STAR TREK™
ADVENTURES

A STAR BEYOND THE STARS
STARTER CAMPAIGN

CREDITS

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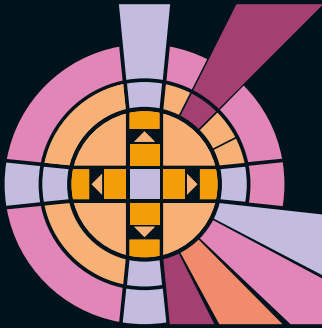
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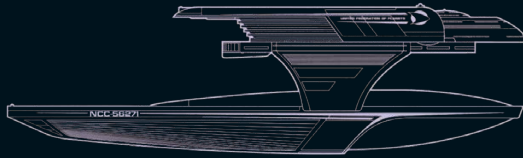
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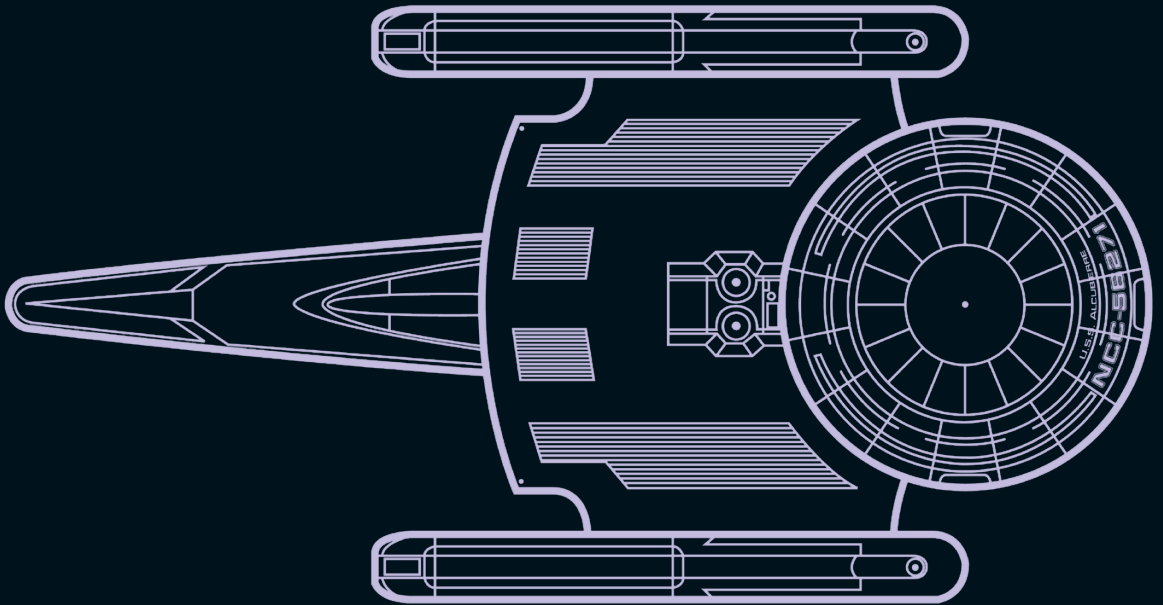
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9980	107			10900	29911	COMPUTER STATUS UNKNOWN

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USS ALCUBIERRE

39366298	298421	553058	229451	455295	27383937
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5827399-3297

INTRODUCTION
CAMPAIGN OVERVIEW

THIS CAMPAIGN

This introductory campaign provides a Gamemaster a storyline of 3 interlinked missions to launch into several sessions of **Star Trek Adventures**. It introduces the game rules as the story develops, and is designed to be run by a novice Gamemaster as simply as possible. By the third mission, the Gamemaster should be familiar with the 2D20 system, able to run any **Star Trek Adventures** missions, with the help of the *core rulebook*.

This campaign is designed to be used with the *Starter Rules* booklet, dice, tokens, and poster map included in this boxed set.

PART ONE: THE ALCUBIERRE

In their first assignment, the Player Characters must make contact with and recover the *U.S.S. Alcubierre*, a test-bed for a new type of warp drive. It introduces the game rules and advises the Gamemaster how to run the mission, one Task at a time.

PART TWO: WE ARE NOT OURSELVES

With the conclusion of part one, Players will have an alien mystery to follow and investigate, and introduces new game mechanics and guides the Gamemaster how to implement them at the table.

PART THREE: THE PIERCED VEIL

Part three brings the campaign to a dramatic conclusion, with the Players tackling the alien scheme head on, they will have to make difficult decisions that will tackle their moral perspective, and will introduce starship combat as an exciting part of the game.

CHAPTER
02.00

PART ONE
THE ALCUBIERRE

98237659823-98372
5827399-3297

THE ALCUBIERRE
INTRODUCTION

SYNOPSIS

The Player Characters receive an urgent assignment from Starfleet Command: recover the *U.S.S. Alcubierre*, a science vessel testing an experimental engine system designed to exceed warp 5 without damaging subspace. All communications with the ship were lost one week ago.

They find the *Alcubierre* adrift beyond the edge of known space. Hails go unanswered, and subspace interference makes it impossible to determine if there are life signs present or use transporters. The Player Characters send an away team via shuttle to investigate.

ROMULAN SIGNAL DECTECTED

696855	8779	586868
97868		858663
494743	86864	908576
878555	878228	
	9064T4	643624
978533	23	467577
686	38485	344855
687733		428554
	586622	
987	638409	97
978777	494866	84744
390334	988555	
877000	929444	296744
568666	75657	983528
97977	5858	934262
484003		239674

6940

654193

82009741

9782315408

DESCRAMBLING IN PROGRESS

Aboard the *Alcubierre*, the away team fends off a Romulan boarding party. Cryptic messages on computer terminals then lead them to stellar cartography, where they meet Ensign Jim LaSalle. LaSalle is the sole survivor of the Romulan attack by the *Decius,* which was then called away by a mysterious signal, leaving the boarding party behind. Commandeering the *Alcubierre*, the Romulans took control of engineering and have been trying to bring the ship's systems back online.

The away team must take back engineering from the Romulans. But their subcommander displays amazing strength. When he is finally brought down, an insect-like creature scurries from his mouth. Is this one of the creatures that infiltrated Starfleet Command six years ago? A medical scan confirms that the neural parasitic beings have returned.

INTRODUCTION

This mission is designed to be an introduction to *Star Trek Adventures* for those who are new to the *STA* game or roleplaying games in general. Instructions on game mechanics — such as how Tasks work, suggestions on using Determination for Players and spending Threat for Gamemasters — are included throughout. This is also the first of three linked adventures that can be played together as a short campaign.

DIRECTIVES

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

- Recover the missing *Oberth*-class starship *U.S.S. Alcubierre*.

- Prevent Starfleet technology from falling into enemy hands.

As Gamemaster, you begin each session with 2 points of Threat for each Player Character in the group. Players begin each session with a single point of Determination.

THE ALCUBIERRE
ACT 1: THE LOST SHIP

SCENE 1: IN UNCLAIMED SPACE

The same way the Captain's log introduces many *Star Trek* episodes, a log entry in the game sets the stage for the adventure to come. When you are ready, read the Captain's log aloud to your Players:

CAPTAIN'S LOG

STARDATE 47515.4

We are in the remote Elicona sector, investigating the disappearance of the *U.S.S. Alcubierre*. After three days in this unpopulated region of space, we found a promising lead. Hours ago, long-range sensors detected a vessel and the presence of subspace interference. The ship is several parsecs outside Federation territory. The *Alcubierre* was on special assignment, testing new engine systems designed to exceed warp 5 without damaging subspace. I can only surmise that something went terribly wrong with the experiments.

As the Players' ship approaches the *Alcubierre*'s coordinates set the scene by reading the following aloud:

Once in visual range of the Oberth-class starship, you see no signs of external damage. Still, the science vessel is adrift. All attempts at establishing communication go unanswered. The localized subspace interference scrambles sensor scans and renders transporters inoperable. But you need answers. Is anyone alive over there? What happened to them and their ship? Your only recourse is to send an away team in a shuttlecraft.

Inform the Players that the heavy Subspace Interference generated by the *Alcubierre* is a Location Trait that affects them while aboard their own vessel in the following ways:

- **Subspace Interference:** Sensor scans and communications cannot penetrate this interference. This prevents the Players from performing Tasks related to their ship's sensors. This means the Players will not be able to scan the vessel for life signs. Since they cannot acquire a sensor lock, they will not be able to use the transporters to beam over an away team. Finally, the Player's ship will not able to communicate with anyone on board the *Alcubierre*, including any away team.

When on the science vessel, an away team will suffer other effects from this Trait, as detailed later in this adventure.

PLOTTING A COURSE

Since the Players cannot use the transporters, they will need to take a shuttle to the *Alcubierre*. To pilot a shuttlecraft, the Players will need to first plot a course. Ask one of the Players to attempt a **Reason + Conn Task** with a Difficulty of 1. To attempt this Task, have the Player follow these steps:

- The Player adds their character's Reason Attribute and Conn Discipline together. This is the Target Number.

- 2d20 is the default number of d20s rolled when attempting any Task. But the Player may buy more dice. See **Improving the Odds** (rules booklet, p.9).

ASSISTANCE FROM THE SHUTTLE'S COMPUTERS

Plotting a course will be assisted by the shuttle. Ask one of the other Players to make the assist roll for the shuttle, rolling 1d20. The Target Number is the shuttle's **Computers + Conn** (see *Shuttlecraft* sidebar below). To add the shuttle's successes to the results, the Main Character must score at least one success.

THE RESULTS OF THE ROLL

The Task is successful if the number of successes equals or exceeds the Difficulty number. If the Player scored the 1 success they needed for this Task, they plot the course and can proceed to piloting the shuttle. If they generate more successes than they need, these become Momentum to spend. In this case, the Players might use Momentum to buy

WHAT IF TASKS FAIL?

Failure should never grind the game to a halt, or frustrate Players. That's no fun for anyone. Sometimes, you should allow the Task to **Succeed at Cost.** In these instances, the Task succeeds but it also creates an unintended problem. In game terms, the Player has succeeded but suffered a Complication. In the case of the Navigator plotting the course to the *Alcubierre*, you may decide that the Complication has now increased the Difficulty of the Helm's next Task of piloting the shuttle by 1

more dice for the next Task of piloting the shuttle. Or, if they have 2 Momentum available, they could spend it to **Create an Advantage**, reducing the Difficulty of the next piloting Task by 1.

If the Player rolls a natural 20, this creates a Complication. In this scene, a Complication could increase the Difficulty of the next shuttle piloting Task by 1, or you could instead choose to add 2 points to the Threat pool for use later.

If the Task is successful, read the following aloud:

You've calculated the best course to the Alcubierre's docking port, adjusting for the attitude and rotation rate of the silent ship. Using your calculations, the pilot departs the shuttlebay for the science vessel.

PILOTING THE SHUTTLE

With the course plotted, it's time to pilot the shuttle. Ask one of the Players to attempt a **Control + Conn Task**, assisted by the shuttle's **Engines + Conn**, with a Difficulty

of 1. If the Players created Advantage in the previous Task, reduce the Difficulty to 0.

Difficulty 0 Tasks automatically succeed so the Player does not need to roll to make the attempt. But, since zero successes are needed, every success will generate Momentum. Remind the Players that this might be a great way to add to their Momentum pool at the start of the mission. Remember, Players can have no more than 6 Momentum in their group pool.

ARRIVING AT THE ALCUBIERRE

Once they have succeeded piloting the shuttle, read aloud the following to the Players:

As your shuttlecraft nears the disabled Alcubierre, the main shuttlebay doors mysteriously open. You adjust your heading away from the docking port and safely land. The doors close behind you and the bay pressurizes. Apart from two of the Alcubierre's own shuttles, the bay is empty, lit only by flickering emergency lights. The bay feels eerily deserted.

This is the end of the scene. As each scene ends, remove one point of Momentum from the group pool.

SCENE 2: ABOARD THE ALCUBIERRE

Now that the Player Characters are aboard the *Alcubierre*, tell the Players that the vessel has the following Location Traits:

- **Subspace Interference (away team):** Combadges will not work due to this interference. Tricorders only function on people and objects within **Reach** (arm's length of a Player Character).

- **Emergency Lighting:** This Trait increases the Difficulty by 1 for ranged weapon attacks and Tasks to observe or identify characters or objects at **Medium** range and beyond.

- **Disabled:** Most ship systems are offline. This affects turbolifts, doors, transporters, sensors, communications, replicators, warp and impulse engines. Life-support and other vital functions are operational via auxiliary power.

As the Player Characters exit the shuttle, read the following aloud:

You hear the beep… beep… beep of an active console waiting for a command. It echoes throughout the shuttlebay. Alcubierre shuttles 1 and 2 stand empty and dark. The doors to the control room are stuck half open, as if the ship's power gave out just as someone walked through them. The light of the console inside the control room reflects in the window overlooking the bay. But there is no one inside. Whoever opened the shuttlebay's outer doors is not here.

SHUTTLECRAFT

SYSTEMS

COMMS	07	ENGINES	05	STRUCTURE	05
COMPUTERS	06	SENSORS	05	WEAPONS	—

DEPARTMENTS

COMMAND	01	SECURITY	01	SCIENCE	—
CONN	01	ENGINEERING	01	MEDICINE	—

POWER: 3   **SCALE:** 1
SHIELDS: 3   **RESISTANCE:** 1

CREW: 1 or 2, plus 6 passengers

U.S.S. ALCUBIERRE [OBERTH CLASS FEDERATION STARSHIP]

MISSION PROFILE: Technical Test-Bed

SYSTEMS

COMMS	08	ENGINES	08	STRUCTURE	07
COMPUTERS	09	SENSORS	09	WEAPONS	06

DEPARTMENTS

COMMAND	01	SECURITY	02	SCIENCE	04
CONN	03	ENGINEERING	03	MEDICINE	02

POWER: 8   **SCALE:** 3

SHIELDS: 9   **RESISTANCE:** 3

ATTACKS:

- Phaser Banks (Energy, Range Medium, 6⚔ Versatile 2)
- Tractor Beam (Strength 2)

SPECIAL RULES:

- **High Resolution Sensors:** While the vessel is not in a Conflict, any successful Task that is assisted by the ship's sensors gains one bonus Momentum.
- **Improved Warp Drive:** Whenever the ship spends power to go to warp roll 1⚔ for each Power spent. For each Effect rolled, 1 point of Power is replenished immediately.

THE STORY OF THE ALCUBIERRE

You will find the backstory of the *U.S.S. Alcubierre* below, including what set the ship adrift in space and what has happened on board since. The Players will have an opportunity to uncover this information throughout the mission as they investigate the ship. It is often more satisfying for the Players to uncover a backstory in bits and pieces, as opposed to one "info dump". In this case, they may discover information from computer terminals, from conversations with the sole surviving crew member, and in their encounters with the Romulans.

Three weeks ago, the *Alcubierre* set out for the edge of Federation space to test Starfleet's newest experimental engines. The engines had performed perfectly in all Stage 1 simulations at the Utopia Planitia Fleet Yards. Captain John Kelly was honored when the *Alcubierre* was selected for Stage 2 testing.

However, the first warp field test failed almost immediately. The engines overloaded, causing cascading system failures. Adrift and unable to signal Starfleet, the skeleton crew worked night and day trying to repair the damage. The *Alcubierre* soon strayed beyond the borders of the Federation into unclaimed space. It was already generating rising levels of subspace interference when the Romulans arrived.

When the warbird, *Decius*, discovered the science vessel (which did not respond to their hails) they believed Starfleet was attempting to develop subspace weapons in violation of their treaty. The Romulans would not give the Federation an opportunity to deny this act of aggression.

Unknown to the rest of the crew, the *Decius*' commander had a secondary mission. As a host of a neural parasite, Commander Atrani also saw this as the perfect opportunity to finally make progress on infiltrating Starfleet. She sent Subcommander D'Nal, also host to a neural parasite, to lead the boarding party.

The *Alcubierre*'s crew fought back. All but one — Ensign LaSalle — were killed. But the build-up of subspace interference soon disrupted communications, sensors, and transporters. The Romulan boarding party were stranded. Unknown to D'Nal, the *Decius* had left to answer an urgent call.

Aboard the *Alcubierre*, the Romulans have spent several days attempting to repair the engines. And the whole time, Ensign LaSalle has remained hidden and undetected in the Jefferies tubes, working to regain control of the ship…

An examination of the console in the bay's control room is a Difficulty 0 Task, so do not ask the Players to roll. Instead, tell them the following information:

Auxiliary controls are locked out, and rerouted to main engineering. The person who operated the shuttlebay did not do it from here.

Now, invite the Players to spend Momentum on *Obtain Information.* Players can ask a single, relevant question per point of Momentum spent. In this situation, one obvious question is who opened the bay doors? Here are some answers to possible questions:

- The console shows that someone bypassed the lockout to operate the bay doors from the bridge.

- Command codes were not used to reroute ship systems to main engineering.

At this point, read the following aloud to the Players:

As you study the console, the power sputters and the display dims. Before the console goes completely dark, the following message appears: Meet me in stellar cartography.

Inform the Players that they will need to use the emergency hand actuator to open the doors and exit the shuttlebay. This device is stored in a wall panel near the door.

CREATE A COMPLICATION WITH THREAT

Creating a Complication costs 2 Threat. You can spend Threat here to create a Complication that makes opening the door impossible. The emergency hand actuator breaks when the Players use it! Now the Players will need to find another way to force open the door. Encourage them to think creatively. Some options they might come up with include:

- Forcing the door open with brute strength. This may require an object the Player Character can use as a lever to wedge between the two halves of the door. This is a **Fitness + Security Task** with a Difficulty of 3.

- Using a phaser to cut into the bulkhead and hotwire the circuitry. This is a **Control + Engineering Task** with a Difficulty of 2.

Once they get the door open, read the following aloud:

Scorch marks cover the corridor walls. Damaged power couplings spark beneath broken, burnt out panels. On the deck are the dead bodies of seven Starfleet crew members.

Examining the bodies to determine what killed them is a Difficulty 0 Task, using **Insight + Medicine**. The wounds are consistent with the type of injuries caused by disruptor weapons. Depending on what questions the Players ask, spending Momentum to *Obtain Information* could reveal:

- The crew members died less than a week ago.

- The signature of the disruptors is Romulan.

- The position of the bodies relative to the damage in the corridor suggests the crew members lost their lives in a fighting withdrawal to the shuttlebay.

THE ALCUBIERRE
ACT 2: THE SURVIVOR

ENCOUNTER: INVESTIGATION INTERRUPTED

As this is the start of a new scene decrease the saved Momentum pool by 1 point.

The Player Characters will have to decide if they heed the message and head to stellar cartography. If they spent Momentum to *Obtain Information* in the previous scene, they may be going to the bridge instead. If they split up remind them that they will be unable to communicate with one another, because combadges and ship communications cannot penetrate the Subspace Interference Trait. With the turbolifts offline, Players Characters must move between decks using Jefferies tubes and access ladders.

Once the Players decide on a destination and are on their way, read the following aloud:

The corridors are dimly lit from the glow of the red emergency lighting. Ahead, you find three more dead Starfleet officers. You recognize them from the mission briefing. This is Captain Kelly, his first officer Commander Dandrik, and chief of security, Lieutenant T'Lau. As you examine their bodies, a disrupter blast scorches the wall beside you. You look up and see four Romulans at the other end of the corridor.

Use map 2.3 on the poster map, and place the Player Characters and the Romulans at Long range from one another as shown at the back of this booklet.

In this Conflict encounter, the Player Characters take the first Turn, and it is up to them who goes first.

During a Turn in a Conflict, a Player Character can attempt one **Minor Action** and one **Task**. After the character completes his or her Turn, the action passes to the opposing side. However, the Player may spend two Momentum to instead pass the action to another Player Character. This is called ***Keep the Initiative***, but the Players cannot *Keep the Initiative* again until the Romulans have taken a turn of their own.

The Gamemaster can spend 2 Threat here to add the **Escalation** options to the Romulans. This arms all the adversaries with disruptor rifles instead of pistols (see the sidebars for the centurion and the *uhlans*).

SET PHASERS TO STUN

In order to stun your opponent, you must declare that you are making a Non-lethal attack before rolling the dice. Alternatively, the ranking officer in charge can make this declaration for the Player Characters by ordering them to set their phasers to stun.

ROMULAN CENTURION [NOTABLE NPC]

TRAITS: Romulan

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

ATTRIBUTES

CONTROL	12	FITNESS	09	PRESENCE	09
DARING	10	INSIGHT	10	REASON	10

DISCIPLINES

COMMAND	03	SECURITY	02	SCIENCE	01
CONN	02	ENGINEERING	01	MEDICINE	—

FOCUSES: Paranoid, Guerrilla Tactics

STRESS: 11   **RESISTANCE:** 0

ATTACKS:
- Unarmed Strike (Melee, 3🗡 Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 3🗡 Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 5🗡 Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6🗡 Vicious 1, Size 2H, Accurate)

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

ROMULAN UHLAN [MINOR NPC]

TRAITS: Romulan

ATTRIBUTES

CONTROL	11	FITNESS	09	PRESENCE	08
DARING	08	INSIGHT	10	REASON	11

DISCIPLINES

COMMAND	01	SECURITY	02	SCIENCE	—
CONN	02	ENGINEERING	01	MEDICINE	—

STRESS: 11   **RESISTANCE:** 0

ATTACKS:
- Unarmed Strike (Melee, 3🗡 Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 3🗡 Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 5🗡 Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6🗡 Vicious 1, Size 2H, Accurate)

SPECIAL RULES:
- **Guile and Cunning:** When attempting to remain hidden or unnoticed a Romulan may spend one Threat to increase the Difficulty of enemy Tasks to detect them by 1.
- **Wary:** Whenever a Romulan attempts a Task to notice or detect an enemy or hazard they may re-roll one d20.

Characters are stunned when they suffer an Injury from a Non-lethal attack. An Injury occurs in one of two ways:

- The character takes 5 or more damage from a single attack (after reduction from Resistance, if any).

- The character is reduced to 0 Stress.

Injured characters cannot attempt Tasks, perform Minor Actions, or participate in the encounter.

LETHAL ATTACKS

A Player Character who makes a Lethal attack, or an "attack to kill," adds one point to the Threat Pool. A Non-Player Character who makes a Lethal attack must spend one point of Threat.

AVOIDING INJURIES

Characters may *Avoid an Injury* once per scene. There are several ways Player Characters may avoid or temporarily ignore the effects of an Injury (rules booklet, p.14). Notable NPCs can spend two Threat to *Avoid an Injury.* Minor NPCs do not have this ability.

RECOVERY AND FIRST AID

Characters recover automatically from Non-lethal Injuries at the start of the next scene. If the Injury resulted from a Lethal attack, the character will die if they do not receive **First Aid** before the scene ends. This is a **Daring + Medicine Task**, with a Difficulty of 1. Success stabilizes the injured character, but the character needs further treatment to remove the Injury. This cannot be done during a Conflict, and requires a successful **Control + Medicine Task**, with a Difficulty of 2 (though circumstances may increase this).

CONCLUDING THE CONFLICT

The Romulans will retreat if the battle turns against them, and use a nearby Jefferies tube to move to a lower deck.

If the Conflict goes against the Player Characters a fighting withdrawal is a viable option. Have a door mysteriously seal behind the away team as they retreat, giving them time to escape. Later, they will learn that Ensign LaSalle in stellar cartography assisted them. Regardless of the outcome, allow the Player Characters a moment to tend to any Injuries.

SCENE 1: EXPLORING THE SCIENCE VESSEL

As this is the start of a new scene, decrease the saved Momentum pool by 1 point.

At this point in the mission the Players have several options, and the choices they make will determine how this scene unfolds. Below are three main locations that the Players may head towards. Regardless of where they go, the urgency of their mission and the Romulan threat still exist.

BRIDGE AND CAPTAIN'S READY ROOM

With the turbolifts offline, the only way to gain entry to the bridge is from the captain's ready room. The Player Characters enter the captain's ready room using a vertical access ladder. Read this aloud:

The captain's ready room is small and cramped. But the antique nautical instruments throughout give it a sense of stateliness. A sextant and brass compass rest on a pedestal near the window. A large wood and brass barometer hangs on the wall. And a celestial navigation globe sits on the desk.

Inform the Players that they may be able to read the captain's logs if they can bypass the computer lockout at his desk. This Task could use **Control** or **Reason + Engineering**, with a Difficulty of 3. But ask the Player to describe their approach. For example, is it improvised or reckless? If so, **Daring** might be an appropriate Attribute choice instead. Also ask the Player if they have a relevant Focus, such as Computers. If so, they will earn two successes for each d20 result that is equal to or less than their Discipline.

CAPTAIN JOHN KELLY'S LOGS

SUPPLEMENTAL

The project failed. As soon as we engaged the warp drive, all hell broke loose. Systems are down all over the ship. We're trapped in a localized subspace interference field of our own making. Communications can't penetrate the interference. We're helpless out here, on our own, until my chief engineer and these theoretical boys from Utopia Planitia Fleet Yards can fix the problem.

SUPPLEMENTAL

We've been boarded by Romulans. There's something strange about their Subcommander. He's different somehow. I don't know. I can't quite put my finger on it."

Tell the Players that the systems have been heavily damaged with many corrupted files, but a success allows them access to two of the captain's logs (see Captain John Kelly's Logs and read them to the Players).

When they are ready to access to the bridge, read aloud the following:

You find an emergency hand actuator in the wall panel and use it to crank open the doors. The bridge is empty, its viewscreen awash with static. The Ops, Conn, science, and tactical stations are all offline. Whoever accessed the systems here is long gone, and the Romulans have locked out the controls.

SICKBAY

If one of the Player Characters was injured by the Romulans, they may detour to sickbay for treatment. Read the following aloud:

The bodies of Starfleet officers fill the biobeds. Each shows signs of injuries sustained in combat against the Romulans. The ship's chief medical officer is slumped in his chair, killed by a disruptor blast to the chest.

Tell the Players that the computer systems, monitoring devices, and other medical sensor equipment are all offline. Unlike other systems, these are not locked out and rerouted to engineering, which means they can be restored. This is a **Reason + Engineering Task** with a Difficulty of 2. Ask the Player if they have a Focus they would like to utilize here, such as Computers. If successful, Medical Tasks performed in sickbay can be assisted by the *Alcubierre*'s **Computers + Medicine**.

A Complication here results in Locked Out of Sickbay. The Romulans detect the operational computers in sickbay and

lock them out from main engineering. The Players will not be able to use sickbay's computers to assist future Medical Tasks. As a further consequence, the Romulans now know the Player Characters' location.

STELLAR CARTOGRAPHY

When the Players approach stellar cartography, read this aloud:

The door to stellar cartography is half-open. Inside, a young Starfleet engineer sits at the controls. A star chart of known space flickers on the large spherical screen. But soon the screen fills with static and then goes dark. 'Almost had it that time,' the engineer says to himself. He then notices you and exclaims, 'You made it! Boy am I glad to see you.'

You can now take on the role of Ensign LaSalle and have him interact with the Players. Let the Players ask him questions. As LaSalle, your answers reveal how the

Alcubierre was disabled by a failed warp drive experiment, and then invaded by Romulans. See the sidebar for the story of the *U.S.S. Alcubierre* for details the Players learn through this conversation.

You should also share that LaSalle has been attempting to trace the source of the mysterious signal that called the *Decius* away. He has the coordinates. If the Player Characters can restore the systems in stellar cartography, they may be able to determine who is working with the Romulans. This is a Challenge that requires two tasks to be completed in the following order:

1. **Bypassing the Lock-out:** The Romulans in main engineering have locked out the systems and the Player must attempt to override this obstruction. This is a **Control + Engineering Task**, with a Difficulty of 3. Success allows the Player to continue to the next step:

2. **Reroute Power:** This is a **Reason + Engineering Task**, with a Difficulty of 3. The Player attempts to siphon power from auxiliary back-up systems.

If successful, read the following aloud:

The systems in stellar cartography come to life. Ensign LaSalle eagerly inputs the coordinates. The location lights up on the star chart. LaSalle whistles in appreciation. 'Now that's unexpected,' he says. The signal the Decius received came from the Klingon armored space station, Kortar. The station straddles the edge of the Klingon Empire and unexplored space.

TO ENGINEERING

To stop the Romulans and regain control of the ship, the Player Characters will need to go to engineering. To prepare, they may ask LaSalle about the route and anything else that may help them. As LaSalle, insist on guiding them to engineering. You may also share the following details in response to their questions:

- Engineering contains an emergency access conduit on the upper level. Unless the Romulans studied the emergency evacuation schematics, they won't know about it.

- The conduit connects with a Jefferies tube outside the chief engineer's office.

- A Jefferies tube on this deck links up with the tube outside the engineer's office.

- With Romulans looking for them, using the Jefferies tubes to travel between decks will be dangerous, but the turboshafts should be clear.

ENSIGN JIM LASALLE [NOTABLE NPC]

TRAITS: Human

VALUE: Engineer at Heart

ATTRIBUTES

CONTROL	09	FITNESS	09	PRESENCE	07
DARING	10	INSIGHT	08	REASON	08

DISCIPLINES

COMMAND	01	SECURITY	01	SCIENCE	02
CONN	02	ENGINEERING	03	MEDICINE	–

FOCUSES: Physics, Warp Field Dynamics

STRESS: 10   **RESISTANCE:** 0

WEAPONS:
- Unarmed Strike (Melee, 2⚔ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 3⚔ Size 1H, Charge, Hidden 1)

SPECIAL RULES:
- **I Know My Ship:** When attempting a Task to determine the source of a technical problem with the *Alcubierre* add one bonus d20.
- **Constantly Watching:** When attempting a Task to detect danger or hidden enemies reduce the Difficulty by 1.

THE ALCUBIERRE
ACT 3: TAKE BACK THE SHIP

SCENE 1: THE TURBOSHAFT

As this is the start of a new scene, decrease the saved Momentum pool by 1 point.

To open the scene, read aloud the following:

You leave stellar cartography. Following Ensign LaSalle, you hurry down a curved corridor to a turbolift. He cranks open the door with the emergency hand actuator. Stepping inside, you gain access to the horizontal shaft through the emergency hatch. The hum from auxiliary power systems drowns out the echo of your footsteps on the deck plating. You walk for fifteen minutes to where it drops down to deck four.

Tell the Players that climbing down the turboshaft requires a Task. Ask them to attempt a **Control + Fitness Task**, with a Difficulty of 1.

Use the *Succeed at Cost* rule here. Failing does not mean the character plummets down the length of the shaft. Instead, it means the Player Character has incurred a Complication. Here are some examples of what could go wrong:

- The Player Character almost falls and drops their phaser or medical tricorder. The equipment is damaged in the fall. The character is now without a weapon or, in the case of the medical tricorder, is unable to render first aid.

- The Player Character has made it to the bottom but slipped along the way, twisting their ankle. The character now has a minor injury requiring treatment, and the Difficulty of any Fitness Tasks increase by 1.

At the bottom of the turboshaft, a half-open door reveals a corridor where two Romulans stand guard outside main engineering. Use map 2.4 on the poster, and place the Player tokens and the Romulan NPCs as indicated at the back of this booklet. Any Complication as a result of climbing down the turboshaft makes noise and this alerts the two Romulans who will approach with their weapons drawn. Since the guards have been alerted, choose one of them to take the first Turn. Use the stats for the Romulan *uhlan* from Act 2.

You can spend Threat to bring in **Reinforcements** (Minor NPCs cost 1 Threat each and Notable NPCs cost 2). Weapons fire draws the attention of the Romulans in engineering. In the second Round, they spill out into the corridor and press the attack against the Player Characters. See **The Fight for Engineering,** below, for the stats for Subcommander D'Nal.

If there have been no Complications then the Player Characters can take the first Turn. They may be able to silently stun the Romulans.

If the Player Characters avoided or took out the *uhlans*, read aloud the following to set the scene:

Ensign LaSalle leads you to the emergency access conduit. Climbing the ladder, you enter the upper level of main engineering. On the far side of the room, the warp core is dark. Nearby, three Romulan uhlans work diligently at a freestanding computer terminal in the center of the room. The subcommander paces, barking orders at his subordinates.

Place 3 Romulan *uhlan* tokens and the sub-commander D'hal token as indicated on map 2.4 at the back of this booklet and let the Players decide where to place themselves at Long range, in view of the warp core. If the Players choose to attack, they will take the first Turn in a Conflict.

They may also consider using the computer terminals in the two side rooms indicated to restore the engines, and thus remove the Subspace Interference, Emergency Lighting, and Disabled Location Traits. This requires four Tasks be completed successfully (see Restoring Engines During a Conflict). However, after the first Task attempt, the Romulans become aware of their presence and attack, taking the first Turn in a Conflict.

ENCOUNTER: THE FIGHT FOR ENGINEERING

If the Players are detected, or they instigate conflict, remember to keep in mind the following during this fight:

TAKING COVER
Characters can use the environment to take cover during a Conflict, reducing damage by a number of ▲. For example,

TRAITS: Romulan, Neural Parasite

VALUES:
- The Ends Justify the Means
- The Continuation of our Species is Paramount

ATTRIBUTES

CONTROL	12	FITNESS	09	PRESENCE	09
DARING	09	INSIGHT	10	REASON	11

DISCIPLINES

COMMAND	04	SECURITY	03	SCIENCE	03
CONN	01	ENGINEERING	02	MEDICINE	02

FOCUSES: Patience, Deception, Infiltration, Interrogation

STRESS: 12   **RESISTANCE:** 3 (see Immune to Pain)

ATTACKS:
- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 4▲ Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 6▲ Vicious 1, Size 1H)

SPECIAL RULES:
- **Guile and Cunning:** When attempting to remain hidden or unnoticed a Romulan may spend one Threat to increase the Difficulty of enemy Tasks to detect them by one.
- **Extraordinary Fitness 2:** The parasitic being stimulates the adrenal glands of its host generating great strength. Add 2 automatic successes on Tasks using Fitness.
- **Immune to Pain:** The stimulation of the host's adrenal glands increases resistance to pain. Reduce damage from Non-lethal attacks, such as a phaser set to stun, by 3 points.
- **Fast Recovery 2:** The host-victim regains 2 Stress, up to his normal maximum, at the start of each of its turns. If injured, he may spend 2 Threat to remove the injury.

NEURAL PARASITE (OUTSIDE A HOST BODY)

TRAITS: Neural Parasite

ATTRIBUTES

CONTROL	08	FITNESS	01	PRESENCE	09
DARING	09	INSIGHT	07	REASON	08

DISCIPLINES

COMMAND	02	SECURITY	—	SCIENCE	02
CONN	01	ENGINEERING	—	MEDICINE	01

STRESS: 1   **RESISTANCE:** 0

SPECIAL RULES:
- **Parasite:** The parasite assumes control of the host body's brain functions by wrapping tendrils around the brain stem. The creature breaths through a blue gill that protrudes from the back of the host body's neck.

the Romulans may opt to take cover behind the freestanding computer terminal. This gives them 2▲ of cover. When they suffer damage, roll the 2▲ and add the total to any Resistance they may have (see the stats for the Romulans). Reduce this total from the damage inflicted upon them.

The Player Characters may use a *Movement* Minor Action to duck behind a wall after firing, providing 1▲ of cover.

D'NAL AND THE NEURAL PARASITE

The Player Characters will notice that phasers set to stun have little effect on D'Nal, which is highly unusual. As long as he is alive, D'Nal will not stop fighting. If the Players choose to set their phasers to kill, making a Lethal attack, each attack adds one point to the Threat pool. Spend 2 Threat to *Avoid an Injury* from the first successful Injury dealt to D'Nal, making a point that:

The attack strikes the subcommander, square in the chest, causing what you imagine would be a debilitating injury, but with immense resilience, D'Nal shakes it off and continues fighting. From a reaction like that, it's clear you are not dealing with a regular Romulan subcommander!

If D'Nal is killed, the neural parasite scurries out of his mouth. Four inches long, the creature is purple with six legs, pincers, and a blue gill. Any remaining Romulans will cease fighting the Player Characters and attack the creature instead. The Player Characters may also attempt to capture or kill the parasite.

To determine what the creature is, the Player Characters will need to scan it with a tricorder. This is a **Reason + Medicine** or **Science Task**, with a Difficulty of 1, and must be attempted within Reach. If successful, read aloud the following:

According to your readings, the creature is the same species of neural parasite that attempted to infiltrate Starfleet Command on Stardate 4177.5.

RESTORING ENGINES DURING A CONFLICT

The Player Characters may begin an attempt to restore the engines either before or at any time during a Conflict. Each Task listed below counts as the Player's Task in their Turn.

The following Tasks must be completed in order. 2 Momentum can be spent to *Create an Advantage* in the next step, reducing the Difficulty by 1. A Complication increases the Difficulty in the next step by 1.

- **Align Injector Ports:** This is a **Daring + Engineering Task**, with a Difficulty of 3.

- **Powering up the Engine Core:** This is a **Daring + Engineering Task**, with a Difficulty of 2.

- **Prime Matter-Antimatter Injectors:** As the engines are experimental and thus unfamiliar, this is a **Daring + Science Task**, with a Difficulty of 3.

- **Stabilize Warp Field:** This is a **Daring + Engineering** or **Science Task**, with a Difficulty of 2.

If the Player Characters are successful, the Subspace Interference is removed, enabling use of transporters and communications. If the ship goes to warp, the engines fail again, and the Subspace Interference returns.

WHAT DOES STARFLEET KNOW?

The following information is available to the Player Characters from their ship's library computer.

- In 2364, a survey team discovered the neural parasites on an uncharted planet. In a matter of months, the parasites had infiltrated Starfleet Command. This invasion proved unsuccessful thanks to the crew of the *U.S.S. Enterprise* NCC-1701-D.

- The neural parasites are an intelligent, non-humanoid life form. The parasite integrates into a host's brainstem, giving it full control over the host body. However, the parasite does not retain the host's memories. The parasite does create several notable physical changes. It increases the host body's strength and resistance to injury. It also breaths through a small gill that protrudes from the base of the host's neck.

- There is no known way of removing the neural parasites without killing the host. But the parasites cannot survive the death of their mother creature. Captain Picard and Commander Riker killed a mother creature, but not before it transmitted a homing beacon into deep space.

THE ALCUBIERRE
CONCLUSION

If the Player Characters did not repair the engines during a Conflict, they may do so once the Romulan threat has been neutralized. With sufficient time, the correct tools, and nothing to impede them, they can succeed without the need for Tasks, or rolling any dice. They are Starfleet officers after all.

With the *Alcubierre* safely recovered, the Player Characters' first order of business should be contacting Starfleet Command to inform them of the mission's outcome and
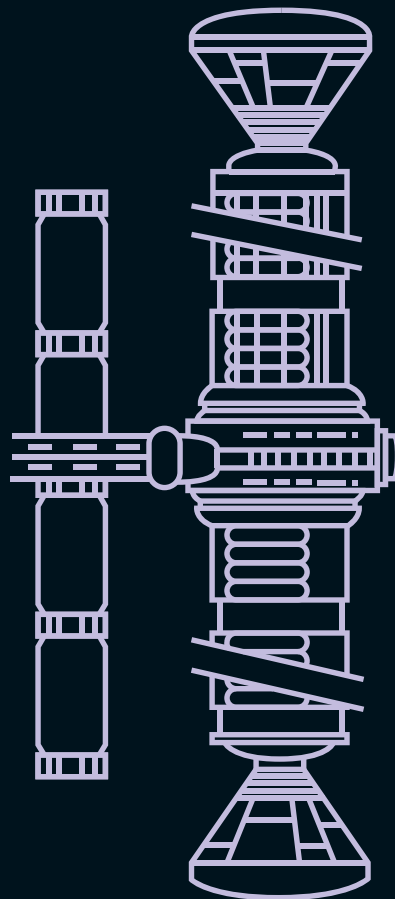
the discovery of the neural parasite. Starfleet Command will instruct them to tow the *Alcubierre* to the nearest Federation outpost, Starbase 117. Starfleet Command will be eager to debrief Ensign LaSalle after he receives a full medical and psych evaluation.

Upon reaching Starbase 117, the Player Characters receive new orders. There has been an incident on the Klingon armored space station Kortar, which Starfleet Command believes is related to the neural parasites…

MATTER/ANTIMATTER REACTION ASSEMBLY

398235

983425
249856234
9018204
38583200
8238

23895646
127758
953
389382
490240
4893

6383921

95792
5925720
1758
452852

95638
563492

7492648
8562
45901
4628933
94882
205621

0565
57552

4243
97886797
3006782
23986
733252
50102
129248

ANALYSIS IN PROGRESS

347683
479800
239706
780933
678933
457930
307689
259794
489700
794843

3445 939

0707 1977

45

20	19	DILITHIUM HOUSING
008	6860	
72	▬	REACTION CHAMBER
358	▬	ANTIMATTER REACTANT
358		MATTER REACTANT

PART TWO

WE ARE NOT OURSELVES

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WE ARE NOT OURSELVES
INTRODUCTION

SYNOPSIS

Having informed Starfleet Command of the incident aboard the *Alcubierre*, the Player Characters are now sent to investigate the Klingon armored space station, Kortar, which has suddenly gone dark. Before venting the station's air into space, its commander transmitted a message in which he shouted, "We are not ourselves!" Kortar was also the source of the signal that called away the Romulan Warbird *Decius*.

At Kortar, the Player Characters discover that the neural parasites had not only infiltrated the station, but had conducted genetic experiments with their Klingon hosts. Encrypted files reveal communication between Kortar and a Romulan in the Cordolan system.

In the Cordolan system, the Player Characters find an abandoned mining facility. As they infiltrate the facility, the Player Characters battle parasite-controlled Romulans and uncover how the parasitic beings are using genetic experimentation to attempt to evolve into a singular species with their hosts. Along the way they encounter an unjoined Trill geneticist who has been aiding the parasitic beings, and have the opportunity to convince him to switch sides. They also learn the parasitic beings are attempting to repair an Iconian gateway to bring the rest of their kind from their distant home world.

THIS CAMPAIGN

This is the second mission in the three-part introductory campaign for the *Star Trek Adventures Beginners Set*. Building on the previous mission, *The Alcubierre*, the Player Characters will further unravel the mystery of the return of the neural parasites, first seen in *The Next Generation* episode "Conspiracy." The mission also introduces new game mechanics, with instructions provided to teach you how to apply them at the table.

DIRECTIVES

In addition to the Prime Directive, the Directives for this mission are:
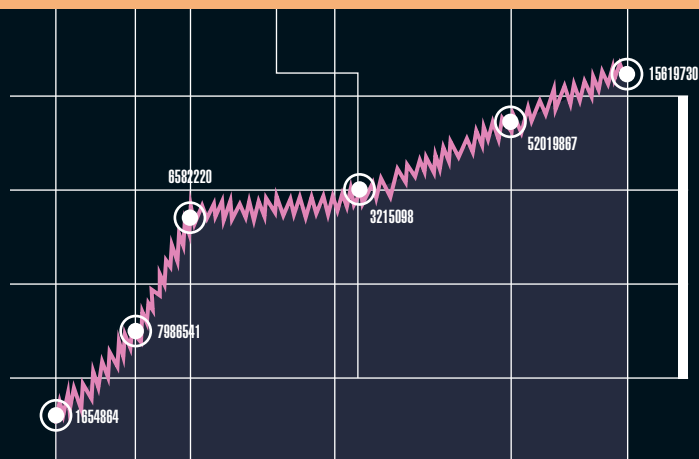
- Protect Starfleet from infiltration by the neural parasites.

- Protect Federation citizens.

Gamemasters begin each session with 2 points of Threat for each Player Character in the group. Players begin each session with a single point of Determination.

MODE = METABOLIC ANALYSIS

34	90	36
78	36	

15619730
52019867
3215098
6582220
7988541
1654864

WE ARE NOT OURSELVES
ACT 1: KORTAR STATION

Read the following Captain's log aloud to the Players:

CAPTAIN'S LOG

KAVIAN STELLAR CIRCUIT 831.11

The return of the neural parasites has rattled Starfleet Command. While we are certain that the Romulan Star Empire has been compromised, we don't yet know the full extent. Whether the Federation has been infiltrated is unknown. But an air of suspicion has descended, even among the crew. They look at each other, wondering who among them may be working against us even now.

"We have left Starbase 117 with new orders. Kortar, the same Klingon armored space station that called away the Decius from the *Alcubierre*, has suddenly gone dark. Starfleet Intelligence intercepted an ominous message sent by the station's commander. In it, the Klingon appeared mad, as if suffering from some form of delirium. With flames roaring in the background, he shouted, 'We are not ourselves!' before venting the station's atmosphere into space. As we are the nearest ship, the Klingons have given us permission to investigate. I have a bad feeling about what we may find there.

SCENE 1: AT THE EDGE OF KLINGON SPACE

Read the following aloud to set the scene for the Players:

Your ship arrives at the Klingon armored space station, Kortar. On the border of unexplored space, Kortar is a neglected outpost of the Empire. In its heyday, at the height of Klingon expansion, this was an important station. Now, it sits in one of the outermost frontier regions, all but

forgotten. Only those who have fallen out of favor with their superiors find themselves posted here.

As bridge officers, the Players may now conduct their initial investigation using the ship's sensors. These are usually **Reason + Science Tasks**, assisted by the ship's **Sensors + Science**, with a Difficulty of 0, but if a different Attribute or Discipline feels more appropriate, you may decide the Players can use a Different pair for their Target Number. The Players do not need to roll to succeed, though doing so may generate **Momentum**, but also **Complications.** Bank any Threat generated, for later.

Ship's sensors reveal the following information:

- There are no life signs on the station.

- There are no other vessels docked with the station, and none within sensor range.

- An escape pod drifting in an asteroid field shows one faint life sign aboard. It appears to be Klingon, though armored with an exoskeleton. The pod has suffered some hull damage.

Spending Momentum to *Obtain Information* (1 Momentum per Player question) could additionally reveal:

- Kortar's infirmary is the only section of the station that retains an atmosphere. Emergency bulkheads and hatches have sealed it off from the rest of the station.

- The asteroid field is rich in kelbonite, a refractory mineral (see **Asteroid Field** below).

ASTEROID FIELD

Inform the Players that the asteroid field is at Medium range from the Player's ship, or one zone away. If the Players learned about the kelbonite, tell them that this is a **Location Trait**. It has the following detrimental effect on any vessel within the asteroid field:

- **Kelbonite:** Interference from this refractory mineral makes transporter use dangerous. It is also known to deflect energy beams. Increase the Difficulty of transporter and Tractor Beam Tasks by 1.

To rescue the Klingon, they have two options. They can risk using the transporter to beam the Klingon directly to sickbay, or they can use the tractor beam to bring the escape pod into the shuttlebay. But before either option can be attempted, the Player's ship must be within Close range of the escape pod.

The Player in the Helm role must safely maneuver their starship one zone into the asteroid field. This is a **Control + Conn Task**, assisted by the ship's **Engines + Conn**, with a Difficulty of 2.

Success means the Player's ship is now within range to use either the transporter or tractor beam. Failing the Task places the ship in immediate peril. The Player Character at the Helm will need to take evasive action to avoid a collision with a large asteroid. Evasive Action is a **Daring + Conn Task**, assisted by the ship's **Engines + Conn** with a Difficulty of 2. However, any Complication arising from the previous Task makes the Evasive Action impossible.

If the asteroid has struck the Player's ship, roll 4▲. The Damage Effect for the asteroid is Vicious 2 so for each Effect symbol rolled, add 2 additional points of damage. Reduce the total damage by the ship's Resistance. If the shields were up, for each point of remaining damage, the ship loses one point of Shields. If the ship did not have its shields raised, (the default, unless a Player specifically raised them) then the damage causes 1 or 2 Breaches depending on whether 5 or more damage was caused. Follow the Breach rules on p.12 of the *Starter Rules*.

🔶 Asteroid (Close, damage 4▲, Vicious 2)

The starship lurches to one side, tossing the crew about. Roll 1▲. If an Effect is rolled then one randomly selected Player Character suffers an Injury, meaning he or she is incapacitated. In the scene, this could be represented by the Player Character being thrown to the deck and knocked unconscious. This character is then unable to participate in the scene, until they have received medical attention. Rendering *First Aid* to the character is a **Daring + Medicine Task** with a Difficulty of 1. Success stabilizes the Injured character, and spending 2 Momentum allows them to act in the scene again. Otherwise, to recover fully, the character will need proper medical care in sickbay. This is a **Control + Medicine Task**, with a Difficulty of 2.

ENERGIZE...

If the Players did not learn about the kelbonite, then they learn about it here as the interference comes into play. The transporter operator detects the presence of the refractory mineral. Tell the Player making the attempt about the Location Trait's detrimental effects.

Using the transporter to bring the Klingon survivor aboard is a **Control + Engineering Task**, assisted by the ship's **Sensors + Engineering**. The normal Difficulty is 2, but circumstances modify this as follows:

- +1 since the Klingon is not on a transporter pad.

- +1 if the destination is not a transporter pad. This applies only if the Players are beaming the Klingon directly to sickbay or a location other than the transporter room.

- +1 for the interference from the kelbonite Location Trait.

- -1 if the Task is performed from a transporter room.

Using the transporter has a Power requirement of 1. A ship generates Power equal to its Engines (see the Players' ship's statistics). Since a ship operates at full power at the start of each scene, the Players will be able to meet this requirement.

Players are able to improve the odds by buying additional d20s to roll with Momentum, or by adding to Threat. A failure results in the transporter signal degrading with deadly consequences. The Klingon's pattern is lost. If the Player has a Value that applies to this situation, they may spend a point of **Determination** to re-roll all their dice. This is called a *Moment of Inspiration*. At the last possible minute, the Player adjusts the matter gain and tries again.

Should a Complication arise, consider adding two points to the Threat pool instead.

ENGAGE A TRACTOR BEAM

As with the transporters, if the Players aren't aware of the kelbonite, they learn about it here. You can inform the tactical officer that their console registers the mineral's interference on the Tractor Beam.

Bringing the pod in via Tractor Beam is a **Control + Security Task**, assisted by the ship's **Structure + Security.** Due to the interference from the kelbonite, the Difficulty is 3. The pod's structural damage increases the Complication Range by 3, so Complications occur on a d20 result of 18, 19, or 20. A Complication could result in the Tractor Beam successfully engaging the escape pod, but the damaged hull begins breaking apart under the strain. Can the Player Characters beam the Klingon out in time?

If the *Tractor Beam* Task is successful, the Player Characters safely bring the escape pod into the shuttlebay.

THE RESCUED KLINGON

If the Player Characters successfully rescue the Klingon, read the following aloud:

The Klingon is unconscious. His cranial plates are unusually thick, and his body is developing an exoskeleton. Paralyzed from the waist down, he is horribly mutilated with a gruesome injury on the back of his neck. He dies almost immediately after you rescue him.

Inform the Players that they can conduct an autopsy in sickbay. This is a **Reason + Medicine Task**, assisted by the ship's **Sensors + Medicine**, with a Difficulty of 2. A Focus in Klingon Biology or Xenobiology will be helpful here, allowing the Player Character to count two successes for any d20 result equal to or below the level of their Discipline. Success reveals:

- His mutilations appear self-inflicted. It's as if he died cutting a parasite out of himself.

- The Klingon was in a de-evolutionary state, reverting into a primitive form of the species.

Spending Momentum to *Obtain Information* further reveals, point for point:

- Alien DNA was artificially introduced into the Klingon's genome.

- A key sequence of nucleotides in the alien DNA matches Starfleet Medical's database on the neural parasites.

- The neural parasites' DNA was rewriting the Klingon's genome.

When the Players are ready start the next scene and, as always, remove one point of Momentum as each scene ends.

SCENE 2: THE MYSTERY OF KORTAR

Allow the Player Characters to easily beam to Kortar, as they have ample time and no obstacles to the use of the transporter. Note that, if they wish to go anywhere outside Kortar's infirmary, they will need environmental suits, which cost 1 Momentum per suit. If they beam to the command level, for example, they could learn about recent visitors to the station. They could even access the station commander's logs and the environmental controls.

INFIRMARY

Once the Player Characters arrive in the station's infirmary, read aloud the following:

The infirmary is a cramped and dimly lit two-room ward. Mutilated Klingon corpses occupy the four biobeds in the main examination room, along with four dead parasites. These parasitic beings appear different, larger than the one encountered on the Alcubierre. The station's surgeon is slumped on the floor, stabbed in the back with a d'k tahg *dagger.*

Examining the bodies with a medical tricorder is a **Reason + Medicine Task** with a Difficulty of 3. Remember to consider an applicable Focus, such as Xenobiology. If the Player Characters never examined the Klingon from the escape pod, then here is where they can learn about the self-inflicted mutilations, the alien DNA, and its effect on Klingon genomes.

The second room is the surgeon's spartan office. It contains a desk, chair, and computer terminals. Accessing the computer systems reveals an encoded audio message that was never transmitted. To decrypt it, the Players will need to return to their ship with the uploaded file. Decrypting the message is a **Reason + Security Task**, assisted by the ship's **Security + Communications**, with a Difficulty of 3.

If the Players successfully decrypt the file, read the following message aloud:

"The Kortar Project has been an abysmal failure. Besides myself and a few notable exceptions, the Klingons are proving to be an incompatible species for integration. I have not been able to overcome their propensity to regress into primitivism. I recommend we abandon the project. For now, our plans will have to progress without—"

The message ends abruptly.

COMMAND LEVEL

If the Player Characters beam to the command level in EV suits, read aloud the following:

The command level functions as the operations center for the station. In size and design, it resembles the bridge of a late 23rd century bird-of-prey. Four support struts angle into the red-lit room from its circular edges. An elevated command chair and console sit opposite a hexagonal viewscreen. A recessed crescent in front of the command chair holds several operational consoles. On either side, two rotating gunner's consoles control the station's disruptor turrets.

To restore atmosphere, the Player Characters can seal all open hatches and airlocks, and access the environmental controls. This is a **Control + Engineering Task**, with a Difficulty of 3. Having a Focus in the Klingon language could be useful here. Should the Task fail, allow it to **Succeed at Cost**. Consider adding two points to the Threat pool in place of the Complication.

At the operations consoles, the Player Characters can learn of recent traffic to and from the station. This is a **Reason + Conn Task**, with a Difficulty of 2. Increase the Complication range to 3. A Complication means the Player Characters inadvertently trip a security measure in the station's computer (see **Command Level Lock-out** below).

Success reveals that a Tellarite freighter routinely docked here, making runs between the station and the Cordolan system. Spending Momentum to *Obtain Information* reveals, point for point:

- Security footage of the docking port shows two Klingons entering the Tellarite freighter. When they exit an hour later, a brief glimpse of a Romulan can be seen inside the ship.

- The Tellarite freighter last arrived a month ago. The next day, the station's doctor placed the infirmary under quarantine.

At the command chair and adjacent console, the Player Characters can access the station commander's logs. This is a **Control + Security Task**, with a Difficulty of 2. A Complication trips the security measure (see **Command Level Lock-out** below). If they have already triggered and overcome this Complication, then add 2 points to the Threat pool instead.

If the Players are successful, see **Kortar Station Commander's Logs** and read them aloud to the Players.

COMMAND LEVEL LOCK-OUT

If the Player Characters triggered a Complication in one of the two Tasks above, read the following aloud:

Hatches around you clang and rattle shut. The consoles stop responding to your actions. The station's shields go up, preventing beam out. The computer has sealed you in the command level.

The Command Level Lock-out is a **Situation Trait**. It applies to the current scene, and is temporary until resolved.

KORTAR STATION COMMANDER'S LOGS

- This is B'trell, son of Meketh, commander of the *Kortar*. Stardates have no meaning here, in my seventh year of banishment to this forsaken station for my father's dishonor. The filthy Tellarite sickness continues to spread. Five of my best warriors are now quarantined in the infirmary. Their fate is unknown. But I have instructed, To'Pagh, the *Haqwl'*, that failure is unacceptable. This is no kind of death for a warrior, even one in this accursed place.

- This is B'trell, son of Meketh, commander of the *Kortar*. The Tellarite is long gone, but our warriors remain locked in the infirmary. To'Pagh claims he is doing all he can. But there is something strange about him. He has not been himself since this plague began. I must see for myself. I'm going now to the infirmary to confront him.

Tell the Players that they must disable the computer's security protocols. But first they will need to study the software design to better understand the system security measures. This is a Challenge, consisting of two Tasks, that must be completed in order:

- **Study the Software:** This is a **Reason + Engineering Task** with a Difficulty of 2. If successful the Players may spend 2 Momentum to *Create an Advantage* reducing the Difficulty of the next step by 1. Allow this Task to Succeed at Cost. In this case, a Complication increases the Difficulty of the next step by 1.

- **Disengage Security Protocol:** This is a **Control + Engineering Task** with a Difficulty of 2. Complications here increase the Difficulty by 1 on repeated attempts.

JOURNEY TO THE CORDOLAN SYSTEM

Once the Player Characters return to their ship, they may decide to learn all they can about the Cordolan system while en route. If they inform Starfleet Command of their findings, they will be instructed to proceed with both urgency and caution. At warp 8, the journey takes one week.

As the Players consult their ship's computer for information about the Cordolan system, read aloud the following:

Ship's records show a Klingon outpost on the sixth moon of Cordolan IV, a gas giant. The Klingons mined the frozen moon for diamagnetic ore until abandoning the operation during the economic disarray that followed the destruction of Praxis over 70 years ago. Diamagnetic ore produces a disruptive field akin to atmospheric electrical storms. It scrambles sensor readings and communications. As such, it makes this forgotten and out-of-the-way location a suitable place for those who wish to operate in secret.

CHAPTER
03.30

WE ARE NOT OURSELVES
ACT 2: CORDOLAN IV

SCENE 1: THE CORDOLAN SYSTEM

As the Players' ship enters the Cordolan system, ask them if they want to conduct an initial Sensor Sweep. This is a **Reason + Science Task**, assisted by the ship's **Sensors + Science**, with a Difficulty of 0. The scan reveals the following information:

- The Cordolan system contains twelve planetary bodies.

- The five outer planets are frigid, Class-K worlds with methane and nitrogen atmospheres.

- These are followed by four, ringed Class-J gas giants.

- The three remaining inner planets are Class-H worlds with temperatures hostile to humanoid life.

- The gas giant, Cordolan IV, contains 24 rocky and frozen moons. The mining outpost is on its sixth moon.

Once in orbit around the sixth moon, they can scan the outpost. This is a **Reason + Science Task**, assisted by the ship's **Sensors + Science**, with a Difficulty of 2. This increased Difficulty is due to an unusually strong disruption field produced by the moon's cache of diamagnetic ore. This is a Location Trait of the mining outpost. Because of its intense effects, the trait is treated as two identical traits. This is denoted by the number after its name.

- **Diamagnetic Field 2:** Since this counts as two traits, it increases the Difficulty by 2 on all sensor and communication related Tasks. This includes sensors aboard a starship in orbit, or scans from a tricorder on the moon's surface.

A successful scan from orbit reveals the following:

- The outpost's antimatter reactor is operational.

- Sensors indicate multiple life signs. Because of the interference, scans are having difficulty providing additional details about the life signs.

Spending Momentum to *Obtain Information* reveals the following, point for point.

- While the interference is naturally occurring, it has been artificially amplified.

- Life signs suggest multiple Romulans, a Klingon, and a Trill are all in the outpost, along with other unidentifiable life forms.

Ask the Players if they wish to beam down to the outpost or take a shuttlecraft. Inform them of the challenges to both options and let them decide.

USING THE TRANSPORTER

Before using the transporter, the Player Characters will need to adjust for the diamagnetic field's disruption to sensor locks.

- **Adjust for Interference to Sensor Lock:** This is a **Daring** or **Control + Engineering Task** with a Difficulty of 2. If successful, they can spend 2 Momentum to *Create an Advantage* in the next step, reducing the Difficulty of transporting the away team by 1. Allow this Task to Succeed at Cost. A Complication increases the Difficulty by 1 on related transporter Tasks.

- **Transport the Away Team:** This is a **Control + Engineering Task**, assisted by the Ship's **Sensors + Engineering**, with a Difficulty of 3. Note that if the Players created Advantage in the first step the Difficulty will be 2; if they generated a Complication the Difficulty will be 4.

TAKING A SHUTTLE

Since the diamagnetic field creates a disruption that acts like an atmospheric electrical storm, piloting a shuttle is not without danger.

- **Plot the Course:** This is a **Reason + Conn Task**, assisted by the shuttle's **Computers + Conn** with a Difficulty of 2. Use the shuttle's stats from the previous mission (see *The Alcubierre*). If successful, they can spend 2 Momentum to *Create an Advantage* in the next step, reducing the Difficulty of piloting the shuttle by 1. A Complication increases the Difficulty of piloting the shuttle by 1.

- **Pilot the Shuttle:** This is a **Control + Conn Task**, assisted by the shuttle's **Engine + Conn**, with a Difficulty of 2. Allow this Task to Succeed at Cost. A Complication could represent the disruptive field tossing the shuttle about: randomly select one Player Character to suffer a minor injury (which acts as a Personal Trait, increasing the Difficulty of Tasks for them by 1 until they get medical treatment).

The shuttle lands near the outpost's closed hangar doors. The Players will need EV suits when they exit the shuttle costing 1 Momentum per suit. They can easily access a manual override panel to open the nearby airlock from the outside.

SCENE 2: INSIDE THE MINING OUTPOST

If the Player Characters beamed down, then they materialize in the outpost's transporter room. The transporter room is adjacent to the hangar, where the Player Characters will find a Tellarite freighter with no one aboard. Its logs and itinerary have been erased.

If the Player Characters piloted a shuttle to the moon's surface, then they entered the outpost from the airlock. This is down the corridor from the transporter room. Once inside the outpost, they can remove their EV suits and stow them away.

In either situation, ask a member of the away team to scan for life signs with their tricorder. This is an **Insight + Science Task**, with a Difficulty of 2.

If the Player succeeds, read the following aloud:

Your tricorder is picking up life signs in the lower levels of the outpost, but it is unable to distinguish the life-forms from each other. A schematic of the facility's ground level displays a turbolift approximately 20 meters from your current position.

If the Players spend a point of Momentum to *Obtain Information*, they can discover the source of the diamagnetic field's artificial amplification (or, if they are not aware of this amplification, they can uncover it here). A device in the reactor room on this level is amplifying the moon's naturally-occurring diamagnetic field.

If the tricorder scan does not succeed, read the following aloud:

The interference from the diamagnetic field renders your tricorder scans useless. You receive a brief glimpse of the ground level's layout before the scanner turns to static. All you make out is a turbolift approximately 20 meters from your current position.

At this point, the Players have two choices. They can take the turbolift to the lower level or explore the ground level.

GROUND LEVEL

If the Player Characters explore this level, read the following aloud:

Besides the hangar and airlock, this level contains the empty quarters where the outpost's guards and commander used to live. You also find communications and sensor stations, a mess hall, kitchen, and antimatter reactor. Except for the reactor room, this level appears abandoned and in disrepair. The reactor, however, has been restored and recently maintained. A device connected to the reactor is amplifying the natural disruptive field of the diamagnetic ore.

Successfully disabling this device is a **Reason + Engineering Task** with a Difficulty of 3. Shutting the device down removes the Location Trait, reducing the interference to normal, negligible levels. Allow this Task to Succeed at Cost. A Complication that arises from this action means that the Player has tripped a silent alarm. The enemy is now aware of their presence. See the encounter on the lower level for the effects of this Complication.

LOWER LEVEL

When the Player Characters take the turbolift to the lower level, read the following aloud:

You exit the turbolift and enter a wide corridor. On the floor, three meters ahead of you, is a dead Klingon. Slumped in the entry way to the infirmary, his body prevents the door from closing all the way. He is terribly deformed with thickened cranial plating, huge tusks, and an exoskeleton breaking through his uniform.

Ask a member of the away team to scan the Klingon with their tricorder. This is a **Reason + Medicine Task**, with a Difficulty of 1. The Difficulty is 3 if the Players did not disable the device in the reactor room on the ground level. Success reveals:

- Extensive genetic modifications have been made to the Klingon's DNA.

- A neural parasite, deceased, is still present in the Klingon's body.

- The Klingon died only hours ago. His body appears to have rejected the genetic modifications.

In the infirmary, the away team discovers more corpses of these failed laboratory experiments. Examining them is another **Reason + Medicine Task**, with a Difficulty of 1 (or 3 if the amplification device in the reactor room is still operational). If the Players succeeded in the scan of the first Klingon, this creates an Advantage, reducing the Difficulty by 1. A tricorder analysis reveals:

- These Klingons are also infested with neural parasites.

- Genetic modifications have been made to both the Klingons and parasitic beings.

Spending Momentum to *Obtain Information* reveals information related to the following:

- Using Klingon DNA, the parasites attempted to evolve with their host bodies into a new, singular form. Instead they devolved into a large predator, a proto-Klingon.

- The genetic modifications to these Klingons appears to be more advanced than to those on Kortar, suggesting the involvement of a skilled geneticist.

- Trill genetic material has been mixed with the Klingons' DNA.

- Since Trills are naturally disposed to accept a symbiont, the Trill genetic material appears to be an attempt to force Klingon bodies to adapt more easily to a parasitic infestation.

When the Players exit the infirmary, read the following aloud:

You step back out into the corridor. Two Romulan centurions turn the corner where the smooth walls of the outpost and the cavernous tunnels of the mines begin. The howl of some unseen creature echoes out from the tunnel.

If the Player Characters tripped the silent alarm while disabling the device in the reactor room, then the Romulans take the first Turn. Otherwise, the Players act first.

SUBSURFACE SCAN

| 6512 | 8106 | 9230 | 1079 | 6855 |

| −50 | −75 | −100 | −125 | −150 | −175 |

| −50 | −75 | −100 | −125 | −150 | −175 |

10495	29546298	50292
482458	875821	73096562
56573220	9456239	5925459
1986345	46489	235696767
239860	845629	46291
98236752	3845629	8587234
3928567	609673	936872
239856239	12143674	2381023
82397	6745943	139863
83249752	587572	873461
243985	989238	7823496
5239983	7652	67494132
80283	5339011	5057321

TRAITS: Romulan, Neural Parasite

VALUE: The Continuation of our Species is Paramount

ATTRIBUTES

CONTROL	12	FITNESS	09	PRESENCE	09
DARING	10	INSIGHT	10	REASON	10

DISCIPLINES

COMMAND	03	SECURITY	02	SCIENCE	01
CONN	02	ENGINEERING	01	MEDICINE	—

FOCUSES: Paranoid, Guerilla Tactics

STRESS: 11   **RESISTANCE:** 3 (see Immune to Pain)

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

SPECIAL RULES:
- **Immune to Pain:** The stimulation of the host's adrenal glands increases the host's resistance to pain. Reduce damage from non-lethal attacks, such as a phaser set to stun, by 3 points.
- **Fast Recovery 2:** The host-victim regains 2 Stress, up to his normal maximum, at the start of each of their turns. If injured, he may spend 2 Threat to remove the injury.

ENCOUNTER: ENTER THE ROMULANS

If the Romulans take the first Turn, spend 2 Threat to Keep the Initiative and immediately pass the action to the second Romulan. Once both Romulans have taken their Turn, the action passes to the Player Characters.

If the Romulans are killed, the neural parasites leave their bodies by crawling out of their mouths. The creatures scurry back into the tunnel. You can use the stats from the first mission for parasites without a host body. If the Romulans are stunned, then they will regain consciousness a little later. If the Players haven't secured them, they will attack again with whatever they can find!

CHAPTER 03.40

WE ARE NOT OURSELVES
ACT 3: MACHINATIONS REVEALED

SCENE 1: THE MINE

To find the Romulans and Klingon, the Player Characters will need to enter the mine. Read the following aloud:

The corridor turns into a rough-hewn tunnel that snakes deeper underground. Stalagmites rise upward from the floor of the passage. The creature howls again and voices echo up from a chamber ahead of you. 'It survived longer than the other test subjects,' a Romulan says. 'We could have studied it further.'

'It was just a thoughtless beast,' a gruff Klingon says.

'Control that Klingon temperament or we will give you a more suitable host,' the Romulan says. 'You have forgotten the art of patience in that body. The test subject did quite a lot of damage before we were able to restrain him. That showed promise.'

'That's far enough,' a man says. He stands in a darkened side passage you are only now just aware of. He points a disruptor at you. As he steps into the main tunnel, you realize this man is a Trill.

This is an opportunity for you and the Players to roleplay as your characters, acting out the interactions between the away team and the Trill NPC, Tal Duron. As the Gamemaster, familiarize yourself with his backstory, and spool out bits and pieces of it through his conversation with the Player Characters.

PERSUADING TAL DURON

Tal Duron wants to capture the Player Characters, but doubt is starting to creep into his mind about the whole project.

To convince Tal Duron to reject the parasites' offer to be joined, the Player Characters must attempt a Persuade Task. This is a **Presence + Command Task** with a Difficulty of 3. Two other Players may assist the Task by rolling 1d20 against their own **Presence + Command** or other applicable Discipline. Remember, the assisting characters add any successes to the main character attempting the Task only if they produce at least one success.

- **Players Succeed:** The Player Characters have convinced Tal Duron to reject the neural parasites as his allies. Go to **Tal Duron as Ally**.

- **Players Fail:** Tal Duron sneers and says, *"You're too late. The Iconian gateway will be operational soon and this will all be over for you."* Begin a conflict encounter, with Tal Duron taking the first Turn. Spend three Threat to bring in Reinforcements: two Romulans and a Klingon (see below) arrive in the second Round of Conflict.

TAL DURON AS ALLY

If the Persuade Task is successful, read the following aloud, as Tal:

"The neural parasites discovered an Iconian gateway. I don't know it's location, but I do know they are trying to repair it. I don't have to tell you what will happen if they succeed. But we have more immediate concerns. They are holding prisoners, a Tellarite merchant and his three human companions. So far, the neural parasites have shown no interest in them as host bodies. They are in detention cells in that chamber up ahead. I'm a geneticist, not a soldier. I'm afraid I won't be much use to you in a fight. But if you end up captured, you'll have someone on the inside."

Tal Duron won't join the Player Characters in the Conflict encounter. But he will assist them as he can, should they need him. Let the Players roll any Task that Tal Duron might attempt. As an allied NPC, Tal Duron may add to or spend from the group Momentum pool and add to Threat in the same way as the Player Characters. Special abilities that cost Threat add to the Threat pool instead.

TAL DURON [NOTABLE NPC]

The Trill is Tal Duron, a former initiate of the Symbiosis Commission. While not a member of Starfleet, he is a well-known geneticist. When the Trill initiate program turned down his application, anger and feelings of inadequacy overwhelmed him.

Weeks ago, a parasite-controlled Romulan posing as a Vulcan at a medical conference, approached him with an offer. The Romulan spoke of discovering a superior form of life, one that needed a host body, and he could think of no one better suited than Tal Duron. Ever since, the unjoined Trill has been assisting the neural parasites in their pursuit to co-evolve with their host bodies into a new, singular life-form. His promised reward for success will be to join with one of the beings. Tal Duron is only now beginning to sense the true scope of what he has gotten himself into. But the thought of being more than he is, exceptional even, still holds a powerful sway over him.

TRAITS: Unjoined Trill

VALUE: A Hunger for Greatness

ATTRIBUTES

CONTROL	10	FITNESS	07	PRESENCE	09
DARING	08	INSIGHT	09	REASON	11

DISCIPLINES

COMMAND	02	SECURITY	–	SCIENCE	03
CONN	01	ENGINEERING	01	MEDICINE	02

FOCUSES: Genetics, Symbiosis, Xenobiology

STRESS: 7   **RESISTANCE:** 0

ATTACKS:
- Unarmed Strike (Melee, 1▲, Knockdown, Size 1H, Non-lethal)
- Disrupter Pistol (Range, 3▲, Vicious 1, Size 1H)

SPECIAL RULES:
- **Former Initiate:** When Tal Duron attempts a Task using Control or Reason and buys a bonus d20 by citing his Value and spending 3 Threat, he may re-roll his dice pool. Remember, the bonus d20 is considered to have rolled a 1, thus granting him two successes.
- **Expert in Genetics:** When performing a Science Task using the Genetics Focus reduce the Difficulty by 1 for Tal Duron.

ENCOUNTER: THE LAST CONFLICT

If the interaction with Tal Duron does not result in a Conflict encounter, and the Players proceed to the chamber ahead, read the following aloud:

Crouching behind stalagmites, you peer into a high-ceilinged cave chamber. Two passageways branch off from the chamber, each with rail tracks in disrepair. Barred detention cells carved out of the rock face line the far wall. In one of the cells is a dead, deformed Klingon. The other cells hold a Tellarite and three humans. A Romulan centurion, two uhlans*, and a Klingon warrior turn from the cell and make their way toward you.*

If the Player Characters try to persuade the parasite-controlled Klingon and Romulans to surrender, this attempt fails automatically. They believe themselves superior to all other forms of life. Begin a Conflict encounter and choose one of the Non-Player Character adversaries to take the first Turn. Use map 3.4 on the poster, and place the tokens as indicated at the back of this booklet. The stats for the Romulans and the Klingon veteran are below. Note that the aim of the Romulans and Klingon is to stun and then capture the Player Characters, so their attacks will be non-lethal.

The Player Characters' success against the Romulans and Klingon is not guaranteed. In fact, losing this Conflict encounter may provide an especially dramatic narrative (see *But What if the Adversaries Win?* below). If the Player Characters succeed, there are several things they may want to do before returning to their ship.

ROMULAN CENTURION [NOTABLE NPC]

TRAITS: Romulan, Neural Parasite

VALUE: The Continuation of our Species is Paramount

ATTRIBUTES

CONTROL 12	FITNESS 09	PRESENCE 09
DARING 10	INSIGHT 10	REASON 10

DISCIPLINES

COMMAND 03	SECURITY 02	SCIENCE 01
CONN 02	ENGINEERING 01	MEDICINE —

FOCUSES: Patience, Deception

STRESS: 11 **RESISTANCE:** 3 (see Immune to Pain)

ATTACKS:
- Unarmed Strike (Melee, 3⬥ Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 3⬥ Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 5⬥ Vicious 1, Size 1H)

SPECIAL RULES:
- **Immune to Pain:** The stimulation of the host's adrenal glands increases resistance to pain. Reduce damage from non-lethal attacks, such as a phaser set to stun, by 3 points.
- **Fast Recovery 2:** The host-victim regains 2 Stress, up to his normal maximum, at the start of each of his turns. If injured he may spend 2 Threat to remove the injury.
- **Wary:** When attempting a Task to notice or detect an enemy or hazard the Romulan may re-roll one d20.

ROMULAN UHLAN [MINOR NPC]

TRAITS: Romulan, Neural Parasite

ATTRIBUTES

CONTROL 11	FITNESS 09	PRESENCE 08
DARING 08	INSIGHT 10	REASON 11

DISCIPLINES

COMMAND 01	SECURITY 02	SCIENCE —
CONN 02	ENGINEERING 01	MEDICINE —

STRESS: 11 **RESISTANCE:** 3 (see Immune to Pain)

ATTACKS:
- Unarmed Strike (Melee, 3⬥ Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 3⬥ Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 5⬥ Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6⬥ Vicious 1, Size 2H, Accurate)

SPECIAL RULES:
- **Immune to Pain:** The stimulation of the host's adrenal glands increases resistance to pain. Reduce damage from non-lethal attacks, such as a phaser set to stun, by 3 points.
- **Fast Recovery 2:** The host-victim regains 2 Stress, up to his normal maximum, at the start of each of his turns. If injured he may spend 2 Threat to remove the injury.

TRAITS: Klingon, Neural Parasite

VALUE: The Continuation of our Species is Paramount

ATTRIBUTES

CONTROL 09	FITNESS 11	PRESENCE 11
DARING 12	INSIGHT 09	REASON 08

DISCIPLINES

COMMAND 02	SECURITY 01	SCIENCE —
CONN 02	ENGINEERING 03	MEDICINE 01

FOCUSES: Hand-to-Hand Combat, Resilience

STRESS: 12   **RESISTANCE:** 4 (Armor), (see Immune to Pain)

ATTACKS:
- Unarmed Strike (Melee, 2⚔ Knockdown, Size 1H, Nonlethal)
- *D'k tahg* Dagger (Melee, 2⚔ Vicious 1, Size 1H)
- **Escalation** *Bat'leth* (Melee, 4⚔ Vicious 1, Size 2H)
- Disruptor Pistol (Ranged, 4⚔ Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 5⚔ Vicious 1, Size 2H, Accurate)

SPECIAL RULES:
- **Immune to Pain:** The stimulation of the host's adrenal glands increases resistance to pain. Reduce damage from non-lethal attacks, such as a phaser set to stun, by 3 points.
- **Fast Recovery 2:** The host-victim regains 2 Stress, up to his normal maximum, at the start of each of his turns. If injured, he may spend 2 Threat to remove the injury.
- **Warrior's Spirit:** When a Klingon attempts a Melee attack, and purchases additional dice with Threat, the Klingon may re-roll any number of d20s.

FREEING THE CAPTIVES

The parasitic beings' prisoners are the merchants from the Tellarite freighter. They are frightened and will want nothing more than to leave in their ship. With no blue gills on the backs of their necks, medical scans confirm that the merchants do not have neural parasites and have not been experimented on. Helping them to share what they know is a **Presence + Medicine Task**, with a Difficulty of 2. If successful, read the following aloud:

"The Romulans paid us well. All we had to do was bring them the supplies on their lists, and not ask questions. That was fine by us. But after what happened on Kortar station, they locked us up with no explanation. I never should've trusted Romulans, much less ones that kept company with a Klingon. They've barely said a word since they turned on us. I did overhear them complaining once about Tal Duron, and how his failures delayed their plans for Starfleet, whatever that means. They still owe us our last payment, though I'd just as soon forget about it and get out of here."

If the Task fails, the merchants are too rattled to provide much useful information about their experiences.

TAKING PRISONERS

If the away team captures their adversaries, this creates an Advantage. We've seen Advantages reduce the Difficulty of Tasks (a common use of this benefit). But Advantages can be used in another beneficial way. Advantage can make a Task possible that was not possible before. In this case, the Advantage of taking prisoners allows the Player

Characters to study the neural parasites (see Act 1, Scene 3 in the final mission).

If Tal Duron is an ally of the Player Characters, then his expertise in symbiosis and his deep knowledge of the neural parasites provides Advantage. It reduces the Difficulty by 1 on all Tasks related to the study of the parasites.

SEARCHING FOR THE ICONIAN GATEWAY

The Player Characters may attempt to interrogate the Romulans and Klingon, or search the facility, for the location of the Iconian gateway. However, the neural parasites' belief in their superiority prevents them from being intimidated or negotiated with. Nothing can shake them to reveal information that would jeopardize their plans or the survival of their species.

An investigation of the facility reveals that the parasite-infested beings have been meticulous in destroying all records that could point to the location of the gateway or the mother creature. The Player Characters will need to find them some other way…

BUT WHAT IF THE ADVERSARIES WIN?

The adversaries will attempt to stun the away team and lock them in a cell. If this happens, read the following aloud:

You wake, disoriented from being stunned. As the fog slowly clears from your head, you take in your surroundings. You are in a small cell, carved into a rock wall. Primitive metal bars block the opening, the locking mechanism unseen. Beyond, the large chamber where you battled the Romulans and Klingon is now empty, save for discarded mining equipment. You are prisoners. Your weapons, combadges, and tricorders are gone. You have no way of contacting your ship. Your thoughts turn to the Iconian gateway. Surely it will be activated soon. And you are the only ones who even know of its existence.

This could be a great cliffhanger ending, ramping up the tension and the stakes for the Player Characters as you move into the final mission.

CHAPTER 03.50

WE ARE NOT OURSELVES
CONCLUSION
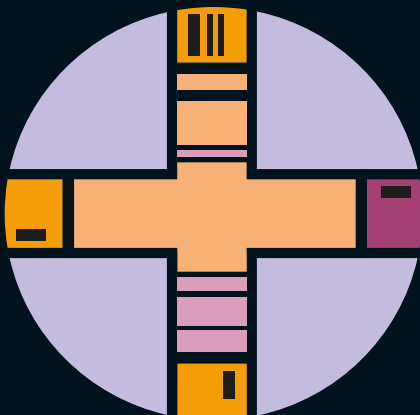
DILITHIUM REGULATOR CONTROLS 853

20

860

90

3451

Regardless of how the final Conflict encounter ends, this mission leads directly into the final mission. If the Player Characters succeeded in persuading Tal Duron and battling the parasite-infested Romulans and Klingon, they will want to contact Starfleet Command. They have key information to share about the parasitic beings' genetic experiments and the Iconian gateway. Needless to say, Starfleet Command recognizes the urgency of the situation. But this far from Federation space, the Player Characters are on their own.

If the Player Characters are prisoners on Cordolan IV, the situation is dire. They have uncovered the parasitic beings' plans, but are powerless to stop them. Ally or not, Tal Duron may be their only hope.

Regardless of the outcome, the clock is ticking. The Player Characters must find the gateway before it's too late!

PART THREE

THE PIERCED VEIL

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THE PIERCED VEIL
INTRODUCTION

SYNOPSIS

This mission opens with the Players Characters' either on their ship or as prisoners on Cordolan IV. However they manage to return to their vessel, the Romulan warbird *Decius* soon appears. A centurion who has taken command offers a truce and valuable information: he has located the Iconian gateway and mother creature. Moments after he transmits the coordinates, the *Decius* explodes.

The Player Characters then discover their own ship has been sabotaged by a computer virus. They race to get systems back online before the Romulan warbird *L'Cata* arrives and accuses them of destroying the *Decius*.

Convincing the *L'Cata* to let them go, the Player Characters follow the coordinates from the *Decius* to the Moana system. But before they can send an away team to the planet's surface, they must first defeat a Romulan warbird.

Once on Moana III, an away team explores the ruins of an ancient civilization, evades Romulan guards, and finds an unexpected ally — Ensign LaSalle, who left Starbase 117 against orders to fight the parasites. To get to the Iconian gateway in the facility beneath the ruins, the Player Characters may use stealth, subterfuge, or force. There they encounter the parasitic mother creature. As the *Enterprise* crew discovered, if the mother creature is killed, the remaining parasitic beings in her colony will also be destroyed.

When the Iconian gateway powers up, it reveals that the parasitic beings' home planet is lifeless. They are the last of their kind. In desperation, the mother creature offers the Player Characters a deal: let the parasitic beings control the Romulan Star Empire and they will make permanent peace with the Federation. The Player Characters' choice might just determine the future of the Galaxy…

THIS CAMPAIGN

The Pierced Veil begins moments after the events of *We Are Not Ourselves*. Depending on how the last mission ended, this mission could begin in one of two ways. If the Player Characters defeated the Romulans and Klingon on the frozen moon of Cordolan IV, this mission opens aboard their ship. If they were taken prisoner, they must first escape captivity.
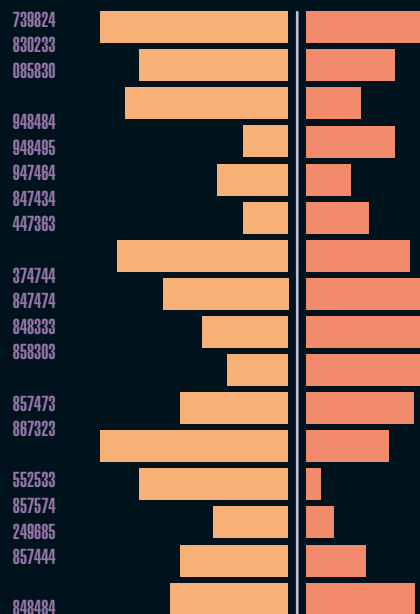
DIRECTIVES

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

- Respect for all life is paramount.

- Wherever possible, seek out non-military resolutions.

The Gamemaster should begin each session with 2 points of Threat for each Player Character in the group. Players begin each session with a single point of Determination.

PARASITIC LIFE SCAN

739824
830233
085830

948484
948495
947464
847434
447363

374744
847474
848333
858303

857473
867323

552533
857574
249685
857444

848484

THE PIERCED VEIL

ACT 1: SETBACKS AND SURPRISES

Read the following Captain's log aloud to the Players:

CAPTAIN'S LOG

STARDATE 47536.5

How deep does the parasitic infiltration of the Romulan Star Empire go? Does it extend to Starfleet? To this ship? My crew? I fear it is only a matter of time. But how do I weigh the ideals of the Federation against the existential threat posed by these parasitic beings who seem to have no respect for any life but their own?

SCENE 1: THE ESCAPE

If the Player Characters were taken prisoner in the mining outpost at the end of the previous mission, this will be the opening scene of this mission. If the Player Characters were not taken prisoner, start with Scene 2 instead.

To set the scene, read the following aloud:

Moments ago, you regained consciousness to find yourselves prisoners of the neural parasites. For now, there is no sign of your captors or the unjoined Trill, Tal Duron. The other prisoners in the cells next to yours are too afraid to even speak to you. With no weapons or tools and no way to contact your ship, your only hope is to somehow break through the prison bars. Examining them, you find that some of the bars are loose…

Let the Players know that dislodging the metal bars of the cell is a **Daring** or **Fitness + Security Task** with a Difficulty of 2. One other character may assist in this Task. If the Task is successful, they inflict 1▲ of damage (plus the main character's Security Discipline). Add 1 additional damage for each Effect rolled.

Just as Characters have Stress, objects have Structure; if an object suffers an injury, it breaks. The bars have a Structure of 10, with a Resistance of 2.

If the Players trigger a Complication, you can increase the Difficulty of further attempts to dislodge the metal bars by 1. Describe to the Players how working the bars loose has gotten more difficult under the strain of their actions. If further Complications are triggered, consider adding 2 points to the Threat pool instead.

When the Player Characters are successful, read the following aloud:

You've pried two bars loose, enough to slip through. The other prisoners eye you warily as you make your escape, as if they know something you do not. Surprisingly, there appears to be no control panel to unlock the cells. The only way to free the prisoners is to loosen the bars with force or find your phasers. However, a quick survey of the chamber shows no sign of your equipment. Just then, you hear footsteps in the tunnel beyond the chamber. A moment later, the Trill Tal Duron appears.

THE RETURN OF TAL DURON
The Players' encounter with Tal Duron will go differently depending on whether they made an ally of him in the previous mission. If he is an ally, he arrives with their weapons, combadges, and tricorders. They immediately receive a communication from their ship. Read the following aloud:

"Commander, moments ago a Romulan warbird decloaked in orbit and destroyed a Tellarite freighter as it left the surface. Their only response to our hails so far has been to lower shields and power down weapons. If you're ready, I think it would be prudent to bring the away team back before the Romulans decide a more aggressive posture is to their advantage."

At this point, Tal Duron explains to them that the two parasite-controlled Romulans were aboard that freighter. The Klingon remained behind, and is presently asleep in his quarters.

If the Players want to take the Klingon prisoner before returning to their ship (which would enable them to study

the neural parasites in Scene 3), Tal Duron can lead them to him. Entering the Klingon's quarters without waking him is a **Daring + Security Task,** with a Difficulty of 2. If successful, the Players may attempt to stun him, taking the first Turn in a Conflict encounter. If the attempt fails, the Player Characters wake the Klingon and he takes the first Turn in a Conflict.

IF TAL DURON IS NOT AN ALLY

If the Player Characters did not gain Tal Duron's confidence in the previous mission, they now have a second chance to do so. This is a **Presence + Command Task** with a Difficulty of 3. Two other Players may assist the Task.

- **Players Succeed:** Tal Duron leads the Player Characters to their equipment. At this time, they receive the communication from their ship about the Romulan warbird.

- **Players Fail:** Begin a conflict encounter, with Tal Duron taking the first Turn. Tal Duron is unarmed, as are the Player Characters, so this will be a Melee Attack. Because he is outnumbered, the Player Characters should be able to overpower him. However, if the fight continues at least two Rounds, spend two Threat to bring in Reinforcements: the Klingon arrives in the third Round of Conflict. See the stats for the Klingon and Tal Duron in the previous mission.

If the Player Characters subdue Tal Duron, he can be easily compelled to reveal where their equipment is stored. Retrieving their combadges, the Player Characters then receive the communication from their ship.

SCENE 2: THE DECIUS

Once the Player Characters have returned to their ship, the Romulan warbird signals them. A centurion appears on the viewer. He is not on the bridge as you would expect, but alone in the commander's ready room. Read the following aloud:

"This is Centurion Drusa of the Decius*. I believe you met our subcommander on the* Alcubierre*. I know now that D'Nal was not himself and neither was our commander. I am not here to fight with you, but to warn you. We have a common enemy, Captain. I propose we work together to defeat this threat."*

Encourage the Player Characters to roleplay their response to Drusa's offer of an alliance. Perhaps the captain mutes the channel and asks his senior staff for their thoughts, before turning back to Drusa with an answer or more questions. As you roleplay Drusa's response, here is information you can convey:

- *"I'm speaking on a secure channel now. I suspect some among my crew have already been compromised."*

- *"I am committed to seeing this through to the end. I will protect the empire, no matter the cost. But my hold on the crew is tenuous. They question the wisdom of my orders."*

- *"This operation has not been cleared by my government. I do not yet know who in Romulan leadership can be trusted, or how far this conspiracy reaches."*

- *"A trusted source within the* Tal Shiar *reports that the parasitic beings are only days away, a week at most, from activating an Iconian gateway."*

- *"I have located the gateway and the mother creature on a Class-M world outside the borders of both our governments. If we go there, we may be able to stop them. I am sending you the coordinates now."*

After the Player Characters have had a brief interaction with Drusa, he transmits the coordinates. Suddenly and without warning, the *Decius* explodes.

Inform the Players that their ship has successfully received the coordinates and give them a few moments to react. If they try to determine the cause of the *Decius'* destruction, read the following aloud:

Sensor sweeps reveal no other vessel that could have fired upon the warbird. There are also no tachyon emissions, as you would expect if a cloaked ship were in the area. Sensor readings from just prior to the explosion and the debris field are both consistent with catastrophic engine failure. However, sensors did not detect any sign of a malfunction before the explosion. All evidence suggests sabotage.

If they study the coordinates, read the following aloud:

Using the coordinates provided by the Decius*, you've pinpointed the Class-M world in the Moana system — seven days away from your present location at warp 8. Catalogued by an unmanned survey probe, you pull up the 20-year-old report. The system contains a main sequence G-type star. Moana III, the third planet, harbors no intelligent life. The planet is twice the radius of Earth, and made up of shallow oceans and island chains.*

Before the Player Characters can investigate further, their ship begins experiencing malfunctions. Unbeknownst to them, the *Decius'* transmission also included a computer virus put there by a Romulan saboteur. Ship's sensors fail, followed by astrometrics and navigational systems. Read the following aloud:

Suddenly, your consoles go dark. Reports of system-wide outages begin coming in from all over the ship. Navigational controls, warp and impulse engines go offline without explanation. Long-range sensors detect a Romulan warbird

on an intercept course. It will arrive in twelve hours. Then your ship's sensor array crashes, leaving you blind.

REPAIRING THE SHIP, A TIMED CHALLENGE

The Players must race to complete repairs before the warbird arrives. This is a **Basic Challenge** with an added concern of time. Time is represented by intervals. In this challenge, each interval equals two hours.

- Attempting each Task in the challenge takes 2 intervals of time (4 hours).

- Players can spend 1 Momentum on a successful Task to reduce the time spent on that Task to 1 interval (not Repeatable).

- Complications add 1 interval to the attempted Task.

- The Player Characters have 6 intervals of time before the Romulan warbird arrives.

To complete the challenge, Player Characters must successfully complete the following three Tasks in order before time runs out:

- **Investigate the Cause of the Malfunctions:** This is an **Insight + Engineering Task**, with a Difficulty of 3. One other Player may assist with a **Reason + Science** Task. Allow this Task to Succeed at Cost, creating a Complication. Success reveals:

  - The *Decius* delivered a virus into the ship's Computer when transmitting the coordinates to Moana III.

  - The Player Characters must wipe all affected files and memory, and then reboot the main computer from back-up systems in the computer core's archives.

- **Locate the Infected Files:** This is a **Reason + Engineering Task**, with a Difficulty of 2. Success allows the Players to proceed to the final step.

- **Wiping the Corrupted Files:** This is a **Control + Engineering Task**, with a Difficulty of 2. Allow this Task to Succeed at Cost, at your discretion, creating a Complication.

With the corrupted files wiped, the Player Characters may reboot the main computer. If they ran out of time, then the warbird has arrived. It has already scanned the debris field of the *Decius* when the Players' ship's systems come online. The Romulans hail the Players' ship. Read the following aloud:

This is Commander Selnora of the warbird L'Cata*. Under your own interstellar law, you are charged with the destruction of the* Decius*. Surrender yourselves and your vessel as prisoners of the Romulan Star Empire.*

COMMANDER SELNORA [NOTABLE NPC]

TRAITS: Romulan

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

ATTRIBUTES

| CONTROL | 12 | FITNESS | 09 | PRESENCE | 09 |
| DARING | 10 | INSIGHT | 10 | REASON | 10 |

DISCIPLINES

| COMMAND | 03 | SECURITY | 02 | SCIENCE | 01 |
| CONN | 02 | ENGINEERING | 01 | MEDICINE | — |

FOCUSES: Distrustful

STRESS: 11   **RESISTANCE:** 0

ATTACKS:
- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 3▲ Vicious 1, Size 1H)
- Disruptor Pistol (Ranged, 5▲ Vicious 1, Size 1H)

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

Tell the Player Characters that they can attempt to persuade Commander Selnora of their innocence. This is a **Reason** or **Presence + Command Task**, with a Difficulty of 3. Providing evidence may be helpful but since they wiped their computer files, the characters have no record of the virus or the transmission it piggybacked on. The last recorded log is Centurion Drusa's communication prior to providing the Player Characters with the coordinates to Moana III. This piece of evidence, if offered, is a Trait that reduces the Difficulty of the Persuasion Task by 1.

- **Players Succeed:** Commander Selnora takes the threat of a parasitic infiltration of the empire seriously. She leaves to consult with her superiors in person and learns that the Player Characters are heading into an ambush at Moana III. She will then come to their aid in Act 2.

- **Players Fail:** Allow the Task to Succeed at Cost. Add 2 points to the Threat Pool in place of the Complication.

SCENE 3: SICKBAY (OPTIONAL)

You may skip this scene if the Player Characters did not take the Klingon or Romulans prisoner in the previous mission. Remember, the prisoners give the Player Characters an Advantage: it makes studying the neural parasites possible. The medical officer may even find a safe way to remove the parasites from their host bodies.

With ship systems functioning again, the Player Characters may sedate a victim and transfer them to sickbay for medical examination and possible surgery. In any of the Tasks below, another character may assist the medical officer as per the normal rules.

First, the medical officer must study the relationship between the host and the parasite. This is a **Reason + Medicine Task**, assisted by the Ship's **Sensors + Medicine**, with a Difficulty of 2 (1 if Tal Duron is an Ally of the Player Characters). This Task Succeeds at Cost, creating a Complication that increases the Difficulty of the next step by 1. A success creates an Advantage in the next step.

Next, the medical officer can attempt to devise a medical procedure that would safely remove the parasite from the host. This is an **Insight + Medicine Task**, assisted by the ship's **Computers + Medicine**, with a Difficulty of 3 (2 if the previous step created Advantage). The parasitic integration of the victim's brain stem involves hundreds of tendrils joined with the central nervous system. This complicates the Task immeasurably. Increase the Complication Range to 4, meaning a Complication occurs on a result of 17-20. Any Complication increases the Difficulty of the next step by 1. Success creates an Advantage in the next step.

Finally, the medical officer must perform the delicate operation. This is a **Control + Medicine Task**, assisted by the ship's **Computers + Medicine**, with a Difficulty of 4 (3 if the previous step was successful). Again, increase the Complication Range to 4. If the Task fails, both the host and the parasite die. A Complication could mean the host suffers a setback after the operation, requiring immediate emergency surgery.

COSMETIC SURGERY

The Player Characters may attempt to pose as Starfleet officers compromised by neural parasites by simulating the breathing gills that host bodies have on the backs of their necks. This is a **Control + Medicine Task**, assisted by the ship's **Computers + Medicine**, with a Difficulty of 2. Success creates Advantage. It makes the attempt to deceive compromised individuals possible (see **Deception as Alternative to Conflict** in Act 2, Encounter: The Away Team on Moana III).

THE PIERCED VEIL
ACT 2: THE OCEAN WORLD

SCENE 1: MOANA III

The Player Characters arrive in the Moana star system and assume a standard orbit around the third planet. To set the scene, read the following aloud:

Dozens of island chains dot this vast blue ocean world. Six moons orbit the planet, along with a ring of rocky debris that is probably from another moon that broke up when its orbit decayed.

Conducting a scan of Moana III is a **Reason + Science Task**, assisted by the ship's **Sensors + Science**, with a Difficulty of 0. Success reveals:

- The ruins of an ancient city litter the largest, forested island in the southern hemisphere.

- A Starfleet runabout is on the outskirts of the ruins, near what appears to be the debris field of an ancient alien ship.

- Sensors detect life signs among the ruins: one human evading three Romulan pursuers. (Note that the Player Characters will soon learn that this is Ensign LaSalle from the *Alcubierre* in mission one. If LaSalle did not survive that mission, sensors will simply detect three patrolling Romulans.)

Spending Momentum to *Obtain Information* reveals:

- The ruins extend deep underground, protected by a deflector shield.

- The characteristics of the structures suggest Iconian architecture.

- The debris of the alien ship is of no known configuration, but its composition is similar to the vessel found by the survey team who discovered the neural parasites that infiltrated Starfleet Command in 2364.

ENCOUNTER: THE CLOAKED WARBIRD

As the Player Characters finish their scan of the planet, a Romulan warbird — the *Axia* — decloaks. Read the following aloud:

A proximity alert sounds as a Romulan warbird suddenly appears on your sensors. Shimmering onto the viewscreen, the warbird swoops at you. It raises its shields and powers its weapon systems. Hails go unanswered. You have no choice but to engage in ship-to-ship combat.

Each Round of starship combat is divided into Turns, and Non-Player Character vessels take Turns equal to the ship's Scale. Since a warbird's Scale is 6, the Romulan vessel has 6 Turns representing the actions of the Romulan crew. Use map 4.3A on the poster, and place the tokens as indicated at the back of this booklet. As per normal Conflict rules, each side takes one Turn before passing the action to the opposing side. Once all Player Characters have taken their Turns, and all Turns have been taken by the warbird, start a new Round.

Since the *Axia* was cloaked, the warbird takes the first Turn. The *Axia* decloaks as its free Minor Action, at Medium Range from the Players' vessel. Spend one Threat to take a second Minor Action, and raise the shields. To complete the Turn, the warbird now attempts a Task. It fires Disruptors at the Player Characters' ship, targeting the Engines. This is a **Control + Security Task** assisted by the warbird's **Weapons + Security**, with a Difficulty of 3. This has a Power requirement of 1. If available, spend 1 additional Power to increase the damage by +1⚔.

- To apply damage from a successful attack, first reduce the damage rolled by 1 for each point of the Players' ship's Resistance. Then, if any damage remains, their ship loses one point of Shields for each point of damage.

- If five or more damage remain after reducing for Resistance, the Engines System suffers a **Breach** (see below for effect).

- If the damage reduces the Players' ship's shields to 0, the Engines System also suffers a Breach.

The action now passes to the Players' ship.

ENGINE BREACH

Engine breaches pose a major threat to any starship. Whenever a ship's Engines suffer one or more Breaches, the following occurs:

1. The ship loses 2 Power.

2. Tasks assisted by the ship's Engines, or Tasks that have a Power requirement, increase in both Difficulty and Complication Range by 1.

Removing the increase in Difficulty and Complication Range requires a *Restore* Minor Action, which can be done during a Conflict, from an Engineering position on the bridge, or while in main engineering.

If the number of Breaches is equal to or greater than half the ship's Scale, the Engine systems then suffer significant damage. This imposes the following conditions until repaired:

- The Difficulty of all Tasks assisted by the ship's Engines increases by 2.

- At the end of each Round, the ship loses 1 Power.

Repairing the damaged Engine systems is a Difficulty 3 Task, which can be attempted during a Conflict. Success removes the conditions above. However, Breaches themselves cannot be removed. They require intensive repairs that can only occur at a starbase or other facility.

ROUND 2: THE L'CATA'S POSSIBLE ARRIVAL

If the Player Characters were successful in the Persuade Task with Commander Selnora in Act 1, then the *L'Cata* arrives here to aid the Player Characters in battle against the *Axia*. In story terms, Selnora verified the Player Characters' claims and uncovered the planned ambush. Because of her *I Will Not Fail in My Duty to the Empire* Value, she recognizes that she must help Starfleet root out the parasitic threat if she is to save the Romulan Star Empire.

If the Player Characters Succeeded at Cost in the Persuade Task, then the *L'Cata* does not arrive and the Players are on their own.

RESOLVING THE STARSHIP COMBAT

When the *Axia* is sufficiently damaged, it will break off its attack. If it has the Power to do so, it will engage its cloaking device. Either way, it leaves the system to enact repairs and call for reinforcements.

If the *L'Cata* joined the fight, then Commander Selnora pursues the *Axia*, giving the Player Characters the time they need to find and stop the mother creature.

WHAT IF THE ADVERSARIES WIN?

If the Player Characters' ship is losing the fight with the warbird and they consider retreat, you should remind them that the consequences of withdrawing could be disastrous. The Player Characters are on their own out here. If they retreat, the war with the parasitic beings will be lost before it has even begun. They must get an away team to the planet's surface, no matter the cost. If the ship is so heavily damaged that they have no choice but to withdraw, they may still lower their shields long enough to transport an away team before going to warp. If they find themselves in a situation where they have to abandon ship (because of a warp core breach, for example), then they may have no choice but to beam down to the planet.

ENCOUNTER: THE AWAY TEAM ON MOANA III

When the away team reaches the planet's surface, read the following aloud:

You stand in a vast ruin of tumbledown stone in a humid, vine-encrusted jungle. Bulbous flowers float overhead like Chinese lanterns. They give off a green light, even now, in the middle of the day. Colorful birds nest in trees that snake and curve into the air with blue-leafed branches that reach skyward. Insects whine and buzz about your ears. Suddenly, energy weapons fire pierces the calm. Up ahead, Ensign LaSalle from the U.S.S. Alcubierre *hunches behind a fallen stone column. Five Romulans — using the ruins as cover — fire on his location, and are pinning him down.*

In this conflict encounter, the Player Characters take the first Turn. Use the stats for Ensign LaSalle from the first mission (*The Alcubierre*). Use map 4.4B on the poster, and place the tokens as indicated at the back of this booklet. The Romulans are in the center of the map, one zone away from LaSalle, with the Characters to their rear. Each zone contains ruins granting 2▲ of Cover to combatants. These ▲ Cover Dice are rolled and added to a character's Resistance before taking damage.

The Romulans fight to the death, at which point neural parasites crawl out of their mouths and scurry into the underbrush. The parasites will attempt to return to the mother creature in the underground complex.

If Ensign LaSalle did not survive the first mission on the *Alcubierre*, then the Player Characters will simply come under attack by the Romulans.

DECEPTION AS ALTERNATIVE TO CONFLICT

The Player Characters may be posing as Starfleet officers compromised by neural parasites. If this is the case, they have simulated breathing gills on the backs of their necks. Using deception, there is a chance the Player Characters can avoid Conflict and rescue Ensign LaSalle. Deception is an **Opposed Task**.

The Player Characters can make a deception attempt using a **Daring + Security Task** or **Control + Command Task**. The combination should reflect how the Players intend to role-play the interaction. The Difficulty is 1. To see through the guise, the Gamemaster rolls for one of the Romulans. This is a **Reason + Security Task**, with a Difficulty of 1.

D'DERIDEX CLASS WARBIRD

TRAITS: Romulan Warbird

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	11
COMPUTERS	10	SENSORS	10	WEAPONS	09

DEPARTMENTS

COMMAND	02	SECURITY	03	SCIENCE	02
CONN	02	ENGINEERING	03	MEDICINE	02

POWER: 10   **SCALE:** 6

SHIELDS: 14   **RESISTANCE:** 6

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:
- Disruptor Banks (Energy, Range Medium, 10▲ Vicious 1)
- Plasma Torpedoes (Torpedo, Range Long, 6▲ Persistent 8, Calibration)
- Tractor Beam (Strength 5)

SPECIAL RULES:
- **Cloaking Devices:** While cloaked the vessel cannot attack or be attacked unless the attacker has found a way to penetrate the cloak. While the warbird is cloaked, the vessel's shields are down. Decloaking is a Minor Action. Operating the Cloaking Device is a **Control + Engineering** Task, with a Difficulty of 2, assisted by the ship's **Engines + Security**. This Task has a power requirement of 3.

Compare the number of successes. Either side needed to score 1 success to succeed at the Task. If both sides succeeded, compare the Momentum generated between the opposing sides. The side with the highest Momentum wins. Note that the winning side loses 1 point of the Momentum generated for each point of Momentum their opponent scored.

- **Romulans Succeed:** The Player Characters have failed. Begin a Conflict with the Romulans taking the first Turn.

- **Players Succeed:** The Player Characters have fooled the parasite-controlled Romulans. They return to their regular patrol of the ruins, allowing the Player Characters to take LaSalle.

- **Neither Side Succeeds or There is a Draw:** In this case, the Romulans are not fooled but it takes a moment for them to recognize the deception. Begin a Conflict encounter with the Player Characters taking the first Turn.

ROMULAN UHLAN [MINOR NPC]

TRAITS: Romulan, Neural Parasite

ATTRIBUTES

CONTROL 11	FITNESS 09	PRESENCE 08
DARING 08	INSIGHT 10	REASON 11

DISCIPLINES

COMMAND 01	SECURITY 02	SCIENCE —
CONN 02	ENGINEERING 01	MEDICINE —

STRESS: 11   **RESISTANCE:** 3 (see Immune to Pain)

ATTACKS:
- Unarmed Strike (Melee, 3⚔ Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 3⚔ Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 5⚔ Vicious 1, Size 1H)

SPECIAL RULES:
- **Immune to Pain:** The stimulation of the host's adrenal glands increases resistance to pain. Reduce damage from non-lethal attacks, such as a phaser set to stun, by 3 points.
- **Fast Recovery 2:** The host-victim regains 2 Stress, up to his normal maximum, at the start of each Turn. If injured he may spend 2 Threat to remove the injury.

ENSIGN LASALLE

Either through a Conflict or deception, the Romulans are no longer a threat. When this occurs, Ensign LaSalle turns on the Player Characters. Regardless of how they rescued him, he is still distrustful. How does he know they are who they appear to be? This could be a trap. If they offer their tricorder, he slaps it away. The readings could be faked. He points a type-1 phaser at them and peppers them with questions to test their memory.

As Ensign LaSalle, read the following aloud:

"We first met on the Intrepid, when you assisted our captain in a mission near the Cardassian border. What was his name?"

The proper response here is for the Player Characters to correct him. If the Players need a reminder, let them add 1 Threat to give them a hint. Depending on how long ago you got together to begin this short campaign, the Players may have forgotten the details of the first mission, but their characters would still remember. The Player Characters met Ensign LaSalle on the *Alcubierre*, far from Cardassian territory. Captain John Kelly was in command of that vessel.

When the Players respond, read the following aloud as Ensign LaSalle:

"The Alcubierre *is a* Constellation-*class starship. We were trapped in a space-time anomaly and you answered our distress call."*

The Player Characters should correct him again. The *Alcubierre* is an *Oberth*-class science vessel. It was selected for stage 2 testing of an experimental engine configuration designed to exceed warp 5 without damaging subspace. But the test failed, and disabled the ship. Ensign LaSalle was the only survivor of a Romulan boarding party that killed the rest of the crew.

At this point, LaSalle will be satisfied that they are who they say they are. He will bring them up to speed on recent events, including why he is on Moana III (see **LaSalle's Story**). He does not have a blue gill but, should the Players wish it, a medical tricorder scan will confirm that Ensign LaSalle is not a neural parasite victim. This is a **Reason + Medicine Task**, with a Difficulty of 0.

This is also a perfect opportunity for characters to recover from Injuries before the end of the scene.

SCENE 2: THE RUINS

The Player Characters can easily locate the access point to the underground complex with a tricorder. Ask a member of the away team to scan the ancient city ruins. This is an **Insight + Science Task**, with a Difficulty of 0. If the Player decides to roll, add 2 points to the Threat pool in place of any Complication generated.

ACCESS POINT

The access point is a fifteen-minute trek. Read the following aloud:

Your tricorder readings take you down a cut path through a denser part of the jungle. Red leafy vines cover collapsed stone structures with strange markings on them. You estimate these ruins date back thousands of years.

Ask a member of the away team if they want to scan the symbols. This is an **Insight + Science Task**, with a Difficulty of 2. If the Player generates a Complication, it will increase the Difficulty by 1 on further Tasks at deciphering the symbols. Success creates an Advantage when the Player Characters reach the door (see below).

If the Task is successful, read the following aloud:

The markings share similarities with the Dinasian language, suggesting Iconian origin.

Spending Momentum to *Obtain Information* allows the Player to roughly translate some of the fragments. Read the following aloud:

Comparing common root words from the language database in your tricorder, you approximate an interpretation of one of the fragments. You believe it speaks to a great conflagration and an exodus to a land of peace, an idyllic existence. A later fragment is a warning to close the gate forever.

LASALLE'S STORY

"Starbase 117 was a blur of red tape. Medical workups. Debriefings. More medical workups. More debriefings. And that wasn't enough. Starfleet Command ordered me back to Earth to ask even more questions. Meanwhile, I'm the only one who's watched these things in action up close. I was on the front lines of this new war before anyone even knew there was a war. I shouldn't be on the sidelines. Those parasites killed my captain and my crew. They deserve some payback. And I intend to give it to them.

"I stole a runabout and headed for Kortar. But in some kind of blind luck, the *Decius* found me first. A centurion was in charge of a warbird. Can you believe it? He saw the same danger I did. And he took action, just like me. He needed backup. I told him to find you. Looks like he did."

When the Player Characters are ready to continue on, read the following aloud:

The dirt path soon ends at an enormous staircase formed by natural basalt columns. At the top, dense shrubs and tall grass grow around the foot of a snow-capped mountain. A triangular stone and metal structure, covered in creeping vines, juts out of the side of the mountain slope. A neural parasite scurries from the underbrush and into a crack at the base of the stone.

A closer examination of the structure reveals a control panel with symbols similar to those seen among the ruins.

Scanning the structure and panel with a tricorder is a **Reason** or **Insight + Engineering Task** with a Difficulty of 3. **Reason + Science** may be appropriate if another character is assisting with this Task. A Complication triggers the mechanism's Security Protocol.

- **Security Protocol:** A blue arc of electricity discharges from the control panel. The Player who attempted the Task takes 4⚔ Lethal damage. The cost to Avoid an Injury increases by one for each Effect rolled.

A successful tricorder scan creates an Advantage on related Tasks. If the Task was successful, read the following aloud:

Your tricorder detects no known mechanism. But the scan has triggered a response from the panel. A glowing blue

triangle faintly appears as if etched in the stone. The tricorder reads a small chamber beyond the stone. But when the lit triangle vanishes, so too do your readings.

Deciphering the symbols on the control panel is an **Insight + Science Task** with a Difficulty of 2 (or 3 if the earlier attempt at translating the symbols generated a Complication). Remember to reduce the Difficulty by 1 if the Players created an Advantage in the earlier translation attempt. Allow this Task to Succeed at Cost, triggering the Security Protocol.

Spending Momentum to *Obtain Information* on either Task reveals the following, point for point:

- There is a Security Protocol in place should someone key in the wrong sequence or scan the mechanism.

- The structure's technology appears more advanced than the technological levels suggested by the ruins.

If the Player Characters are successful, read the following aloud:

You have determined the correct sequence to key into the panel. When you activate the mechanism, the blue triangle appears in the stone again, brighter this time and humming with energy. Suddenly, the stone within the triangle becomes translucent. Its molecular structure has changed, allowing you to pass through it into a small chamber. Once inside, the chamber begins a slow descent into the underground complex.

CHAPTER
04.40

THE PIERCED VEIL
ACT 3: LOST CIVILIZATIONS

ENCOUNTER: UNDERGROUND

As the Player Characters enter the underground complex, read the following aloud:

The lift comes to a stop and a large triangle of blue energy hums to life on one of the walls. The stone within the triangle turns translucent, revealing a corridor beyond. Small glowing blue triangles of light on the walls illuminate the corridor.

Ahead, two triangular doors begin opening: the first is to your immediate right, the second is further down the passage where the corridor makes a left turn. A Romulan steps out of the second door.

If the Player Characters are posing as Starfleet officers compromised by neural parasites, then they may attempt to deceive the Romulan. This is an Opposed Task, with a Difficulty of 1. The Players could use **Daring + Security** or **Control + Command**. Roll for the Romulan centurion,

using **Reason + Security**. See the stats for the centurion in previous missions.

- **Players Succeed:** The centurion goes back to his work inside the chamber.

- **Romulan Succeeds:** Begin a Conflict encounter with the Romulan taking the first Turn. You can add some *uhlan* reinforcements by spending 1 Threat per NPC.

- **Neither Side Succeeds or There is a Draw:** The centurion is not fooled but it takes a moment for him to spot the deception. Begin a Conflict encounter with the Player Characters taking the first Turn. Again, you can add some *uhlan* reinforcements by spending 1 Threat per NPC.

If the Player Characters are not posing as compromised Starfleet officers, then begin a Conflict encounter. The Players will take the first Turn.

TACTICAL CONSIDERATIONS

The Romulan is three zones away from the Player Characters. Doorways grant 2⚔ of Cover, provided the character is within Reach. This means the doorway must be within arm's length of the character. Characters may declare they are moving within Reach of a doorway when they move into its zone. The doorway to the left of the Player Characters is one zone away, or at Medium range. Only two characters can use a doorway for cover at the same time.

THE LIBRARY

The first door is the library, a repository of the history of the original inhabitants of Moana III. If the Player Characters enter the library, read the following aloud:

You step into an empty, pyramid-shaped chamber. Small niches line the smooth stone walls. These dusty, shallow recesses hold palm-sized pyramids, all sculpted from an unknown metal.

A tricorder scan of these objects is a **Reason + Science Task**, with a Difficulty of 0. Success reveals that the objects are solid. They contain no known mechanism, though they emit an energy signature like a battery.

If a Player Character picks up one of the pyramids, read aloud the following:

The pyramid glows blue in your hand. The light flickers and sputters as if the mechanism was damaged. Images flood your mind at an alarming rate, depicting millions of people dying in an orbital bombardment on some distant planet. Though some survived by stepping through a gateway to Moana III.

The character must pass a **Control** or **Fitness + Security Task**, with a Difficulty of 3 to avoid suffering 3⚔ damage

(Non-lethal) from the mental strain. When taking the damage, the character drops the pyramid in pain. Otherwise, the device flickers out and stops transmitting. Once used, the device provides no other information. Nor are any of the other devices functional.

Students of archaeology or those versed in Iconian history may recognize these images. They are a record of a species thought to have gone extinct over 200,000 years ago. But some Iconians survived the destruction of their world. And it appears that at least some of them escaped to Moana III to build a new civilization. If the Player Characters know about the warning to close the gate forever (see **Access Point** in Act 2, Scene 2), then they may correctly theorize that the Iconians who came here rejected the technological achievements of their ancestors. The culture that emerged on Moana III turned their backs on science as an evil that brings only ruin. In essence, they became Luddites, resisting progress and change. Unable to grow and adapt, their civilization atrophied and eventually collapsed.

POWER ROOM

The second door houses the power room for this facility. If the Player Characters enter this chamber, read the following aloud:

Control panels like the one at the access point cover the walls of this pyramid-shaped chamber.

A tricorder scan of these panels is a **Reason** or **Insight + Engineering Task**, with a Difficulty of 3 (2 if they created Advantage scanning the panel at the Access Point). Success reveals:

- There is no circuitry of any kind, but the chamber is somehow drawing geothermal energy from the planet's core.

- This is powering the deflector shield.

If the Player Characters wish to shut down the shield, they will need to understand the symbols on the control panels. This is an **Insight + Science Task**, with a Difficulty of 3 (or 4 if the earlier attempt at translating the symbols created a Complication) and a Complication Range of 2. Remember to reduce the Difficulty by 1 if the Players created an Advantage in the earlier translation attempt. A Complication locks out the panels, making the Task impossible.

At this point, spend 2 Threat for each Player Character in the scene to change their circumstances. Read the following aloud:

Suddenly, the lights dim and the hum of energy grows louder as if someone had flipped a switch, turning on some great machine that is draining the power. A voice echoes through the complex, speaking Iconian. You recognize it as a countdown. You are too late. The gateway has been activated.

ENCOUNTER: THE MOTHER CREATURE

After the power room, the corridor turns to the left and slopes downward. In the distance, blue light flickers in a large chamber. The Player Characters may proceed to the chamber without opposition. When they enter, read the following aloud:

On a dais, in the center of this pyramid-shaped room, two spiral arches curve inward toward each other but never meet. Between the arches, blue energy shimmers like the waves of an ocean. A Romulan commander stands before the arch, her face awash in its blue glow. Control stations line the wall, manned by eight Romulan scientists.

The gateway is powering up. At the bidding of the commander, the scientists take up arms against the Player Characters. Use map 4.4 on the poster, and place the tokens as indicated at the back of this booklet. In this Conflict encounter, the Player Characters will take the first Turn. See the sidebar for the commander's stats. Use the Romulan *uhlan* stats for the scientists.

After two rounds of Conflict, the swirling mass of ocean-like energy explodes outward in a blinding flash. The chamber shakes. The Romulans stop fighting and turn in awe. Read the following aloud:

The blue light inside the gateway dissipates to reveal a lifeless landscape of craggy stones and an ocean that boiled away long ago. A dim white dwarf is the only star in the pitch-black sky. The planet is in a distant region of our galaxy devoid of other stars — a single dying star beyond the stars. The Romulan commander lets out an inhumanoid cry and drops to her knees before the portal.

Like an actress on a stage performing her final monologue, the commander speaks with arms outstretched:

"No! No, it cannot be. All these centuries, I have led my children through the stars in search of a world to colonize before our own died. All these centuries, wasted. It cannot be. Six years ago, I heard my sister's distant signal from Earth. I came in answer. But our ship crashed on this world. We fled our broken host bodies for these Romulans. They had already discovered the gateway. They'd done much of the work for us. I had finally found our salvation. But I am too late. Our world is dead. We are the last of our kind."

She tells the other Romulans to put away their weapons. Then she addresses the Player Characters directly:

"We are at your mercy. In exchange for our lives, I offer our services. We seek peace, not war. Leave the Romulans to us, and we will leave the Federation and your allies alone. And when we have gained full control of the Romulan Star Empire, we will sue for peace so ending decades of hostilities between your two governments. Together, we will usher in a new era, a new beginning."

COMMANDER VESTA [MAJOR NPC]

The mother creature took control of Commander Vesta's body nearly a year ago. Her primary aim has been to repair the Iconian Gateway, paving the way for the salvation of her species. Because of the failure of the neural parasites' previous attempt to infiltrate Starfleet Command, she has been cautious, slowly building influence within the Romulan Star Empire. Only recently has she begun to extend her reach into the Klingon Empire, believing that warrior race held promise for her genetic experiments.

TRAITS: Romulan, Mother Creature

VALUES:
- The Ends Justify the Means
- We Are the Superior Form of Life
- The Continuation of our Species is Paramount
- We Seek Peace and Control, One does not Exist without the Other

ATTRIBUTES

CONTROL	12	FITNESS	09	PRESENCE	09
DARING	09	INSIGHT	10	REASON	11

DISCIPLINES

COMMAND	04	SECURITY	03	SCIENCE	03
CONN	01	ENGINEERING	02	MEDICINE	02

FOCUSES: Patience, Deception, Infiltration

STRESS: 12   **RESISTANCE:** 3 (See Immune to Pain)

ATTACKS:
- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 4▲ Vicious 1, Size 1H)
- Disruptor Pistol (Ranged, 6▲ Vicious 1, Size 1H)

SPECIAL RULES:
- **Menacing:** When Commander Vesta enters a scene immediately add 1 point to the Threat pool.
- **Immune to Pain:** The stimulation of the host's adrenal glands increases resistance to pain. Reduce damage from non-lethal attacks, such as a phaser set to stun, by 3 points.
- **Fast Recovery 2:** The host-victim regains 2 Stress, up to her normal maximum, at the start of each of her turns. If injured, she may spend 2 Threat to remove the injury.
- **Colony Dependency:** All neural parasites within a colony are dependent upon their mother creature. When the mother creature dies, her progeny die.

PARASITIC CELLULAR SCAN

10495
98236752
3928567
239856239
82397
927459
5239983
80283

927459

The Player Characters will need to decide the mother creature's fate. Encourage them to consider the moral dilemma posed. Remind them that, as Starfleet officers, they are held to a higher standard.

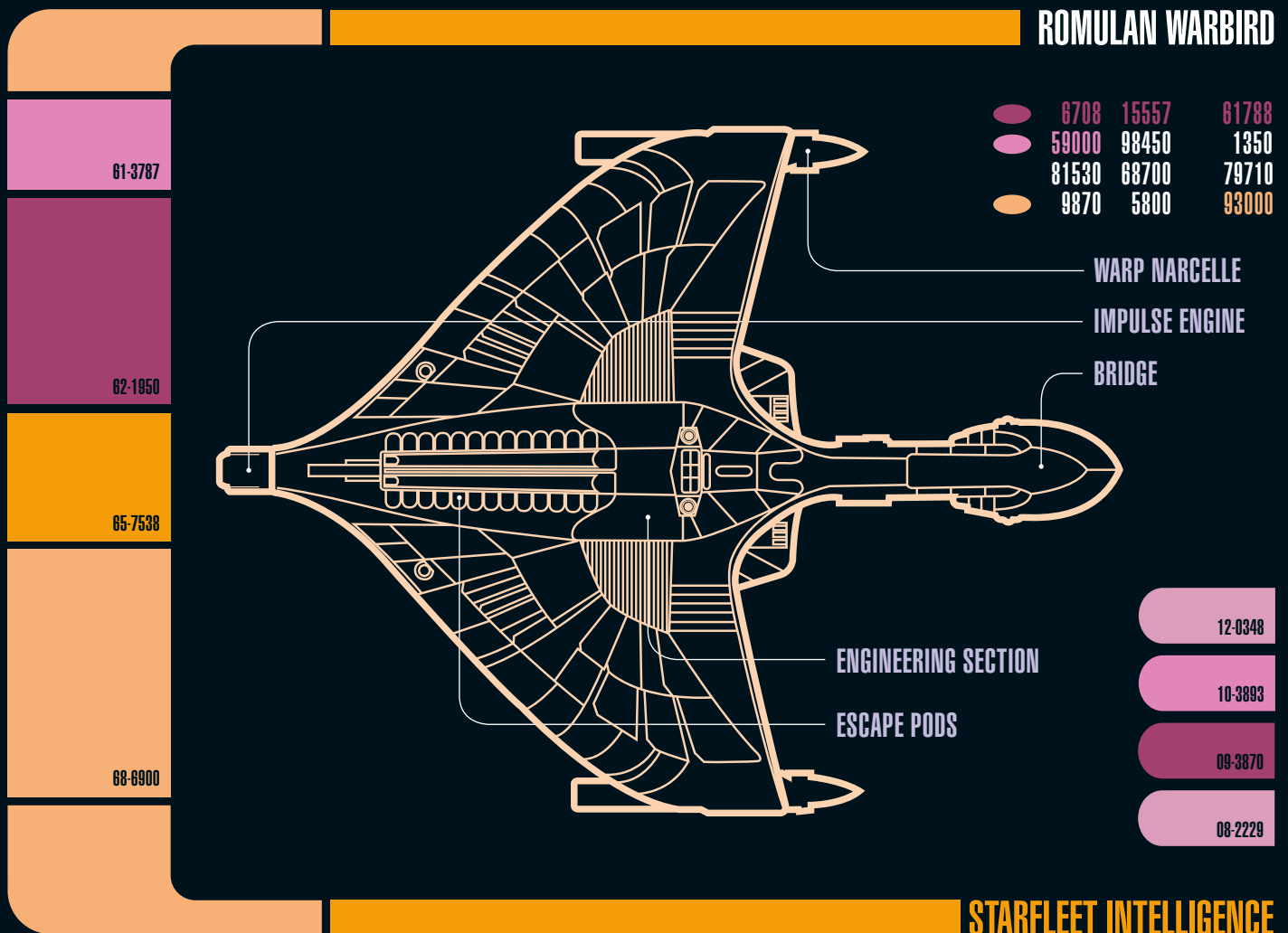They have three clear options, though they may think up more:

- **Destroy the Mother Creature:** This will free anyone already infested. However, this could also be considered an act of genocide, as the neural parasites are sentient beings and likely the last of their species.

- **Accept the Mother Creature's Offer:** However, this goes against every principle of the Federation. To subjugate even a hated enemy in exchange for peace from another foe is too high a price.

- **Imprison the Mother Creature** in hopes of finding a way for the parasitic beings to coexist with, rather than subjugate, their hosts' consciousness. Ultimately, this might be similar to the relationship between the Trill and symbionts. However, it will likely be impossible to fully root out the parasitic infiltration already underway and the mother creature's children may never stop trying to free her.

Regardless of their choice, the Player Characters will be left to deal with the weight of their actions. If the mother creature is destroyed, the remaining infested are freed from the parasites' influence. The Player Characters may also want to destroy the gateway to keep it from falling into enemy hands. With ample time and no obstacles, this can be easily accomplished by setting explosives.
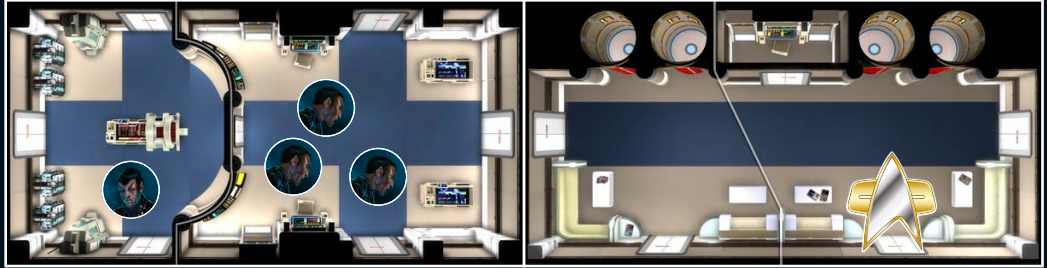
THE PIERCED VEIL
CONCLUSIONS

There are several things the Players may want to explore in wrapping up this final mission. What becomes of Ensign LaSalle? What of Tal Duron and his genetic research involving the neural parasites? Genetic engineering is outlawed in most of the Federation and if Tal Duron became an ally, will the Player Characters speak in his defense? Will they destroy his data or hand it over to Starfleet Command? If Commander Selnora became an ally, how might this affect the Player Characters' future missions that involve Romulans?
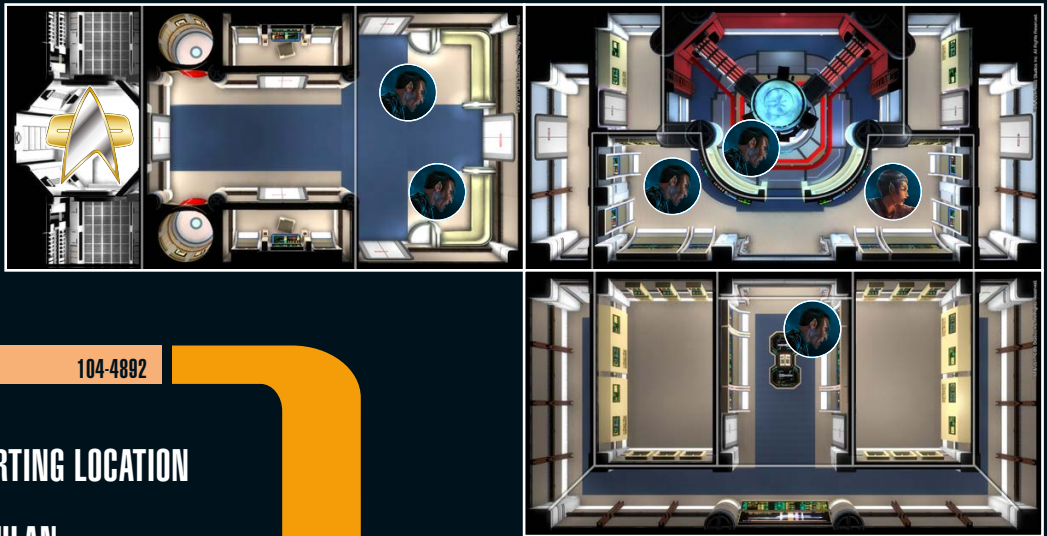
The Player Characters will also need to deal with any potential repercussions from their superiors in Starfleet. For example, if they took the mother creature's offer, they may face disciplinary action. If they destroyed her, they may face more personal repercussions and guilt. Because they could not find a peaceful solution, they destroyed the last of a species. The Player Characters might play their choice over and over in their heads, looking for another option. Of course, if they did not destroy the mother creature, there will be much work to do rooting out the parasitic infiltration.

ROMULAN WARBIRD

61-3787

62-1950

65-7538

68-6900

6708	15557	61788
59000	98450	1350
81530	68700	79710
9870	5800	93000

WARP NARCELLE

IMPULSE ENGINE

BRIDGE

ENGINEERING SECTION

ESCAPE PODS

12-0348

10-3893

09-3870

08-2229

STARFLEET INTELLIGENCE

MAP 2.3

MAP 2.4

⬡ **PLAYER STARTING LOCATION**

🧑 **ROMULAN UHLAN**

🧑 **ROMULAN CENTURION**

🧑 **ROMULAN SUB-COMMANDER D'HAL**

🧑 **KLINGON WARRIOR**

🧑 **DEAD, DEFORMED KLINGON**

👥 **PRISONERS**

🚀 **PLAYER SHIP**

🛸 **ROMULAN WARBIRD**

🧑 **ENSIGN LASALLE**

🧑 **COMMANDER VESTA**

MAP 3.4

12-17032

13-17033

19-3300

21-5540

12-3788

17-2880
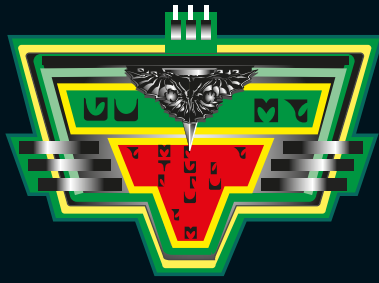
39366298	29842I	553058	229451	455295	27383937
24369201	843920	175073	234921	138430	11239403
24994020	3892	23392	107052	193402	17394550
23892680	48628	568299	56854	836191	48571858
83769145	7678	176876	57862	868251	78293791
20343360	320901	236103	15032	273029	24730282

MAP 4.3A

3296

3297

378-8561

MAP 4.3B
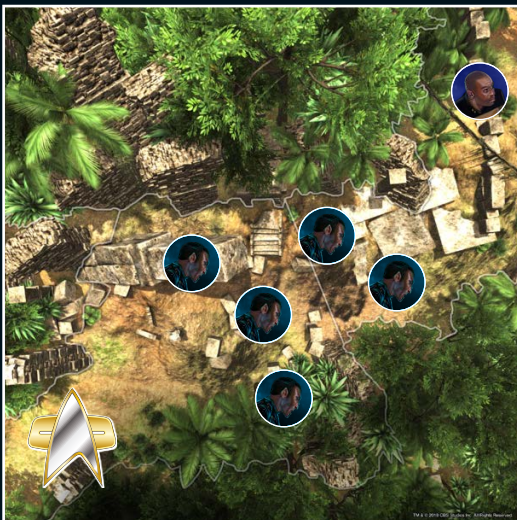
MAP 4.4

3300

3298

3301

3299

378-8560

378-8562

378-8563

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