

BEYOND

THE FINAL FRONTIER



THE UNOFFICIAL

STAR TREK

ROLEPLAYING GAME WEBZINE

ISSUE 9 • NOVEMBER 2008



FROM THE EDITOR

Greetings, salutations... Hello All!

Issue 9 here we come! Thanks to the outpouring of support of a few great fans we've got quite the spread for you this month. This issue has another great module, a new race, the first fan interview, a ton of character options, plus a lot more! Don't wait a second longer to check it out!

Happy Gaming!

Matthew Kearns
aka GandalfOfBorg
Editor



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THE FINAL FRONTIER

From The Editor 02

*Blood & Honor - A Klingon Saga
for the CODA System* 04
—By Doug Burke



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A Message From "The Layout Guy"

Greetings, and welcome to the newest issue of Beyond the Final Frontier. Now that you finally have another issue in your hands, I would like to take a moment and explain why it was so late. In late June of this year, my Mom suffered two strokes, and since that time, I have been dealing with her declining health, as a result. We struggled with rehabilitation for several months, but unfortunately for my family and I, we lost the battle, and my mom passed away on October 14th.

Since that time, I have been overwhelmed with the sad duty of taking care of the final arrangements, as well as trying to take care of my father, during this very sad time (they were married for 49 years), in addition to helping my family through this.

With that in mind, I hope you will understand why this issue took so long to get done. I am going to be stepping back from this publication for a while, until things can get taken care of around here. I thank you all for allowing me to be a part of this wonderful publication, and I look forward to once again becoming involved with BTFF again. Until then, take care and go easy on those who take over, it's not as easy as it looks.

—Dave Pipgras
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NOBLE HOUSES



Qulekgh



Mogh



Martok



Grilka



Gowron



K'mpec



Chang



Kang



Koloth



Gorkon



Kor

HOUSES MINOR



BLOOD & HONOR - A KLINGON SAGA

BY DOUG BURKE

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Campaign Overview—*Star Trek: Blood and Honor* is set in the Star Trek universe, Beta Quadrant, beginning in the year 2294, just after the signing of the Khitomer Accords. The devastation of Qo'noS, the reorganization of the Klingon High Command, and the rise of the High Council have allowed long simmering rivalries to surface. In the midst of this turmoil, the House of Kozek has built a vessel of their own for the first time in four generations.

The characters are the officers and crew of the *Taj'tat*, a brand-new Bird of Prey variant assigned to explore and patrol the Taj'na Sector. To this ship and crew falls the task of exposing and thwarting a plot by their archenemies, the House of Regat.

Eager to destabilize the great Klingon Houses of Kaga and Kovara and pave the way for their own advancement, the House of Regat is working with Orion raiders to attack Klingon colonies and installations. A principal Imperial defense contractor, the House of Regat is selling military secrets to the Orions in exchange for cash and attacks on their rivals.

Three missions are contained in this campaign arc, each advancing the story while focussing on one of the principal Klingon virtues of duty, personal honor, ties of blood, and courage.

CREW OF THE IKV TAJ'TAT

Position	Name (House)	Rank
Commanding Officer	K'Tenek, son of Tak, House of Kozek	Commander
Executive officer / Gunner	Kuraq, son of Malk, House of Torm	Lieutenant Commander
Conn Officer	Kadek, son of Krahg	Lieutenant Junior Grade
Chief Engineer	Maq'du, son of B'Kal	Lieutenant
Science Officer	Ch'Res, daughter of K'mpar	Lieutenant Junior Grade
Medical Officer	S'Rakt, daughter of T'Vish	Sergeant

K'Tenek, son of Tak- Commanding Officer

Proud and ambitious, K'Tenek is the scion of a Great House, a House on the rise. Despite his relative youth, K'Tenek has served several tours in the Imperial Navy, and has finally received a command of his own. In addition to the responsibility of commanding a vessel of the Klingon Empire, K'Tenek now carries with him the weight of his House's honor and a mandate to succeed. K'Tenek is the son of Tak, the previous head of the House of Kozek. Tak was killed in battle against the Federation (but under mysterious circumstances) while fighting alongside the House of Regat. Because K'Tenek was too young to be Head of House, Tak's brother Koros claimed right of ascension. As Koros has no heir, K'Tenek becomes Head of House (as is his right) when his uncle dies.

Kuraq, son of Malk- Executive Officer

Kuraq is son and heir of the House of Torm, Kuraq and K'Tenek were all but raised together, learning and serving together from early youth. Kuraq learned the arts of the bat'leth and Mok'bara at the feet of his father. Several tours of duty have turned Kuraq into a young, but well seasoned officer.

Kadek, son of Krahg- Lieutenant JG, Conn Officer

Kadek, son of Krahg is a skilled pilot who cut his teeth flying anti-piracy patrols along the Klingon/Romulan border. Pledging his service to the House of Kozek when his tour ended, Kadek was assigned as Conn officer to the *Taj'tat* because of his proven skill as a pilot. Young, idealistic, and ambitious, Kadek is eager to prove himself and make a name for his family. His ultimate goal is to become a member of the nobility- and earn a House name of his own.

Maq'du, son of B'Kal- Lt., Engineering Officer

The oldest warrior aboard the *Taj'tat* is a bat'leth master of great skill. Maq'du was a close friend and battle companion to K'Tenek's father, Tak. Prior to his death, Tak wished to name Maq'du as gin'tak to the House of Kozek, but the idea was quashed when Koros became Head of House. In following his friend's wishes, Maq'du serves as gin'tak in all but name. He is friend and mentor to nearly the entire crew of the *Taj'tat*. Maq'du is the son of theoretical physicists working for the High Command. When he entered, the Academy, Maq'du discovered a deep spiritual need which his academic upbringing had left unfulfilled. When Tak was killed in battle, Maq'du left the service and traveled to the monastery at Boreth, studying there for over a decade. Returning to the service, Maq'du renewed his pledge to the House of Kozek, where he keeps a watchful eye over the son of his friend and captain- K'Tenek, son of Tak.

Ch'Res, daughter of K'mpar- Science Officer

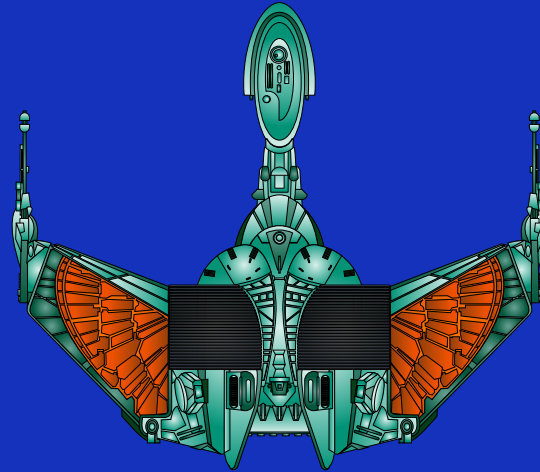
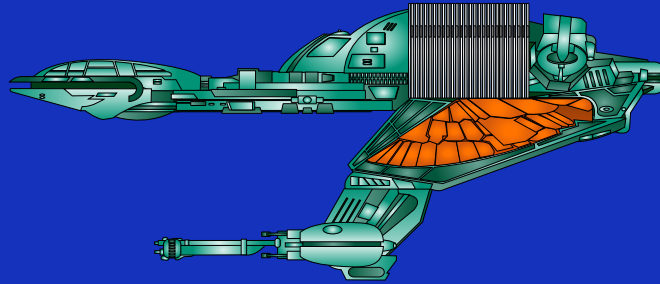
Ch'Res is the only child and daughter of a peasant family loyal to the House of Kozek. Although a valiant warrior, K'mpar wanted more than he soldier's life for his daughter ' he wanted her to one day become a lady. Given her keen mind and quick intellect, Ch'Res trained in the sciences under the banner of the House of Kozek. Early in her career, Ch'Res served a six-month liaison tour with a Romulan Science team, prior to the breaching of the treaty.

S'Rakt, daughter of T'Vish- Medical Officer

An orphan with no family honors to claim, S'Rakt was trained as a medic by the House of Kozek. Loyal and efficient, S'Rakt has worked hard to build her skills and expand her abilities in service to the House that saved her from starvation.

Imperial Klingon Vessel - Taj'tat (Dagger of Light) - Bird of Prey

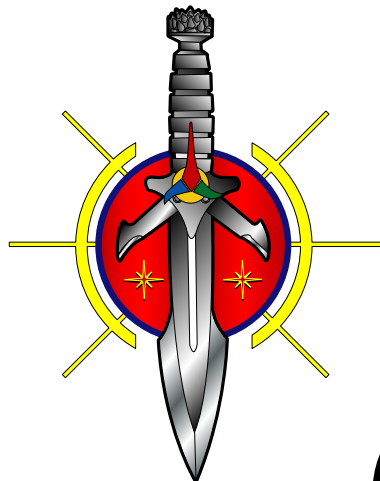
Production Data	Hull Data
Origin: Klingon Empire	Structure: 20
Class and Type: Modified B'Rel Class Bird of Prey	
Size: 4, 2 decks	
Year Launched: 2294	
Length: 110m	
Crew: 24	
Atmospheric Capable: Yes	
Operational Data	
Transporters: 2 standard/emergency	
Cargo Capacity: 40	
Tractor Beams: 1v	
Sensor Systems: Class 3 (+3/D)	
Operations Systems: Class 3 (D)	
Life Support: Class 3 (D)	
Cloaking Device: Class 2 (18)	
Propulsion Data	
Impulse Engines: K-HEU-4 (.6c)(C)	
Warp Drive: STN-5 (Warp 6 / 8 / 10) (D)	
Tactical	
Disruptor Cannon: 4 x K-GDM-3 (B)	
Deflector Shields: KPFF-2a 2 (B)	
Penetration: 4 / 4 / 4 / 0 / 0	
Protection/Threshold: 13/3	
Photon Torpedo: 2 x KP-2a (A)	
Penetration: 3 / 3 / 3 / 3 / 3	
Miscellaneous	
Maneuver Modifiers: +1 C, +2 H, +2 T Traits: None	



The Taj'tat, is a brand-new Bird of Prey variant, the first vessel built by the House of Kozek for its own use in nearly four generations. As such, extra care and detail have been paid to ensure that the Taj'tat is the finest vessel ever produced by the House yards. The vessel is named for an ancient family heirloom, a d'k'tahg created with crystalline flaws in the blade that trapped and reflected light. It is said that no Kozek warrior has been defeated while wielding the blade.

Five generations ago, the House of Kozek became embroiled in a blood feud with the House of Regat, a feud that weakened and very nearly destroyed both Houses. In the following four generations, Kozek engineers served the Empire by designing and building starships and starship components for the Imperial Fleet and the other Klingon houses, but lacked the resources to build for themselves. Now, with the overthrow of the High Command and the restoration of the High Council, Kozek's fortunes finally allow them this first step on the path to independence and greatness. In building the Taj'tat and her two sisters, the House of Kozek hopes to build on their honor and prestige, and increase their holdings in the chaotic Klingon Empire.

Despite these steps forward, House Kozek's future remains clouded. There is unrest in the Empire, and the House of Regat has grown powerful, spending decades cultivating powerful political connections.



KLINGON HOUSES

The major houses of the Taj'na Sector are detailed below. While these are only the major players, there are more than two dozen lesser Houses with varying degrees of loyalty and fealty to the greater Houses.

Kaga—The greatest House in the Taj'na Sector, Kaga is the House of the Sector governor, and the only House with a seat on the High Council. Each of the lesser Houses in the Sector (including Kozek and Torm) owe varying degrees of fealty to Kaga, which runs the sector on behalf of the High Council.

Kovara—Large and powerful, Kovara has a wide range of diversified interests- and the ear of many on the High Council. Kaga's greatest rival, Kovara is the second most powerful House in the Sector, and is considered Kaga's only real rival for power. Despite this rivalry, relations between the two great Houses have always been cordial (if not downright friendly). Rumors persist that the Houses of Kaga and Kovara are quietly negotiating a joining by marriage. Kovara has extensive contacts with House Regat, and although officially neutral in the Kozek-Regat feud, is believed to favor the Regat.

Kozek—A minor House with holdings in bioengineering and agriculture, Kozek's main strength comes from her shipwrights. For four generations, Kozek engineers have served the Empire well, designing and building starships and starship components for the Imperial Fleet, as well as the Klingon houses themselves. Kozek has long suffered from a quiet feud with House Regat, and the Houses have refused to deal with one another even in the face of Imperial displeasure. With the rise of the High Council (and the weakening of the High Command), House Kozek's future remains clouded, as the House lacks the political connections that Regat has spent decades cultivating. In building the Taj'tat, the House of Kozek hopes to build on their honor and prestige, and increase their holdings in the chaotic Klingon Empire. Headed by Koros, the House of Kozek reluctantly supports Azetbur and the High Council.

Logh—The House of Logh is a house in decline. Logh was heavily devastated by the damage to Praxis and Qo'noS, and initially sided with General Chang in pursuing hostilities with the Federation. When Logh discovered that Chang had betrayed them, and conspired to assassinate Chancellor Azetbur, Logh reluctantly threw its support behind Azetbur.

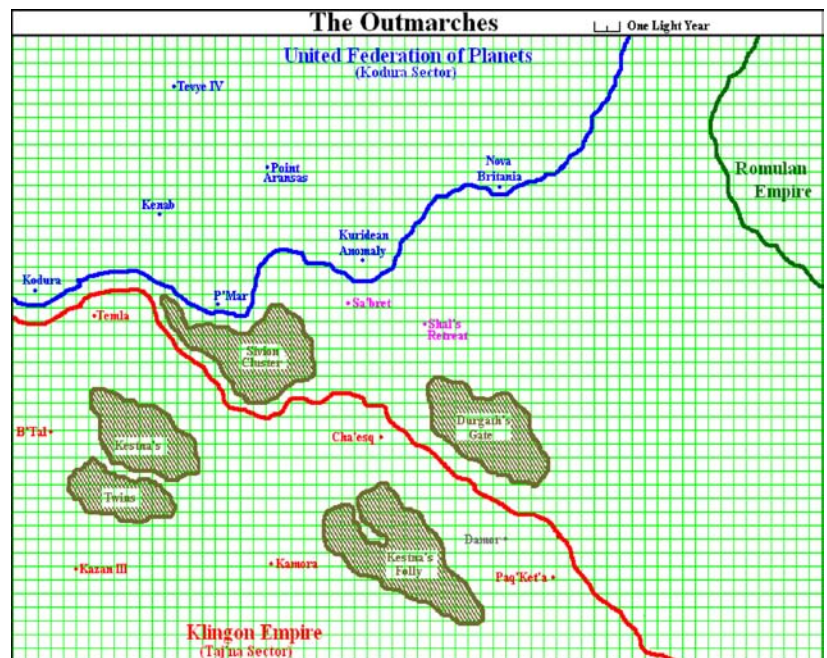
Regat—A minor, but growing power, Regat specializes in military applications, particularly planet-bound defensive strategies, phaser and disruptor batteries, and shield installations. Contracting for the Empire and the various lesser Houses, Regat is growing in wealth, power, and influence. Their main rivals are the Houses of Kaga and Kozek.

Torm—Five generations ago, the House of Torm was toppled in a blood feud with the House of Regat. Although rumors of treachery and back-alley deals continue to surface from time to time, Klingon history (written by the victor, of course) does not address them. As their fortunes diminished and Torm lands were seized, friend and retainer alike fled the Torm until only the House of Kozek (a minor and hitherto ignored ally of convenience) remained, sheltering Kaltak, her two sons, and a daughter. Determined to exterminate the line, Regat demanded that Kozek turn over the last remaining Torm, and when rebuffed, attacked en mass. In the defense of their ally, five hundred Kozek warriors fell, holding off nearly three times as many Regat, and nearly exterminating all three Houses. The House of Regat decided to cut their losses and promptly declared victory. Although Kayem, Lord of the House of Kozek, could easily have claimed the survivors as his own (and ended the line), he declared Kaltak mistress of her own House and her eldest son as heir. Since that time, the surviving Torm have been loyal allies and brothers in blood of the House of Kozek.



Taj'na Sector Overview

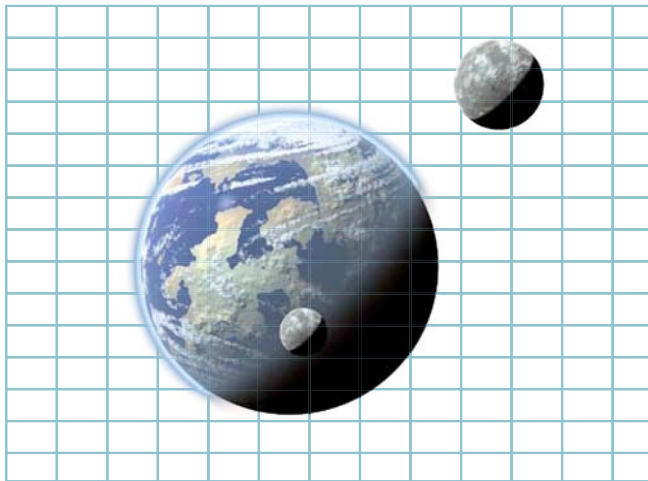
The Taj'na Sector is a stellar group approximately twenty-eight light years long. The region lies nearly 50 below the galactic plane, along the Kodura sector of the Federation. The Taj'na sector contains just over a dozen star systems. Although the perimeters of the sector have been charted (mostly to defend against Federation incursion), the spinward regions of the sector remain unexplored.



B'TAL

Class: M (Earth-Like)
 System Data: XX Planet
 Size: 14000mi diameter • 1.114G standard
 Moons: 2 (Both Class D)
 Climate: 384 Days / 26Hrs
 Atmosphere: Standard
 Hydrosphere: 81%
 Temperature: Warm & Humid
 Civilization: Klingon colony, no native sapient species.
 Population: 26 Million
 Technology: TL 7/8

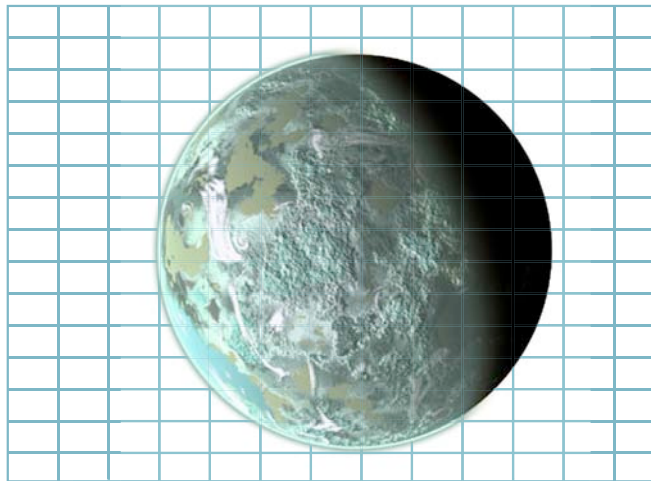
Notes: Warm and Humid, with extensive table and polder land. A small, often over looked agricultural world on the fringes of Klingon space. Small, warm, and fertile, B'Tal is the home and base of operations for the House of Kozek, and several lesser Houses. The house of Kozek maintains three planetary and a single orbital shipyard, capable of servicing vessels up to size 6 in orbit or size 5 ashore. Primarily skilled shipwrights, agricultural and pharmaceutical specialists. Aproximately 60% of the yealds are staple and bread crops, but a full 28% of the harvest is pharmaceutical in nature.



CHA'ESQ

Class: M (Earth-Like)
 System Data Third Planet
 Size: 13000mi diameter • 1.004G standard
 Moons: None
 Climate: 355 Days / 28 Hrs
 Atmosphere: Standard
 Hydrosphere: 61%
 Temperature: Cool & Relatively dry, with long stable growing seasons.
 Civilization: Klingon colony, no native sapient species.
 Population: 3 Thousand
 Technology: TL 7/8

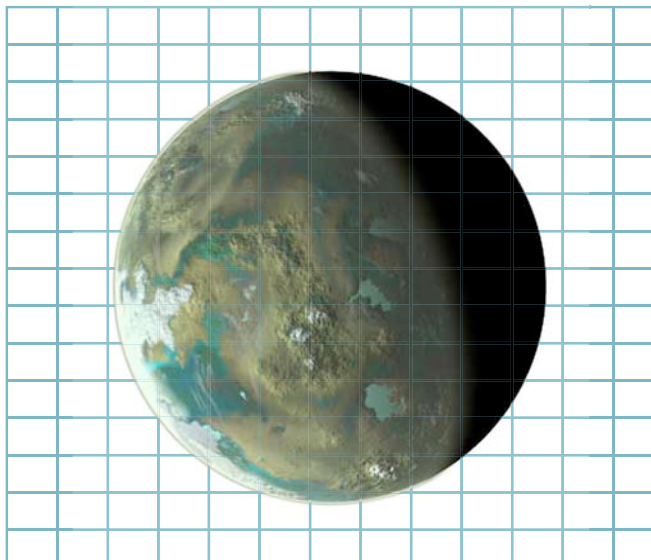
Notes: Cha'esq is a very new colony world established in 2265, specializing in food crops. Established by the House of Kovara, the colony is just barely self-sufficient. Fitted with a long-range subspace telescope for early warning and observing the Federation. Resources include extensive agricultural specialists, and places of note include the main colony of Cha'esq, and the subscpace monitor array. Because of it's location and mission, Cha'esq is fitted with fairly heavy defencise batteries, installed by the House of Regat.



DAMOR

Class: M (Earth-Like)
 System Data: 5th Planet
 Size: 11000mi diameter • 1.01G standard
 Moons: 2 (Both Class D)
 Climate: 349 Days / 24Hrs
 Atmosphere: Standard
 Hydrosphere: 60%
 Temperature: Cool and relatively dry
 long, stable growing seasons.
 Civilization: 1.2 Billion Damori (Native)
 1.2 Million Imperial Klingon
 Technology: TL5 Damori Cities, TL8 Klingon Enclaves

Notes: Conquered in 2096 and Homeworld of the Damori, adapted to Klingon rule quickly and easily. With the Damori nobility ensuring that production quotas are met, the Klingons rule Damor with a light hand. In exchange for their fealty, the damori have been lifted from TL2 to TL5 in a very short time, with corresponding increases in lifespan and quality of life. Resources include the extensive orbital and subsurface mining operations, and places of note are the Imperial Garrison and the orbital mines



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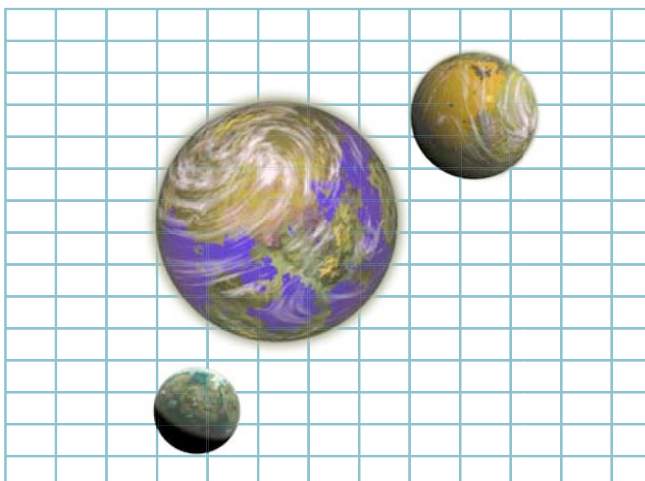
PAQ'KET'A

Class: M (Earth-Like)
 System Data: Third Planet
 Size: 14000mi diameter • 1.21G standard
 Moons: 2 (Both Class D)
 Climate: 384 Days / 26Hrs
 Atmosphere: Standard
 Hydrosphere: 74%
 Temperature: Warm & Humid, Extensive table and polder land
 Civilization: Klingon colony, no native sapient species.
 Population: 9.5 Billion
 Technology: TL 7/8

Notes: the crown jewel of the Taj'na Sector is a large system rich in all the resources needed by the growing Klingon Empire. An Imperial Starbase with extensive shipyards and defense depots sits just outside the orbit of planet six. An antimatter processing station exists on the 3rd moon of planet eight, and planet seven hosts extensive latinum deposits.

Paq'Ket'a , the third planet (and only Class M world in the system), gives its name to the system proper. Paq'Ket'a is the seat of the House of Kaga, and therefore, the sector governor. A world built to warm the Klingon heart, Paq'Ket'a is covered with extensive mountain ranges and deep forests filled with game both challenging and dangerous. For this reason, several Klingon houses maintain small estates on the world, and the High Council maintains a military academy in the south.

Resources include primarily skilled shipwrights, mining, rare minerals, and industrial goods. Places of Note include the Imperial Klingon Starbase 211.

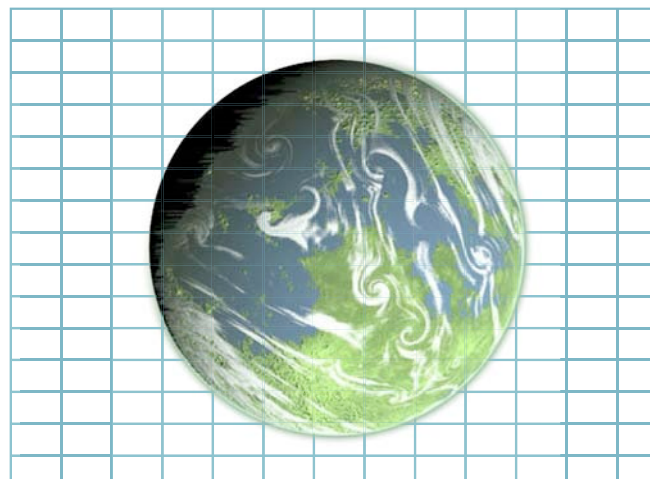


Notes: Kazon III is a rich system, with abundant natural resources, and is the province of several Klingon Houses, including Kaga, Kovara, and Regat. Most of the population lives on the third world, but several colonies exist on the moons of planet eight. Resources include skilled shipwrights, mining, rare minerals and industrial goods. The eighth planet is Class J, but supports three Class M moons, including the seat of the House of Regat. Extensive orbital defenses throughout the system.

KAMORA

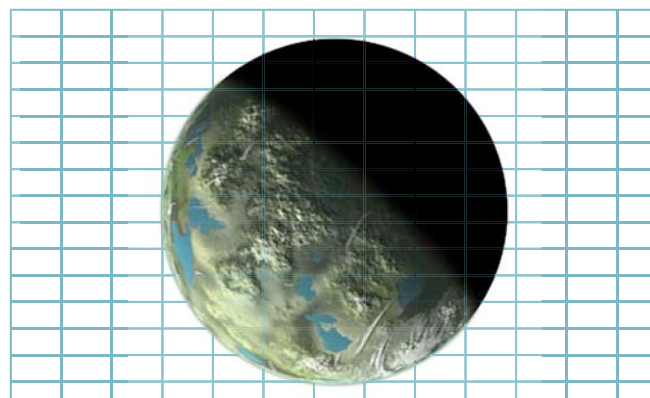
Class: M (Earth-Like)
 System Data: Second Planet
 Size: 11000mi diameter • 1.0G standard
 Moons: 1 (Class D)
 Climate: 391 Days / 29Hrs
 Atmosphere: Standard
 Hydrosphere: 56%
 Temperature: Warm & Dry, Extensive table and polder land
 Civilization: Klingon colony, no native sapient species.
 Population: 1 Billion
 Technology: TL 7/8

Notes: Kamora is a small system with relatively few natural resources. Kamora serves primarily as a training center and communications relay station. Resources include limited mining, rare minerals and agricultural goods; skilled shipwrights. Places of note include the Kamora IV Relay Station.



KAZON III

Class: M (Earth-Like)
 System Data: Third Planet
 Size: 16000mi diameter • 1.2G standard
 Moons: 2 (Class D)
 Climate: 384 Days / 26Hrs
 Atmosphere: Standard
 Hydrosphere: 81%
 Temperature: Warm & Humid, Extensive table and polder land
 Civilization: Klingon colony, no native sapient species.
 Population: 11 Billion
 Technology: TL 7/8



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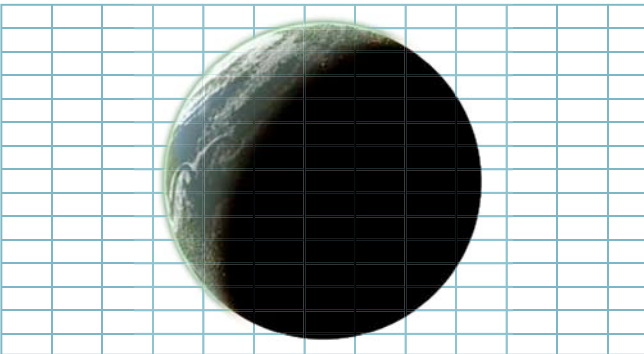
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SA'BRET

Class: M (Earth-Like)
 System Data: Fourth Moon of Eighth Planet
 Size: 6000mi diameter • 1.01G standard
 Moons: -- Moon of Norai--
 Climate: 791 Days / 172Hrs
 Atmosphere: Standard
 Hydrosphere: 79%
 Temperature: Dark, Cool & Humid
 Civilization: Orion colony, no native sapient species.
 Population: 1.25 Billion
 Technology: TL 7/8

Notes: A small, nearly insignificant world in the Federation Neutral Zone, Sa'bret is the fourth moon of the gas giant Norai. Tidally locked with the system primary, Sa'bret always shows the same face to the sun. Because of the distance to the sun and its swift orbit around Norai, Sa'bret has a "day" of 172 hours- roughly half of which is pitch-black night and half is a dim, hazy day. An outpost and counterpart to the Orion colony on Shal's Retreat, Sa'bret serves as a waystation and clearinghouse for activities that the Orions wish to keep at arm's length. Well populated despite its small size, Sa'bret is a dark or dimly lit cluster of hovels, small spaceports, and shantytowns. The slums that pass for cities are filled with hidden passages and underground warrens. Resources include: skilled shipwrights, extensive illicit trade, including slaves. Places of Note: North Shanty town

**TEMLA**

Class: M (Earth-Like)
 System Data: Second Planet
 Size: 6000mi diameter • 1.004G standard
 Moons: None
 Climate: 355 Days / 28Hrs
 Atmosphere: Standard
 Hydrosphere: 61%
 Temperature: Cool & Relatively Dry with long, stable growing seasons
 Civilization: Orion colony, no native sapient species.
 Population: 3 Thousand
 Technology: TL 7/8

Notes: A small colony world right on the Federation border, Temla is relatively unremarkable. The world's only claim to fame was its utility as a monitoring and staging point for raids into Federation space. A small (now inactive) orbital shipyard exists in orbit around Temla. With the loss of the military patronage, Temla has shifted its focus to limited trade missions. Resources include: Extensive agricultural specialists. Places of Note: The main spaceport, and the subspace monitor array. Because of its location and mission, Cha'esq was fitted with fairly heavy defensive batteries, which are being reduced in accordance with the Khitomer Accords.

SHAL'S RETREAT

Class: M (Earth-Like)
 System Data: Fifth Planet
 Size: 8000mi diameter • 1.18G standard
 Moons: None
 Climate: 391 Days / 72 Hrs
 Atmosphere: Standard
 Hydrosphere: 72%
 Temperature: Cool, Hazy, & Humid with extensive urbanization
 Civilization: Orion colony, no native sapient species.
 Population: 1.05 Billion
 Technology: TL 7/8

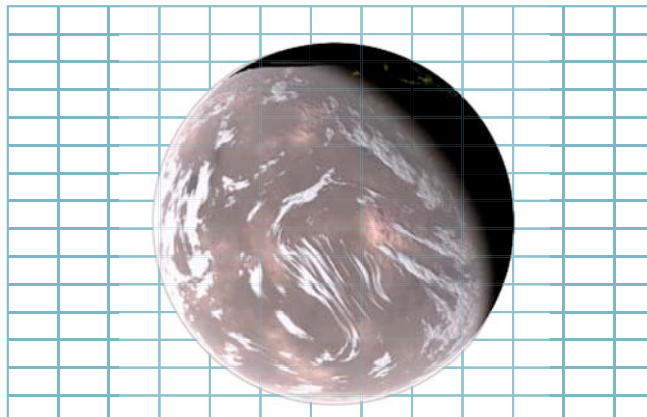
Notes: An ancient Orion colony, Shal's Retreat is named for the semi-mythical Orion merchant prince who fled there after the fall of the 11th Orion Empire, nearly ten thousand years ago. At least, that's one of the (conflicting) stories sold to Federation researchers and cartographers. The modern Orion civilization lives in, on, and under the ancient ruins, and ancient artifacts both real and manufactured can be had for a few credits to the unwary buyer.

What is beyond dispute, however, is Shal's Retreat's size (one of the fifteenth largest Orion colonies) and its quintessential Orion nature. Wreathed in carefully contrived isolation and neutrality, Shal's Retreat is home to every form of commerce, activity, and vice imaginable. Ruled by a patchwork of Orion clans, Shal's Retreat is chaotic, exotic, and dangerous. The colony and its warrens are an ancient maze of passages and chambers designed to confuse, conceal, and to trap the unwary.

It is not surprising that both the Federation and the Klingon Empire strictly limit passage to the world, but there are many for whom rules are made to be broken. It is axiomatic that only the foolish or the desperate travel to this world- there is no third option.

The colony takes elaborate steps to launder more illicit operations (such as piracy and slavery) through the nearby outpost of Sa'bret, but nevertheless maintains an elaborate and powerful orbital defensive grid to keep out unwanted strangers. Like any Orion operation, the defense grid is near transparent for illegal activities, but almost impermeable to the forces of law and order.

Resources include: skilled shipwrights and merchants, extensive illicit trade, including slaves. Places of Note: Orbital Defense Grid.



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CAMPAIGN AND CHARACTER DATA

Ch'reth, son of Vetar—a former warrior for the House of Kovara, Ch'reth is well past his prime and is much given to drowning his sorrows in drink. Unable to find a berth on a starship or in a House army, Ch'reth runs an illicit, but lucrative freight service between the Empire and the Orion world of Shal's Retreat. While he usually carries valuable trade goods, he occasionally carries an operative of the Empire slipping into or out of Federation space. Now even that means of service has dried up. Old and useless, Ch'reth waits to die, and is seriously considering the Hegh'bat ceremony.

Gorrek, son of Gath, of the House of Regat—The arch rival of both K'Tenek and Kuraq, Gorrek is a schemer and a traitor to the Empire. Working from disguise and through intermediaries, Gorrek is using his contacts in the Orion Syndicate (and through them, the Romulans) to undermine and betray several rival Houses and colonies in exchange for wealth. He is expected to succeed Gath as Head of the House of Regat.

Kahl—An Orion "Alasho", Kahl is a powerful Orion merchant-prince, controlling most of the operations in and around the Kodura and Taj'na Sectors. Since the ratification of the Khitomer Accords, Star Fleet has devoted a considerable amount of time and manpower to crushing pirate operations, making it more profitable to prey on independents and on Klingon vessels and colonies. Although he has heard rumors of a forming Orion Syndicate, Alasho Kahl has not yet been invited to join the fledgling alliance. As the boss and headman for operations based on Shal's Retreat and nearby Sa'bret, Kahl is the principal contact for Korth, and ensures Orion cooperation in the plot. Kahl is extremely charismatic, polite, and sociable, masking a ruthless, cunning mind.

Koros, son of Koresc, Head of the House of Kozek. Patriarch and leader of his House, Koros is a proud, and wily Klingon. He is disdainful of Chancellor Azetbur, but is unwilling to cross the High Council and oppose her. Koros' brother Tak was the previous head of House, but when he was killed in battle, Koros claimed the right of ascension, as Tak's son was too young to be Head of House. As Koros has no heir, K'Tenek becomes Head of House (as is his right) when his uncle dies. Although he has been an honorable steward of the House of Kozek, Koros knows that his nephew could challenge him at any time. For this reason, he both loves and fears K'Tenek. The warrior Maq'du was a close friend and mentor to the sons of Koresc for several years, but seemed to favor Tak- a favor which Koros deeply resented. Drunk one night, young Koros challenged the older warrior to a duel, which Maq'du won handily. The ease of the victory (and the way the older warrior drew it out) humiliated Koros deeply- a grudge he still carries.

A bitter, scheming man, Koros sees his dreams of greatness and power slipping away. Despite his ambitions and hopes, Koros fears that the launch of the Taj'tat and her sisters is but a small step in a race that the Great Houses won long ago. As his ambitions seem to grow further out of reach, Koros has increasingly despaired, and has begun to value expediency more than honor.

Korth- Son of Jikh, a warrior for the House of Regat. Korth is the top link between the Orions and House Regat. Korth serves as Gorrek's aide-de-camp and acts as the go-between with the Orions, carrying the datacards and bringing back the cash.

Moktar—No one knows Moktar's family or face. Rumors abound about this ruthless and "honorless" assassin. Available to the highest bidder, Moktar kills without compunction or hesitation. Although he specializes in surgical strikes, Moktar has been known to cut a wide swath in pursuit of his targets.

Rakt—Nausicaan shipmaster and general-purpose thug. Rakt has a small ship and a large knife. He carries a Romulan surplus disruptor pistol and some light armor. He can be found for hire as a bodyguard or chartered for transport, but his employers should keep a wary eye. Tarakt, son of Ketor, Head of the House of Kaga. Patriarch and leader of the House of Kaga. A very old, guileful Klingon, Tarakt's body may have slowed, but his mind is sharper than ever.

T'Mreth, son of Reska, of the House of Kovara. Patriarch and leader of the House of Kovara. An old, honorable Klingon warrior, T'Mreth served with Tarakt since they were both young cadets, and the two have remained friends even despite the official rivalry of their Houses. It was T'Mreth who proposed the idea of officially joining their Houses with the marriage of Kuriss and Ghemar.





Introduction

"The Attack" is an adventure for use with the Star Trek: Roleplaying Game by Decipher. It is designed for use in the "Blood and Honor" campaign, and is suitable for a crew of 2-6 players playing a Klingon crew. It is the first mission in an arc of three. With some modification, this adventure and those that follow could be adapted for other crews and other 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 included in the campaign and 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 in the Taj'na Sector, along the Klingon-Federation border, Beta Quadrant, in the year 2294. Players that plan to take part in this adventure should not read any further.

Adventure Synopsis

Having completed their shakedown cruise and declared the Taj'tat ready for duty, the PCs received new orders from Governor Tarakt- patrol the region of space between Temla and Cha'esq, intercepting and inspecting all vesselstransiting the area. With many of the vessels in the Taj'na Sector being called to the Romulan border, their vigilance is essential to the security of the Empire. With the local forces being spread thin, Tarakt is concerned about Orion activity and wants the Taj'tat on patrol.

During their patrol (and while inspecting the Klingon freighter Mak'doh) the PCs receive a brief, abortive distress call from Cha'esq. Arriving onsite, the PCs discover the colony in shambles after an Orion raid. Roughly a dozen Klingons, mostly children, are missing, taken prisoner by the Orions. Although the colony belongs to a rival House, their duty is clear- avenge the insult against the Klingon people and rescue the survivors and the children.

Wounded and dying, the colonial governor tells the PCs

that the Orion transmitted the proper recognition signals Before she approached, and that the attack was precise and systematic- the command center was the first structure destroyed. The colony's defense systems have been dismantled, not destroyed. The evidence points to sabotage and treason.

Picking up the raider's ion trail, the PCs follow her to Sa'bret in order to rescue the hostages. After a brief battle, the Klingons take the Orion outpost and liberate the hostages in glorious combat. The raider's computers are found to contain the current series of recognition signals used by the High Command (good for this week only). In exchange for his life (-no deal), the raider captain confesses that he purchased the access codes from Alasho Kahl, an Orion merchant prince on Shal's Retreat. Because of the formidability of the planet's defenses, the PCs will need a guide through the maze of weapons emplacements and picket ships. Not trusting the raider captain, Maq'du points the PCs to Ch'reth, son of Vetar, who runs a cargo through the Orion defenses every once in a while.

Background

Following the Praxis disaster, the Klingon High Command has been reorganized, and the High Council restored to power. Numerous long-standing feuds are resurfacing, threatening the Empire from within as well as without. With the Romulans massing near their border, the High Council believes an attack on the Empire is imminent and is diverting every available vessel to respond. In the face of this threat, those Klingon vessels not diverted, including the Taj'tat, must do extra duty. Newly commissioned, with a relatively raw commander, Taj'tat has been assigned to protect Klingon interests along the Federation border. Patrolling the space between Temla and Cha'esq, the Taj'tat and her crew are destined to fall squarely into the sights of a House Regat conspiracy to betray the Empire.

Setting

Cha'esq—Cha'esq is a very new colony world established only thirty years earlier by the House of Kaga. Although the colony specializes in food crops, it is only barely self-sufficient. Given its proximity to the Federation and several Orion colonies, it was a natural site for a subspace monitor array, providing early warning and monitoring of the Empire's neighbors. Cha'esq is the third planet in its system, is class M, cool and relatively dry, and has standard gravity.

Sa'bret—a small, nearly insignificant world in the Federation Neutral Zone, Sa'bret is the fourth moon of the gas giant Norai. Tidally locked with the system primary, Sa'bret always shows the same face to the sun. Because of the distance to the sun and its swift orbit around Norai, Sa'bret has a "day" of 172 hours- roughly half of which is pitch-black night and half is a dim, hazy day.

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An outpost and counterpart to the Orion colony on Shal's Retreat, Sa'bret serves as a waystation and clearinghouse for activities that the Orions wish to keep at arm's length. Well populated despite its small size, Sa'bret is a dark or dimly lit cluster of hovels, small spaceports, and shantytowns. The slums that pass for cities are filled with hidden passages and underground warrens.

The Mak'doh

Open in media res with Handout #1 and 2, the Captain's Log and The Mak'doh. The PCs (including the Captain?) are searching the elderly freighter for signs of contraband. The crew of the Mak'doh seems bored and listless, though Captain Rokoth is eager to please and somewhat impatient. In addition to her cargo of machine parts and hfredium ore, the transport is carrying four passengers.

Kuvek is an astrophysicist with the Imperial Academy seeking passage back to Qo'noS—he is due to catch a connecting vessel at Templa. He is brusque, impatient, and thoroughly aware that the strutting warriors of the Taj'tat have less use for him than they do for the tramp freighter crew.

Du'Qa is a small, dark merchant, a trader in pharmaceuticals, small gems (and illicit information). He is carrying a case of Federation issue medical kits. The colony on Verkul in the next sector has expressed an interest in purchasing surplus Federation medkits to replace those diverted to Qo'noS. Acting as their agent (and with High Council authorization), Du'Qa visited the Federation world of New Britannia and acquired the sample case. An ampoule in one of the medkits has been replaced with Veridium Five, a lethal nerve toxin. Du'Qa has a buyer for the poison on B'Tal. A TN 25 Investigate (Search) test is required to locate the phial unless the PCs are specifically looking for it.

Garyyl is a Klingon Advocate (a government lawyer), travelling on family business. Prim, beautiful, and powerful, Garyyl is in no mood for trifling.

L'maq, age 9, is the youngest of the passengers, travelling to meet his mother on Templa. He is travelling under the protection of Rokoth, a family friend, while his father's vessel heads for the Romulan border.

Allow the PCs to make a series of TN 15 Investigate (Search) or Observe (Spot) tests (mostly to familiarize themselves with the test resolution procedures). An Extraordinary success will allow them to discover a minor infraction (such as a flask of bootleg bloodwine). Despite appearances (and Du'Qa's little indiscretion), all is well aboard the Mak'doh. This scene is intended primarily to set the atmosphere and give the players an opportunity to get into character.

As the PCs near the completion of their inspection, they are contacted by the Taj'tat- the Klingon colony Cha'esq sent a brief distress signal before being cut off- shall they attempt to raise the colony? In any event, Cha'esq is off the air.

Responding to Cha'esq

The colony is ¼ light year and 10 hours away at Warp 6.

IF they push the engines, Maq'du (or another engineer) must make a Propulsion Engineering test against the TN from the table below, allowing the Taj'tat to make as much as Warp 10 (old scale) and be there in about 2 ½ hours- but they risk damaging the ship's engines. For every hour spent above Warp 5, the Taj'tat will need to make a Challenging (TN 10 + the ship's WF) Reliability check (D, +6). If the check is failed, Taj'tat will suffer damage and must drop back to sublight to diagnose and repair the problem. Maq'du (or another character) must make a TN 15 Propulsion Engineering (Warp Drive) test to properly diagnose the problem. A TN 15 Repair test will then be required to fix the damage. Each check will require ½ hour.

Once the damage is repaired, the procedure for pushing the engines must be begun all over again.

MAQ'DU WARP FACTORS				
SPEED	MULTIPLE OF C	RELIABILITY TN	ETA	
Warp Factor 6	216c	N/A	10 Hrs	
Warp Factor 7	343c	N/A	6 Hrs	
Warp Factor 8	512c	N/A	3.75 Hrs	
Warp Factor 9	729c	19	2.75 Hrs	
Warp Factor 10	10000	20	2 Hrs	

It is recommended that this scene be used only if the Chief Engineer is a player character. If Maq'du is indeed Supporting Cast (a GM character, as is recommended), the GM is advised to play up the element of uncertainty surrounding pushing the engines, but assume that everything works out well. Most players derive little enjoyment from watching the GM roll dice and mumble to himself behind his screen.

The Massacre at Cha'esq

This scene begins with the Taj'tat reaching orbit around the colony. A Routine (TN 10) System Operation (Sensors) test reveals no vessels in orbit. A Complete success or better reveals trace antimatter residue in orbit- there was a warp capable vessel here not more than four hours ago. Visuals also reveal a dark cloud that can only be smoke rising from the northern hemisphere- the site of the colony.

Unless they decide to land the Taj'tat, the PCs beam into the central courtyard of the colony. Cha'esq is a smoking ruin. The fields to the south and to the east are still heavily aflame, causing the smoke the PCs saw from orbit.

Broken, shattered stone and far grimmer remnants are

scattered about the streets and courtyards. Dozens of Klingons lie scattered where they fell from disruptor fire. Many of the fallen are unarmed, and most of the warriors are missing their d'k'tahg.

Many of the buildings are collapsed, and faint moans and cries can be heard from the debris. A TN 10 System Operations (Sensors), Investigate (Search), or Life Science (Biology) test can be used to locate survivors (don't forget the +4 bonus for the Klingon tricorder). Many of the trapped are injured and require First Aid, while others are merely suffering from thirst and exposure. None of the survivors saw their attackers- those who did were killed without mercy.

Nearly everything of value has been looted or set afire. A TN 5 Propulsion Engineering (Impulse) or TN 10 Repair test reveals the fusion regulators have been taken from the colony's power generators. A TN 5 System Engineering (Sensors or Communications) test shows that key subspace transceivers and critical sub-processors have been removed from the monitor array. A disruptor battery from the north perimeter has been completely removed from its mountings, two more have been shattered by demolition charges.

Death with Honor

In the street near the ruined Command Post, the PCs discover a Klingon in his middle years, disabled and dying from horrific wounds. Fighting to speak, even to breathe, K'Leihn identifies himself as the colonial governor and tells the PCs that the raiders were Orion- and that they transmitted the proper Klingon recognition signals before they approached. The attack was precise and systematic- the Command Post was the first structure destroyed. The colony's defense systems have been dismantled, not destroyed.. The Orions knew what they were looking for and how to get it- someone has betrayed this colony and the Empire.

Once on the ground, the Orions began massacring the colonists, but spared perhaps a dozen- mostly children. These were stunned and beamed to the raider while K'Leihn lay helpless. He also distinctly heard the Orions talking about the world of Sa'bret. With his dying breath, K'Leihn demands a vow that the Taj'tat will avenge the colony and bring home the prisoners. If no one else will vow, Maq'du steps up- although the colony belongs to a rival House, their duty is clear- avenge the insult against the Klingon people and rescue the survivors and the children. K'Leihn also demands a knife, to allow him to carry out the Hekh'bat ceremony. Although mortally wounded and fading fast, the governor would rather take his own life than die from wounds sustained without honor.

The Raider's Trail

A Difficult (TN 20) System Operation (Sensors) test will allow the Taj'tat to pick up the raider's ion trail- heading at high speed for the Neutral Zone and the Orion world of

Sa'bret, just over 4.5 Light years away. Ideally, after notifying the High Command, the PCs follow the raider to Sa'bret in order to rescue the hostages. The Orion's high speed means the PCs have virtually no chance of overtaking her, and the lack of patrol vessels makes an interception unlikely at best. At cruising speed, it will take the Taj'tat just over four days to reach Sa'bret- just enough time for the Orions to relax their guard. A Routine (TN 10) Enterprise-Streetwise test will reveal that the Orions will likely sit on the hostages for at least a week before trying to sell them- allowing time for interrogations, processing, and for some of the furor to die down.

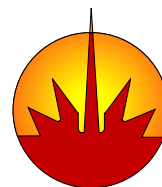
Sa'bret

Approaching cloaked, a Routine (TN 10) System Operations (Sensors) test and Taj'tat's sensors easily detect the raider crouched in an underground compound in the Southern Hemisphere. There are several vessels in orbit, but none in a combat stance. Except for decloaking momentarily to fire on the compound, Taj'tat can conduct all of the operations necessary to the raid without exposing herself. The PCs should now receive Map # 2 to plan their assault.

A persistent low-level energy field prevents precise scans and imposes certain restrictions on transporter operations. Beaming persons in, and beaming out targets marked with a transponder or carrying an active communicator requires a Routine (TN 10) System Operation (Transporter) test. Blind beam-outs are far more difficult, requiring a Difficult (TN 20) test.

An Easy (TN 5) System Operations (Weapons) test will allow the Taj'tat to target the raider, and a blast from the ship's disruptors should be more than sufficient to cripple the Orion and keep her grounded. A torpedo would likely collapse the entire compound. If the PCs fail to cripple the raider before the assault, it will take the crew aboard only five minutes to cycle up her engines and lift off.

Locating the raider's lair, the PCs do what Klingons do best, and liberate the hostages in glorious combat. The raider's computers contain the current series of recognition signals used by the High Command (good for this week only). Orion Crewer – Brought up in the "family business," this Orion knows the finer points of intimidation, larceny, graft, and piracy. Having scabbled most of his life, he's found a nice, quiet berth as a pirate, and will fight for what's his- even if he has to take it away from you first.





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Orion Pirate

Courage: 3 • Advancements: 3 • Renown: 3 • Str 8(+1) • Agl 11(+2)* • Int 7 (+0)* • Vit 12(+3) • Prs 7(+0) • Per 8 (+1) • Psi 0(-3) • Quickness +2 • Savvy +3* • Stamina +3 • Willpower +3
 Defense: 9 • **Skills:** Appraise +1, Armed Combat (Simple Weapons) +3, Conceal +5, Enterprise: Streetwise +5, Influence (Influence) +1 **Knowledge:** Culture(Orion) +1, History(Orion) +3, Politics(Orion) +2, Specific World(Shal's Retreat) +3, **Language:** Fed Standard +2, Kolari +3, Observe (Spot) +5, **Ranged Combat:** Energy +5, Repair +3, System Operation (Conn) +3, Stealth(Stealthy Movement) +3, Unarmed Combat(Brawling) +3 **Professional Abilities:**Fleet of Foot, False Credentials, **Species Abilities:** Seasoned, Ultra-violet Endurance **Edges/ Flaws:** Alert, Arrogant, Thick Skull.

Resistance

Having defeated, killed, or captured the vast majority of the Orions, the PCs discover the last resistance centering on the Captain's Suite. With his men dead or unconscious around him, the young Orion captain begins begging for his life. In exchange, he offers the access codes purchased for the raid, and the name of the seller- Alasho Kahl, an Orion merchant prince on Shal's Retreat. The PCs can deal or not. If they give their word, however, naming either their fathers or their Houses, they are honor-bound.

Aftermath

Back aboard Taj'tat, the PCs can discuss the next steps- returning the rescued hostages to Klingon space and the wisdom of raiding Shal's Retreat. The Klingon freighter Kariss is ¼ light year away and is bound for Paq'Ket'a.

Given the formidability of the planet's defenses, the PCs will need a guide through the maze of weapons emplacements and picket ships. Not trusting the raider captain, Maq'du points the PCs to Ch'reth, son of Vetar, who runs a cargo through the Orion defenses every once in a while.

Rewards:

Experience Points and Renown Points are to be totaled and divided equally among the PCs. Although I prefer to assess Renown penalties individually, in the case of a Klingon

campaign, I feel that the entire crew should suffer together- a Klingon is judged not only by his own actions, but also by the company he keeps.

EXPERIENCE AWARDS

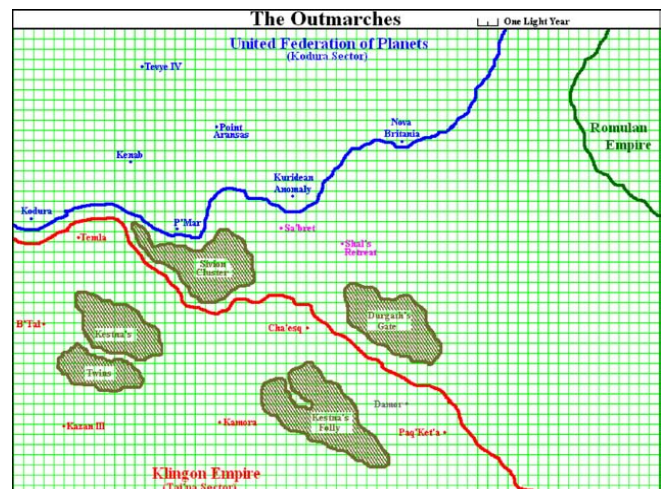
PC vows to avenge Cha'esq without Maq'du having to	200 Experience Points
PC gives K'leihn a dagger for the hegh'bat ceremony	100 Experience Points
PC determines systematic nature of damage on their own	100 Experience Points
PC concludes that treachery is afoot on their own	200 Experience Points
PC locates and eliminates the Orion raider	500 Experience Points
PC rescued the prisoners taken by the Orions	500 Experience Points
Per act that exemplifies Klingon honor and mindset	150 Experience Points (Per player, Per act)
Per player character killed during the mission	-150 Experience Points (Per player, Per act)
Per unpunished dishonorable action taken by a player character	-150 Experience Points (Per player, Per act)

RENOUN AWARDS

PC vows to avenge Cha'esq without Maq'du having to	Renown +1
PC gives K'leihn a dagger for the hegh'bat ceremony	Renown +1
PC locates and eliminates the Orion raider	Renown +3
PC rescued the prisoners taken by the Orions	Renown +3
Per act that exemplifies Klingon honor and mindset	Renown +1 (per player, per act)
Per player character killed during the mission	Renown -1
Per unpunished dishonorable action taken by a player character	Renown -1

OPTIONAL RENOUN RESULTS (PER OFFICER)

-8 or Less	Officer is executed, either by Fleet Command or by his own House.
-6 or -7	Officer is court-martialed, Infamy Flaw possible (GM's discretion).
-3 to -5	Inquiry by Fleet Command, reprimand or demotion likely.
0 or -2	Nasty message from Fleet Command (Governor Tarakt) and Head of House.
1	Acknowledgement from Fleet Command, next assignment.
2 to 4	Acknowledgement from Fleet Command, well done.
5 or Better	Commendation from Fleet Command (Commendation 1 edge).

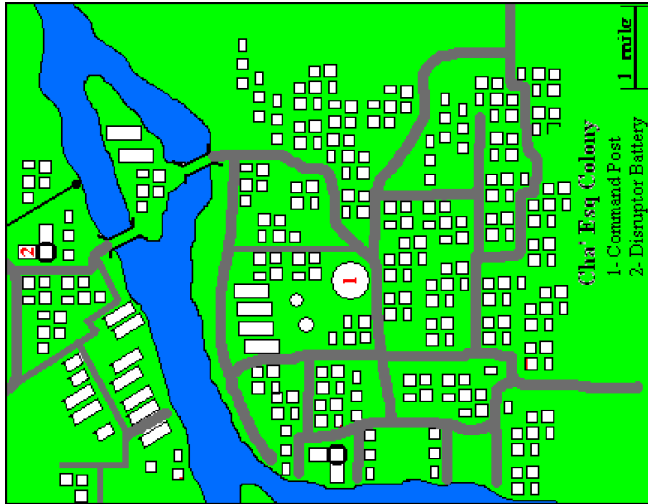


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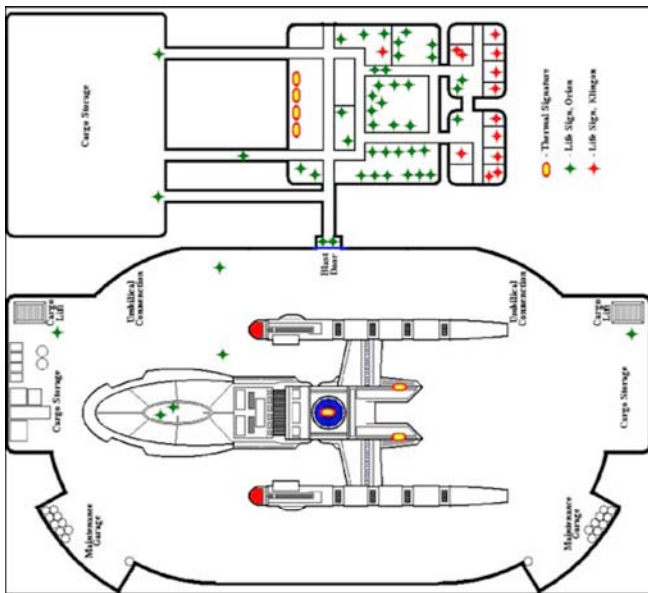
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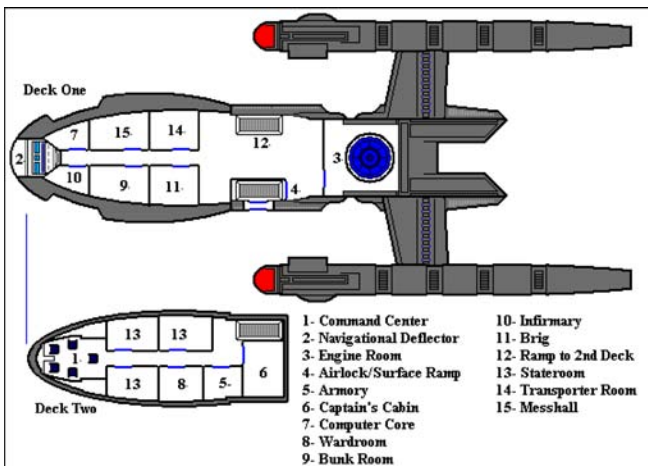
MAP #1 - CHA'ESQ AFTERMATH



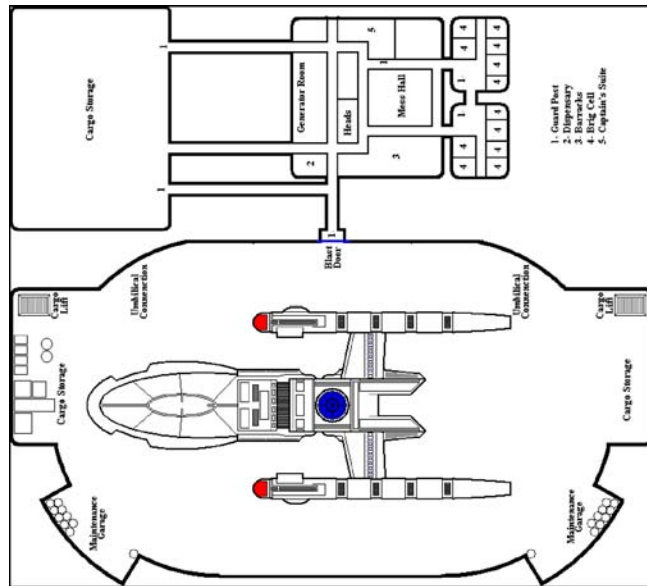
MAP #2 - RAIDER COMPOUND



MAP #3 - RAIDER COMPOUND



MAP #4 - GM COMPOUND PLAN



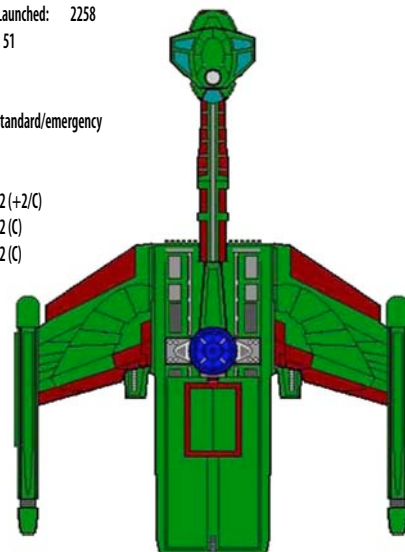
Handout #1: Mission Log

Mission Log, Stardate 9411.2 "Having completed our shakedown cruise, my crew and I declared Taj'tat ready for duty and immediately received new operation orders: we are to patrol the region of space between Temla and Cha'esq, intercepting and inspecting all vessels transiting the area. With General Tarakt suspects the Orions might attempt to take advantage of so many of the vessels from the Taj'na sector being called to the Romulan border. He suspects we will have good hunting. After several days of quiet patrol, we have encountered the freighter Mak'doh, stopped, and boarded him.

Handout #1: The Mak'doh

The Mak'doh is a K'Reth Class Klingon freighter, registered to Captain Rokoth. The ship is designed for general freight use and is relatively slow and poorly armed. The Mak'doh is homeported out of Kazan III (though her last port of call was Damor) and is bound for Temla. The ship is dirty and poorly run (even by Klingon standards) and many of the systems are jury-rigged or barely functional. The Mak'doh is currently carrying a cargo of 20 tons of machine parts, 73 tons of enriched hfredium ore, and four passengers.

Production Data	Hull Data
Origin: Klingon Empire	Structure: 20
Class and Type: K'Reth Class freighter	
Size: 4	Year Launched: 2258
Length: 149 m	Crew: 51
Atmospheric Capable: Yes	
Operational Data	
Transporters:	2 ea standard/emergency
Cargo Capacity:	220
Tractor Beams:	1 av
Sensor Systems:	Class 2 (+2/C)
Operations Systems:	Class 2 (C)
Life Support:	Class 2 (C)
Propulsion Data	
Impulse Engines:	K-HEU-2 (5 C)(B)
Warp Drive:	STN-2 (Warp 2/3/4.5) (B)
Tactical	
Disruptor Cannon:	K-GDM-1 (x2/B)
Penetration:	3 / 2 / 2 / 0 / 0
Deflector Shields:	KPFF-2
Protection/Threshold:	12 / 2
Miscellaneous	
Maneuver Modifiers:	+0C, +0H, +0T



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Even with those who appear to be honorable, ethical, and deserving of trust, one must always be careful.

—Kahless



You have not experienced Shakespeare until you've read him in the original Klingon.

—Gorkon