly halfway to the Takare border (and warp capability), the *Montpelier* detects the royal transport under fire from Takare forces. It is apparent that the Takare have reneged on their agreement regarding exile and are intent on killing the royal family in space.

Ambassador T'Sav will counsel that the matter does not concern the Federation and that the *Montpelier* should proceed without interceding. Lieutenant Corrigan, however, contends that the vessel under attack is registered to the Nyberrite Alliance, going about her business in a lawful manner





and the attacks are therefore piracy. The PCs have the opportunity to intercede and rescue the royal family. If the *Montpelier* intercedes, she should easily scatter the Takare fighters. A **Routine (TN10) Knowledge: Law** test will confirm Corrigan's assertions, but also point out that *Montpelier* is well outside her jurisdiction. In either case, the captain will be called on the carpet to explain himself.

### A Hunter Revealed

Should she engage the Takare fighters, the *Montpelier* should hold her own, but once the fighters



are destroyed, she is confronted by a Romulan heavy Frigate *Khranu*. The frigate is the source of the weapons used by the rioters and has been secretly supporting the change in government. The Romulan Commander (who does not identify himself as a tip-of-the-hat to TOS) is under orders to destroy the royal family, and is prepared to destroy the *Montpelier* if she stands in his way.

### Resolution

Depending upon how the characters handle the situation, one of several resolutions can occur. The crew might choose to shoot it out with the Romulan. They might allow the Romulans to destroy the transport in exchange for their own skins. They may even talk their way out of the situation.

### Resolution #1- Escape and Evasion

The *Montpelier* and the transport are allowed to leave after a terse conversation with the Romulan Commander. The PCs should escort the transport at least to the edge of Federation space.

This resolution is obviously the best of the three and should be relatively easy to achieve. The Romulan Commander must be convinced that *Montpelier* will defend the transport to the death- and that attacking the Federation starship will mean war - something for which the Empire is not prepared.

It is recommended that this scene be role-played out, with a few opposed Influence or Intimidate tests thrown in as needed.

### Resolution #2- Murder Most Foul

With the *Montpelier* rendered neutral, the transport's best efforts at evasion are no match for the Romulan starship, which mercilessly corners and destroys her. With a final sneering comment to the *Montpelier*, the Romulan recloaks and apparently departs the system. *Montpelier* is free to return to Starbase 225. Mission accomplished?

### Resolution #3- The Battle of Takare

Unable to dissuade the Romulans, and unwilling to sacrifice the transport and her passengers, the *Montpelier* girds for battle. This conflict should be resolved using the starship combat rules in the Narrator's Guide. Stats for the Romulan vessel can be found below.

### (Non-Player Characters)

**Federation Consul T'Sav** is a small Vulcan woman in her 80's (middle aged for a Vulcan).

Despite her small stature, T'Sav radiates competence and intensity, and has proven herself a formidable presence in the diplomatic field. She has three grown children.

**Age:** 80      **Species:** Vulcan      **Gender:** Female  
**Eyes:** Hazel      **Hair:** Black

**Courage:** 3      **Advancements:** 3      **Renown:** 5  
**Str** 9 (+1)      **Agl** 8 (+1)      **Int** 10 (+2)\*      **Vit** 10 (+2)  
**Prs** 10 (+2)\*      **Per** 9 (+1)      **Psi** 4 (+0)  
**Quickness** +1      **Savvy** +2      **Stamina** +2  
**Willpower** +2      **Defence:** 7

**Skills:** Computer Use (Retrieval) 3, First Aid (Combat Trauma) 4, Inquire 4, Investigate (Forensics) 3, Culture (Human) 3, History (Human, Federation) 4, Religion 4, Specific World (Earth) 4, Trivia (21st Century Sports Heroes) 3, Language-Federation Standard 3, Medicine (General Medicine, Pathology, Psychology, Surgery) 9, Life Science (Biology, Bioengineering) 4, Physical Science (Chemistry) 6, Survival (Desert) 3, System Ops (Medical) 8

**Species Abilities:** Enhanced Healing, Mind Meld, Nerve Pinch, Bonus

**Professional Abilities:** Pathos

**Edge:** Psionic

**Edges/Flaws:** Skill Focus: Keen Hearing



**Takare Rioter**- Slightly taller and more broadly built than a human, this individual has a vaguely feline physiology and a planet-sized chip on his shoulder. Poor and generally consigned to a life of labor, this individual is seething with indignation at the Federation influence (and contamination) of his world. Although a decent, reasonable fellow in general, this individual has been inflamed by the mentality and inertia of the mob with which he travels. He is prone to sharp, brutal violence- though he will probably regret it later.

**Age:** 30    **Species:** Takare    **Gender:** Male    **Eyes:** Brown    **Hair:** Black

**Courage:** 4    **Advancements:** 0    **Renown:** 0

**Str** 8(+1)    **Agl** 10(+2)\*    **Int** 5(+0)    **Vit** 9(+1)    **Prs** 6(+0)    **Per** 7(+0)

**Quickness** +2\*    **Sawvy** +0    **Stamina** +1    **Willpower** +1\*    **Defence:** 7

**Skills:** Armed Combat (Simple Weapons) 4, Unarmed Combat 4, Enterprise: Streetwise 3, Craft: Any 2

**Edges/ Flaws:** Bloodlust, Weak-willed

**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**

|   |                                 |
|---|---------------------------------|
| PC survived   | 100 exp points                  |
| PCs successfully evacuated the Consulate:                   | 400 exp. points                 |
| The Takare Royal Family survived:                           | 400 exp. points                 |
| The Myreste was escorted safely to the Federation border:   | 100 exp points                  |
| PCs reacted properly during Provocations:                   | 100 exp. points (per player)    |
| PCs were excessively violent, or fail to prevent such acts: | -100 exp. points (per player)   |
| Resolution #1 (Montpelier and the transport escape):        | 800 exp. points                 |
| Resolution #2 (Montpelier Escapes, transport destroyed):    | 200 exp. points                 |
| Resolution #3 (Battle of Takare):                           | 800 exp. points                 |
| PC actions blatantly violate Takare sovereignty:            | -200 exp. points (per incident) |

**Renown Awards**

|   |                                 |
|---|---------------------------------|
| PCs successfully evacuated the Consulate:                       | Renown +1                       |
| PCs reacted properly during Provocations:                       | Renown +1 (per player)          |
| PCs were unnecessarily violent, or fail to prevent such an act: | Renown -2 (per player, per act) |
| Resolution #1 (Montpelier and Myreste escaped):                 | Renown +2                       |
| Resolution #2 (Montpelier escaped, Myreste destroyed):          | Renown -5                       |
| Resolution #3 (Battle of Takare):                               | Renown -2                       |
| PC actions blatantly violate Takare sovereignty:                | Renown -1(per incident)         |

**Optional Renown Results (per Officer)**

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



## Handouts:

### Handout #1: Captain's Log

Captain's Log, Stardate 41112.5, All is well. The Montpelier is on course and speed to arrive at Starbase 225 for some much needed shore leave and crew rotation. Three months of survey work have yielded plenty of data for Star Fleet to analyze, but have taken their toll on ship and crew.

Despite the best efforts of the ship's company and Lieutenants Sitak and Entebbe, Montpelier is in need of a sensor overhaul and recalibration.

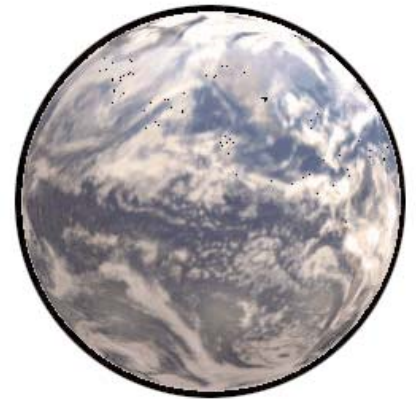
During our layover at Starbase 225, Montpelier will replenish and refuel, including replacing torpedoes expended as probes during our surveys.

### Handout #2: Planetary Survey: Theta Takare IV

The Theta Takare system is a rare, remote, trinary star system comprised of four planets and two small stars orbiting a massive primary. Extensive asteroid belts attest to additional planets that either failed to form or were destroyed by the interaction of the three stars. As the stars near their points of closest approach during the year, severe gravitational shears and ion storms are common.

The second planet of the system, Takare, is just taking its first steps into galactic society. Technically a controlled monarchy, Takare was contacted by Star Fleet shortly after the planet's first successful warp flight. Requests for Federation membership soon followed.

Takare is currently plagued by latent civil unrest causing delays in the membership process, but Takare was granted protectorate status to shield the world from Dominion exploitation.



**Class:** M

**System Data:** 3 small moons

**Gravity:** .992 G

**Year and Day:** 866 days / 23 hrs

**Atmosphere:** Thick Terrestrial

**Hydrosphere:** 28%

**Climate:** Warm Temperate

**Sapient Species:** None

**Tech Level:** N/A

**Government:** N/A

**Culture:** N/A

**Affiliation:** Federation Protectorate

**Resources:** Heavy metals, extensive crystalline deposits, latinum in the outer atmosphere of the outer planets.

**Places of Note:** Capital City, Orbital Palace

**Ship Facilities:** Mid-sized dock facilities (can accommodate vessels up to size 4)



**41081.3(0800) Security Log, Lieutenant Daniel Corrigan reporting.** An unusual situation occurred this morning. Nearly fifty protesters were gathered outside and protested for more than an hour. The incident was ended when Takare Security personnel arrived and broke up the protests. Things remained quiet after that. No damage was done to the embassy compound, nor was there a threat of harm to persons.

**41092.6(1600) Security Log, Lieutenant Daniel Corrigan reporting.** Several Federation personnel were accosted today in a Takare market, with mostly minor injuries. Mr. Casey Jordan, one of the consulate undersecretaries received several deep (but ultimately superficial) knife cuts during the altercation. Consul T'Sav has forbidden all unofficial travel for Federation personnel on Takare, effectively confining them to the consulate.

**41096.3(0800) Security Log, Lieutenant Daniel Corrigan reporting.** The largest Takare protest to date took place this morning, and I've got the casualties to prove it. Although the crowds have been growing in number and energy for more than two weeks, Takare security forces seem unwilling or unable to control the mob. I took the precaution of posting armed security officers at the overlook positions on the embassy walls. Yesterday evening, Crewman Jansen was seriously wounded by small arms fire (a primitive projectile weapon, no less!). Jansen will recover completely, but I've asked Consul T'Sav to request additional local security personnel from the Takare government.

**41098.3(0800) Security Log, Lieutenant Daniel Corrigan reporting.** The riots and protests are nearly constant now, lasting from just before sunrise until late at night. Takare security troops outside the embassy now number more than a hundred. Civil unrest seems to be wide spread, and it appears directed as much at the local government as at the Federation. There have been four additional incidents of graffiti or defacement against the embassy walls. Additionally, our security forces discovered a makeshift explosive planted at the foot of the north wall. Takare Security forces disarmed and removed the device.

**41101.3 (0800) Security Log, Lieutenant Daniel Corrigan reporting.** The riots and protests are getting out of hand, and with the fall of their government, the Takare security troops have been removed.

Despite my protests, Federation Consul T'Sav insisted on traveling to the new Chancellory building and addressing the new "leadership." Enroute, our convoy was surrounded and nearly stopped by Takare rioters. We were able to continue, but the situation appeared fairly desperate for several long moments.

Numerous insults and abuses are hurled against the embassy daily, most of which amount to little more than thrown rocks and the occasional crude incendiary bomb.





## SS Myreste

### Production Data

Origin: United Federation of Planets    Structure: 25  
 Size: 4, 2 decks    Year Launched: 2265  
 Atmospheric Capable: Yes

### Hull Data

Class and Type: Myreste Class Transport  
 Length: 140m    Crew: 10

### Operational Data

Transporters: 2 standard, 2 emergency, 2 cargo    Cargo Capacity: 20    Tractor Beams: 1a  
 Sensor Systems: Class 2 (+2/C)    Operations Systems: Class III (D)    Life Support: Class IV (E)

### Propulsion Data

Impulse Engines: Type V (.75c) (D)    Warp Drive: Class III (Warp 2 / 3 / 4) (B)

### Tactical

Phaser Cannon: Type 5 (A)    Deflector Shields: Class 2 (A)  
 Penetration 3 / 3 / 2 / 0 / 0    Protection 12  
 Threshold 2

### Miscellaneous

Maneuver Modifiers: +0 C, +0 H, +1 T    Traits: Outdated (+2 TN on Command Maneuvers)

## Takare Fighters

### Production Data

Origin: Takare    Structure: 10  
 Size: 2, 1 deck    Year Launched: 2360  
 Atmospheric Capable: Yes

### Hull Data

Class and Type: Corsair Class Fighters  
 Length: 10m    Crew: 3

### Operational Data

Transporters: 1 emergency    Cargo Capacity: 2    Tractor Beams: 1a  
 Sensor Systems: Class 2 (+2/C)    Operations Systems: Class 2 (C)    Life Support: Class 2 (C)

### Propulsion Data

Impulse Engines: Class 4 (.8c) (C)    Warp Drive: Class 6 (Warp 6 / 7 / 8) (B)

### Tactical

Disruptor Cannon: 4 x Type 2 (A)    Deflector Shields: Class 2 (B)  
 Penetration 3 / 3 / 2 / 0 / 0    Protection 12  
 Photon Torpedo: 1 x Type II (A)    Threshold 2  
 Penetration 3 / 3 / 3 / 3 / 3

### Miscellaneous

Maneuver Modifiers: +0 C, +2 H, +0 T    Traits: Design Flaw: Warp Drive (-2 Structure per WF above 7)

## Romulan Destroyer

### Production Data

Origin: Romulan Star Empire    Structure: 25  
 Size: 5, 7 decks    Length: 280m

### Hull Data

Class and Type: Poniard Class Destroyer  
 Crew: 250    Atmosphere Capable: Yes

### Operational Data

Transporters: 2 standard, 2 emergency, 2 cargo    Cargo Capacity: 50    Shuttlebays: 1 aft  
 Shuttlecraft: 5 size worth    Tractor Beams: 1a  
 Sensor Systems: Class 3 (+3/D)    Operations Systems: Class 3 (D)    Life Support: Class 3 (D)  
 Cloaking Device: Class 3 (Rating:20)

### Propulsion Data

Impulse Engines: Type 4a (.85c) (E)    Warp Drive: Class 6.6 (Warp 6 / 7 / 8.6) (C)

### Tactical

Disruptor Banks: 4 X Type VI (C)    Deflector Shields: Class 5 (D)  
 Penetration 4 / 4 / 4 / 0 / 0    Protection 15  
 Photon Torpedoes: 2 X Type II (B)    Threshold 2  
 Penetration 4 / 4 / 4 / 4 / 4

### Miscellaneous

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

The *Poniard* Class destroyer is a proven, durable design that has seen service for more than 50 years. Cramped, confined, and utilitarian, the Poniard Class is not generally popular with their crews, but have remained in service through their sheer utility.

