

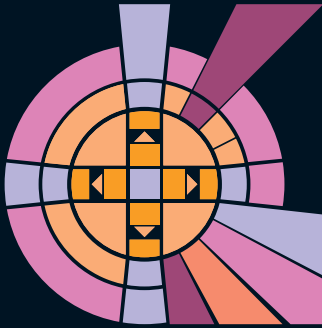
STAR TREKTM

ADVENTURES



THE PRIZE
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CHAPTER
01.00

THE PRIZE

BY JONATHAN M. THOMPSON

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THE PRIZE

INTRODUCTION

SYNOPSIS

The Player Characters are engaged in a routine follow-up on Federation science teams throughout the area known as the Tironian Star Cluster, on the edge of the Alpha Quadrant, just outside of the Federation borders toward Galactic Center. During the trip, the characters receive a coded message from the science station at Epsilon Alpha III, informing them of an imminent discovery.

Epsilon Alpha III has two continents, both swampy and arid. The mission is to aid a Federation archaeological team on the verge of making a huge discovery, in the ruins of the advanced civilization that once lived on the planet. The ship has arrived in order to protect the science team, as rumors abound of other governments sending people to determine what is so important on this planet. The ship arrives, and the away team is called down to the planet by the chief archaeologist. The science team has found an energy source more powerful than anything known to current Federation science.

Scans of the planet show a strange plasma storm forming near the landing site. To complicate matters, the native inhabitants are a primitive, tribal band of upright reptile-like creatures. Previous scans indicate that an advanced species once lived here, and Federation archaeologists have discovered something they need to be removed from the planet's surface. There are just two problems with this – one is that agents of two Federation adversaries have gotten wind of this artifact and are also after it, so it needs to be secured to protect it from them. The other problem is the native primitive lifeforms on the planet. So far, the archaeological team has been careful not to violate the Prime Directive, but with the Federation's adversaries being near that seems a lot more difficult.

The artifact is an energy source that would extend the usage of any object needing a power pack, from force fields to phasers. The bunker that is being excavated has been here for over a thousand years. It is important that the Federation team prevent this object from falling into the hands of the adversaries of the Federation; it would give them a new tactical advantage. If the device is ever miniaturized it could

be used in hand weapons, giving ground teams a distinct advantage over native populations and Federation personnel.

The native inhabitants are a group of reptile beings who live in huts in the swamps, use knives and spears, and hunt for fish. They have several religious beliefs, one of which is that the area the archaeological team is digging is where their old gods live. The archaeological team has managed to keep them away by doing things that do not draw attention to the dig site. This is not a concern of the Federation adversaries that are coming to the planet, as they have no qualms about disrupting the lives of the local inhabitants to get their hands on the artifact. The Federation team also believes that the local inhabitants should rediscover the technology on their own, rather than be advanced artificially.

It is the job of the away team to secure the artifact, to keep the agents of the Federation adversaries away from it, and to avoid doing anything that violates the Prime Directive. In the end, the crew must either decide to bring the local lifeforms into the conflict, in violation of the Prime Directive, or settle the matter some other way. The adversaries of the Federation will not hesitate to sell other secrets to the locals to get possession of the land that houses the artifact and the ancient city. This allows the adventure to conclude either as a battle between the Federation and everyone else, a series of negotiations with their adversaries, or the Player Characters allying themselves with the local inhabitants. The goal is for the Federation team to leave the area with the artifact, or destroy the artifact, without causing a diplomatic incident.

DIRECTIVES

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

- Obtain the artifact from the scientists and return it to Starfleet for study
- Do not allow any other power to obtain the artifact, even if it means destroying the artifact

The Gamemaster begins this mission with 2 points of Threat for each Player Character in the group.

ADAPTING THIS MISSION TO OTHER ERAS

The Enterprise Era: During the *Star Trek: Enterprise* era, things are not quite as nailed down as they would be after the formation of the Federation. During this era of play it is recommended that Ferengi be replaced by Andorians.

The Original Series: During the Original Series era, the Federation was getting to know its neighbors. They already had run-ins with the Klingons, the Romulans, the Tholians, the Gorn, and others. While their interactions with most of these was very limited, they still know of their existence. During this era of play it is recommended that the Ferengi be replaced by Gorn and/or Klingons.

CHAPTER
01.20

THE PRIZE

ACT 1: ENTER THE ORIONS

PRELUDE

A survey discovered the ruins of a technologically advanced civilization on one of the continents on the planet Epsilon Alpha III. The ruins are centuries old, and most of the buildings have fallen into disrepair, fallen over, or been reclaimed by the swamp. It was sheer luck that an unmanned survey mission discovered a power source emanating from the planet, in the middle of what once must have been a spectacular city. It also discovered that the planet was inhabited by a pre-warp species, the descendants of the advanced civilization that was here previously, making this a delicate mission.

The local inhabitants avoid the area of the dig, believing it to be an evil place. The archaeological team is careful not to do anything that would cause the inhabitants to be curious, but through the study of local legends, they have managed to keep the tribes out of the dig site through a series of projected legends and folklore, reinforcing the idea that the place is haunted. They are also disguising things as best they can, but the major difference in species traits does not allow for much in the way of personal disguises so they have no direct contact. Thus, the science team uses holographic simulators to try to keep the native population at bay.

CAPTAIN'S LOG

STARDATE 48574.8

We have arrived in the Epsilon Alpha system, and in orbit of the planet is an Orion raider. From a badly-distorted coded message we received from the project's chief archeologist, Commander Tavek, it appears that the Orions are here for whatever secrets he has discovered on the planet below. It is true that the Orions have no claim to this system, but they are not known for their capacity for peaceful scientific progress. How did the Orions find out about this thing, anyway? Hopefully we can negotiate with them before the world goes to hell.

SCENE 1: ORBITING EPSILON ALPHA III

The archaeological science team has been studying what appears to be the only city left of the ancients of Epsilon Alpha III. The city sits in the middle of one of the continents in an area that is avoided by the native population of the planet. There is only one mostly intact building, and it has a trove of

artifacts in it. The rest of the “city” is made up of about a few miles square, with most of the buildings being no more than partial ruins or the foundations. Beyond that is a forest, the only natural barrier between the tribe and the ruins. The team has been here for several months, trying to get under the lab, to the bunker underneath, the source of the strange power emanations. However, the science team had not been able to find the location of the entrance to the underground bunker, until today. The very day the Orions show up. That cannot be a coincidence.

THE STARFLEET SCIENCE STATION

The science station contains quarters for each member of the science team, two labs, a machine shop, and a common room that contains a replicator, a table, and an entertainment system. A small landing pad sits next to it. The landing pad is capable of handling two shuttles side by side. Currently it has an older utility shuttle sitting on the pad. (If you need statistics, use the Shuttlecraft entry from the core rulebook, page 235.)

There are signs of a large **plasma storm** that will hit the site in the next 48 hours. According to the science team, these storms happen infrequently, but there has been at least one in the period of time since they have been on the dig. The holographic equipment is small and shielded so it can continue to do its job, plus the natives do not go out during these large storms, as they think they are the wrath of their god. So, the away team has a couple of options to reach the planet surface.

- They can take a shuttlecraft to the surface. The science team has built a small landing port for supplies to be brought down once a month. The protocol for a ship landing will be supplied to the pilot of the shuttle before leaving their ship.
- The away team can beam down to the dig site. The coordinates are already available in the ship’s computer. A successful **Reason + Science Task** with a Difficulty of 1 will allow the away team to know that it will be difficult to transport back to the ship as the storm gets closer, and nearly impossible when it’s directly over the dig site. A successful **Reason + Engineering Task** with a Difficulty of 2 will allow the away team to know that they can take a series of pattern enhancers (core rulebook p. 199) with them to the surface to help boost the transporter signal so that they can beam back up to the ship.

FEDERATION SCIENCE TEAM

COMMANDER TAVEK

Tavek hails from the Vulcan colony world of X’Shim. He has always been interested in the study of history and he spent his childhood following in his father’s footsteps. In spite of his father’s wishes he knew that Starfleet Academy was the best school in the Federation, and that it would give him the chance to study archaeology and history on many worlds. He is interested in going anywhere there are ruins of an alien species so that he can study them and how they lived. When the assignment came to go to Epsilon Alpha III and figure out what was buried in the ruins, he jumped at the chance. He has been leading this team for six months. He is on the verge of entering the alien bunker, but is frustrated that the area is now full of Orions and Ferengi. Even the petty squabbles of his team will have to wait until he removes the interlopers. He has waited years to be the lead on a team for a major discovery, and has no plans on letting anyone interfere.

DR. SARAH MCCALL

Dr. McCall is one of three civilians on the archaeological team assigned to Epsilon Alpha III. She is lax in discipline and not quite the “neat freak” the Starfleet personnel seem to be. She has been an archaeologist for nearly twenty years, and is feeling disheartened that she has not found the one thing that would make her a household name. She heard about this dig and applied for it, and after being accepted she started hoping it would be the one she was looking for. It is true that she was accepted because she was one of only a handful of archaeologists willing to be assigned on a backwater planet near enemy territory for months. After working several months on the dig, she found her way into the service of the Orions due to the letter from her fiancé. He has been taken captive by the Orions, who are blackmailing her for information about the dig and its results in exchange for keeping her fiancé safe from harm. McCall has no love for the Orions and is doing this solely because of the circumstances.

LIEUTENANT TARGGINCH

Lieutenant Targginch is in charge of the security of the lab and the dig site. He always seems to be on edge. However, he has become a bit lax in the last few weeks because nothing of significance ever happens. All he has been doing lately is checking the perimeter to make sure the Alphans are still staying away from the dig site. His nerves are getting to him, as he keeps thinking he hears things in the woods when he goes out to check the equipment. He absolutely hates this place and feels that one of these days he is going to encounter something nasty out there, that his natural Tellarite defenses will not be enough, and that will be the end of him.

COMMANDER TAVEK [MAJOR NPC]

TRAITS: Vulcan

ATTRIBUTES

CONTROL 12

FITNESS 10

PRESENCE 10

DARING 09

INSIGHT 08

REASON 10

DISCIPLINES

COMMAND 04

SECURITY 01

SCIENCE 04

CONN 02

ENGINEERING 03

MEDICINE 02

FOCUSES: Anthropology, Archaeology, Composure, Diplomacy, History, Sensor Operations

STRESS: 11

RESISTANCE: 0

VALUES:

- History Must be Preserved, Lest We See its Repetition
- My Father is Prominent in the Vulcan Science Academy
- The Needs of the Many Outweigh the Needs of the Few
- Ambition is the Way to Destruction

ATTACKS:

- Vulcan Nerve Pinch (Melee, 4▲, Intense, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 3▲, Size 1Hz, Charge, Hidden 1)
- Escalation** Phaser Type-2 (Ranged, 4▲, Size 1H, Charge)

SPECIAL RULES:

- Kolinahr (Talent):** Reduce Difficulty of all tasks to resist coercion, mental intrusion, pain, and other mental attacks by 2.
- Scientific Method:** When Tavek assists in a Task related to the scientific method, he may reroll his d20.
- Teacher:** When assisting a character using Science or Command, Tavek may reroll his d20.

DR. SARAH MCCALL [NOTABLE NPC]

TRAITS: Human

ATTRIBUTES

CONTROL 10

FITNESS 09

PRESENCE 09

DARING 07

INSIGHT 09

REASON 10

DISCIPLINES

COMMAND 02

SECURITY 01

SCIENCE 03

CONN —

ENGINEERING 02

MEDICINE 01

FOCUSES: Anthropology, Archery, Computers, Sensor Operation

STRESS: 10

RESISTANCE: 0

VALUE: Family is Not Something, It's Everything

ATTACKS:

- Unarmed Strike (Melee, 2▲, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 3▲, Size 1H, Charge, Hidden 1)
- Escalation** Phaser Type-2 (Ranged, 4▲, Size 1H, Charge)

SPECIAL RULE:

- Scientific Method:** When McCall assists in a Task related to the scientific method, she may reroll her d20.

LIEUTENANT TARRGINCH [MINOR NPC]

TRAITS: Tellarite

ATTRIBUTES

CONTROL 09

FITNESS 08

PRESENCE 08

DARING 09

INSIGHT 07

REASON 07

DISCIPLINES

COMMAND 02

SECURITY 02

SCIENCE 01

CONN —

ENGINEERING 01

MEDICINE —

STRESS: 10

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3▲, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 5▲, Size 1H, Charge)
- Escalation** Phaser Type-3 (Ranged, 6▲, Size 2H, Accurate, Charge)

SPECIAL RULE:

- Wary:** Whenever Tarrginch attempts a Task to notice or detect an enemy or hazard, he may re-roll one d20.

DR. TATHI SH'ESHYNNAK AND DR. KELISS CH'CHALIL

This is a brother and sister team from Andoria. They are interested in what other civilizations have been able to develop and see if the ancient technology is able to be integrated in future Federation advances. They have enjoyed the work, but are a little restless around the Starfleet members of the science team.

ENSIGN MALCOLM EVERSION AND ENSIGN LELA EDWARDS

Edwards and Eversion are responsible for most of the sorting and note taking at the site. They both are recent graduates from Starfleet Academy, and have been sent on this assignment as part of their training period. They thought coming to a world like this would be exciting and adventurous, but their job is to brush away dirt and catalog the objects that they find in the ruins. However, even in spite of that, they are very fond of Commander Tavek, and they both are excited to see what is in the bunker. They are all but certain that whatever is emitting those power readings the sensors are picking up is the only thing interesting on this entire planet.

DR. TATHI SH'ESHYNNAK AND DR. KELISS CH'CHALIL [MINOR NPCs]

TRAITS: Andorian

ATTRIBUTES

CONTROL 09

FITNESS 08

PRESENCE 07

DARING 07

INSIGHT 08

REASON 09

DISCIPLINES

COMMAND 01

SECURITY 01

SCIENCE 02

CONN —

ENGINEERING 02

MEDICINE —

STRESS: 9

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 2▲, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 3▲, Size 1H, Charge, Hidden 1)
- Escalation** Phaser Type-2 (Ranged, 4▲, Size 1H, Charge)

SPECIAL RULE:

- Assistant:** When either doctor assists a Task using Science or Medicine, they may reroll their d20.

ENSIGN MALCOLM EVERSION AND ENSIGN LELA EDWARDS [MINOR NPCs]

TRAITS: Human

ATTRIBUTES

CONTROL 08

FITNESS 07

PRESENCE 07

DARING 08

INSIGHT 09

REASON 09

DISCIPLINES

COMMAND —

SECURITY 01

SCIENCE 02

CONN —

ENGINEERING 01

MEDICINE 02

STRESS: 8

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 2▲, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 3▲, Size 1H, Charge, Hidden 1)
- Escalation** Phaser Type-2 (Ranged, 4▲, Size 1H, Charge)

SPECIAL RULE:

- Assistant:** When either doctor assists a Task using Science or Medicine, they may reroll their d20.

ENSIGN PAK'CHA

Pak'cha is one of the few members of the Kat'chka in Starfleet. Like other members of his species, his tough exoskeleton and insect-like appearance make it difficult for him to wear a standard-issue uniform. The multiple limbs help him manage several things at once. He is very excited about being on Epsilon Alpha III, as he will be the first of his race to make such a discovery.

ENSIGN CARLY KENSON

Ensign Kenson has one job: to keep the equipment running. She is not an archaeologist, nor does she really care about anthropology or history, the other subjects most often talked about around the science lab. She has been a gearhead from the time she could first hold a spanner. She loves to take things apart and put them back together. She always has a collection of the latest technical journals to read when she is off duty. She's not just a gearhead, though – she's really into zero-g ball, but none of her other team members are as interested in the sport as she is. Kenson tends to spend quite a bit of her free time watching the recorded matches that are part of her care packages from home.

ENSIGN PAK'CHA [MINOR NPC]

TRAITS: Kat'chka

ATTRIBUTES

CONTROL 09

FITNESS 09

PRESENCE 07

DARING 07

INSIGHT 08

REASON 08

DISCIPLINES

COMMAND –

SECURITY 01

SCIENCE 02

CONN 01

ENGINEERING 02

MEDICINE –

STRESS: 10

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 2▲, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 3▲, Size 1H, Charge, Hidden 1)
- **Escalation** Phaser Type-2 (Ranged, 4▲, Size 1H, Charge)

SPECIAL RULES:

- **Night Vision:** The Kat'chka are descended from an insect race, and like all members of his species Pak'cha can see in the infrared spectrum.
- **Spectral Vision:** The Kat'chka have large bulbous eyes. They are capable of seeing in a 180-degree field of vision.
- **Multi-limbed:** The Kat'chka are descended from some type of insect stock, and therefore have six limbs. Two of them they use for walking upright, and four they use to manipulate the world around them. They have equal use of the limbs, and therefore are considered to be ambidextrous.

ENSIGN CARLY KENSON [MINOR NPC]

TRAITS: Human

ATTRIBUTES

CONTROL 09

FITNESS 09

PRESENCE 07

DARING 08

INSIGHT 08

REASON 07

DISCIPLINES

COMMAND 01

SECURITY 01

SCIENCE 02

CONN –

ENGINEERING 02

MEDICINE –

STRESS: 10

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 2▲, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 3▲, Size 1H, Charge, Hidden 1)
- **Escalation** Phaser Type-2 (Ranged, 4▲, Size 1H, Charge)

SPECIAL RULE:

- **Tough:** Whenever Kenson Avoids an Injury, the cost is reduced by 1, to a minimum of 1.

SCENE 2: ARRIVING ON THE SURFACE

Three Orions are present on the ground when the away team gets there, arriving just a few minutes before the away team lands (or beams down). The Orion representatives are **Captain Toullem** – the captain of an Orion raider – and two security officers. When the away team arrives, Captain Toullem is standing in the middle of the ruins, having a heated discussion with the leader of the science team, **Commander Tavek**.

“You do not have any claim to this space,” you hear from Commander Tavek. The Orion is quick to reply, “Neither do you. This is not Federation territory, and so we stake a claim to whatever is found here.” Tavek looks at the Orion and calmly replies, “We suggest you make a claim through the courts, as we have the right to be here.”

Captain Toullem scoffs at Tavek, and says, “We will see who leaves here with the artifact.” And then says “Energize.” The Orions leave in a transporter beam.

MEETING THE SCIENCE TEAM

After the Orions leave, the away team gets the opportunity to meet the science team. They are all eager to hear about the things happening out in the cosmos, as they get a limited package of data each day, and most of it is of a scientific nature.

- Commander Tavek seeks out the away team leader, and briefs them (and any other senior officers the away team leader wishes to include in the briefing). This is a good way for the Gamemaster to inform the party as to what is going on. The most important part is that the science team has discovered an entrance to the dense underground structure they call the “bunker,” the source of strange and potent power emanations, and they welcome any assistance in excavating it. The excavation will begin in a few hours, at daybreak.
- Most of the other members of the team mingle with the away team for a while, even to the point of the ensigns inviting the away team to a “thank you for coming” party. It is clear that everyone is tired of talking to each other, and is in dire need of new stories and news from the quadrant.
- Ensign Pak’cha is probably a curiosity to the away team, as he is the first of his kind in Starfleet. He will be interested in any information on any subject by members of the away team and will constantly question the away team members about any topics that occur to him. For example, Pak’cha has had limited exposure to Betazoids, Bajorans, or Trill, so he might ask any such Player Characters about their home planets.

- Dr. Sarah McCall will participate in conversation, but she will always seem to be thinking about something else. It is apparent that she has something important on her mind (a successful **Presence + Medicine Task** with a Difficulty of 2 will pick up on her mood), but she won’t discuss it, instead redirecting the conversation. She will stay by herself whenever possible, but not to the point of being rude.

ENCOUNTER: CHECKING THE PERIMETER

Surrounding the dig site is a forest, one that the native Alphans stay out of. They believe the ancient city is the city of their gods and choose to stay away from it. The trees in the forest are made out of a wood unknown to Federation scientists, and when the wind blows through the trees the forest emits a loud, deep moan. To the uninitiated, it sounds like ghosts are inhabiting the forest. In order to help keep the Alphans away from the dig site, Commander Tavek and his team have set up a series of relays that duplicate the noise at random intervals. The devices are hidden with holographic fields, and shielded from the occasional plasma storms that are prone to hit the planet every few months.

Ensign Kenson, the science team’s engineer, goes out on her regular duties to check on the equipment, to make sure it will stay operational during the upcoming storm. At some point during or after the science team introductions, Kenson asks for assistance on this task from one or more of the starship crew, to make the job go faster. After checking the last one and making sure the holographic camouflage and the equipment shielding is working as it is supposed to, the team heads back the science station. The team needs to attempt a **Reason + Engineering Test** with a Difficulty of 2. If they fail, they earn a complication in the form of a group of adventurous teenage Alphans, armed with spears and knives. The two groups startle each other and depending on how the Gamemaster wishes to handle this they can either scare the Alphans into leaving or end up in a fight with them. This would be a good opportunity for a team member to try to be diplomatic (by using an Opposed **Control + Command Task**). It’s also a good place for Values and Directives relating to the Prime Directive to come into play. To make this an added threat, the Gamemaster can have the forest being analyzed by a few Orion scouts (use the Orion Soldier statistics from the **Orions** sidebar).

ORIONS

CAPTAIN TOULLEM

Toullem is the son of a well-to-do Orion merchant prince. He grew up learning the ways of the business world from his father. At the age of thirteen, he made his first sale, managing to sell the same parcel of land on Quantan III to three different buyers, unbeknownst to the actual owner of the property. He originally was an employee of his father's company, until the day where he bought out his contract from the old man. This included a purchase of a ship, and the use of the family shipyards. He is not above the use of sly and stealth to get what he wants, and will take any opportunity to show up the Ferengi.

ORION SOLDIER

The Orions under Toullem's command are not any fonder of the Ferengi than Toullem, which is why they all work well together. The stats presented here can work for any of his security detail.

EPSILON ALPHAN

The native lifeforms appear to be humanoid lizards, akin to the Gorn in some ways, except this species has retained its tail. There is some speculation that this planet may have had something like dinosaurs once upon a time, and they are the result of the planet's natural evolution into this particular form.

CAPTAIN TOULLEM [MAJOR NPC]

TRAITS: Orion

VALUES:

- Money Isn't Everything, It's the Only Thing
- Make a Profit, By Any Means Necessary
- The Only Good Ferengi is a Dead One

ATTRIBUTES

CONTROL 11

FITNESS 09

PRESENCE 09

DARING 10

INSIGHT 10

REASON 10

DISCIPLINES

COMMAND 04

SECURITY 04

SCIENCE 02

CONN 02

ENGINEERING 03

MEDICINE 00

STRESS: 13

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 5▲, Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 5▲, Vicious 1, Size 1H, Deadly, Hidden 1)
- Disruptor Pistol (Ranged, 7▲, Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 8▲, Vicious 1, Size 2H, Accurate)

SPECIAL RULE:

- **Cunning:** When attempting to remain hidden or unnoticed, Toullem may spend 1 Threat to increase the Difficulty of enemy tasks to detect him by 1.
- **Ruthless:** Toullem may spend 2 Threat to gain the effects of a point of Determination, rather than the normal 3.

ORION SOLDIER [MINOR NPC]

TRAITS: Orion

STRESS: 10

RESISTANCE: 0

ATTRIBUTES

CONTROL 09

FITNESS 08

PRESENCE 07

DARING 08

INSIGHT 09

REASON 08

DISCIPLINES

COMMAND 01

SECURITY 02

SCIENCE —

CONN 02

ENGINEERING 01

MEDICINE —

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 RULE:

- **Pack Tactics:** Whenever an Orion soldier assists another character during combat, the character they assisted gains one bonus Momentum if they succeed.

EPSILON ALPHAN [MINOR NPC]

TRAITS: Epsilon Alphan

STRESS: 10

RESISTANCE: 2

ATTRIBUTES

CONTROL 08

FITNESS 08

PRESENCE 09

DARING 09

INSIGHT 07

REASON 07

DISCIPLINES

COMMAND —

SECURITY 02

SCIENCE 01

CONN —

ENGINEERING 02

MEDICINE 01

ATTACKS:

- Unarmed Strike (Melee, 3▲, Knockdown, Size 1H, Non-lethal)
- Dagger (Melee, 3▲, Vicious 1, Size 1H, Deadly, Hidden 1)
- Spear (Ranged, 3▲, Vicious 1, Size 2H, Deadly)

SPECIAL RULES:

- Amphibious:** The Alphans are amphibious and are as comfortable underwater as they are on the surface. Whenever they attempt a Task to hide or move through the swamp, they may re-roll one d20.

EPSILON ALPHA III

Epsilon Alpha III is a Class-M planet orbiting a yellow G-class star. The star is fairly stable except for some intermittent solar flares that cause unpredictable plasma storms to appear in the atmosphere of the planet.

Epsilon Alpha III is 50 percent water, having two major oceans. In addition, it has two large land masses that also cover 50 percent of the planet, combined. These land masses range through several different types of landforms, ranging from marshes to swamps. It is always hot and humid, and the survey team is constantly comparing it to a place called Louisiana back on Earth, where this seems to be the general climate all year round.

Scans of the planet show that it was once the home of an advanced civilization, but is now only inhabited by a pre-warp civilization.

The native inhabitants are a group of bronze-era lizard beings that are descended from the once-advanced civilization. The current inhabitants live in huts in the swamps, use clubs and spears, and hunt or fish. They have several religious beliefs, and believe that the area the archaeological team is digging in is where they old gods live, so they stay away from it.

PROBE

SELECT

STATUS

SCAN

ANALYSIS

98383	9022	3422	2232	53232	3242
6444	4938	34		43672	4344
28033	67	56777		6433	45
79597		45432		5977	
90038	29844		2432	3234	42412
67	4542	3432	343	530	56332
78505	56	67	7800	34545	54353
5653	7890	3322	33222	56443	865
34344	300	78	4322	3532	

THE PRIZE

ACT 2: THE FERENGI ARRIVE

SCENE 1: THE FERENGI ARRIVE

The Ferengi arrive in a Marauder-class vessel, and this information is relayed to the Players from a hail by their ship. Within an hour of their arrival, the science station is visited by a Ferengi shuttle, crewed by the Ferengi commander – DaiMon Storbo – and a couple of soldiers. He goes straight for the proverbial throat of the Orions, showing his disdain for them immediately. As soon as DaiMon Storbo arrives and sees an old rival in the form of the Orion captain, he runs up and says, “You are not welcome here, Orion! You should go back to your flea markets.”

DaiMon Storbo is here to prevent the Orions from taking possession of the device that was discovered by the Federation science team; this would include destroying the device regardless of what the Orions or the Federation think of the matter. It is important to note that DaiMon Storbo hates the Orions more than he hates the Federation, as they have cost him a profit on more than one occasion. He would be willing to deal with the Federation and lose out on the artifact if he has to, if it meant that the Orions did not get possession of it (and were thus unable to make a profit on it). He can be persuaded using a **Reason + Command Task** with a Difficulty of 3. If someone has a stash of Romulan ale or Denobulan brandy somewhere, and it’s offered, reduce the Difficulty by one. Otherwise he will not hesitate to take the artifact, or even blow it up if it prevents the Orions from getting their hands on it.

After some discussion and intervention by either a member of the away team or the science team, the argument ends, and they go back to their respective areas.

ENCOUNTER: THE SNEAKY FERENGI

The Ferengi will stop at nothing to retrieve the artifact; this includes threatening the science team and sabotaging equipment – including any shuttlecraft. They are not subtle about their desire to take the device, and the form of diplomacy they use is both threats and subterfuge. While DaiMon Storbo is boasting about how he will beat the Federation and the Orions to the artifact, the other members of the Ferengi away team are doing what they can to figure out how to get into the bunker and steal the device. It will

CAPTAIN’S LOG

SUPPLEMENTAL

While the away team remains on the planet, the ship has detected a new threat in orbit. We now have a Ferengi Marauder entering orbit around the planet. It seems they have also heard about Commander Tavek’s discovery in the ruins and it appears that both sides are threatening to turn against us if they do not get their prize. All we are asking for is everyone to back off a little, and of course for no one to do something that would endanger the indigenous lifeforms, or violate the Prime Directive. Maybe we will get lucky, and we will not have to engage either Orion or Ferengi ships that are currently in orbit, or the forces on the ground. I’ve placed the ship and crew at yellow alert.

be clear to them, via their tricorder scans, that they do not possess the ability to enter the bunker without either alerting someone or running the risk of destroying the artifact.

At a dramatically appropriate moment, the Ferengi attempt to use their shuttle to hack into the computer system of the science team. They are discovered by anyone who is also accessing the computer by succeeding at an **Insight + Science Task** with a Difficulty of 2, or the signal can be detected by a tricorder by a successful **Insight + Science Task** with a Difficulty of 2.

INVESTIGATING THE ADVERSARIES

The Player Characters will likely realize that there had to be some way that both the Orions and the Ferengi knew about the device. Clues have been evident from the beginning that both parties were learning about the events taking place on Epsilon Alpha III from somewhere, and logically it would have to be from someone on site. If the away team tries to learn more about the Ferengi, see the encounter “Investigating the Ferengi.” If they set out to investigate the Orions (or you just want to include this scene), see the encounter “The Informant.”

ENCOUNTER: INVESTIGATING THE FERENGI

If the Player Characters investigate the Ferengi, they might learn that the Ferengi have been monitoring Orion long-range communications in the area; they could learn this through accessing the Ferengi shuttle's computer with **Daring + Security**, or by questioning the Ferengi using **Presence + Command**, for example. This was how they were able to know what the Orions were after, and where it was located. The other Ferengi were to not let the Orions have the device; after that the orders are ambiguous and left up to DaiMon Storbo's interpretation. He has, after all, promised them a portion of the profit if they are able to bring the device back to the ship.

ENCOUNTER: THE INFORMANT

At some point after meeting the Orions, a member of the away team catches Dr. McCall talking to Captain Toullem on a viewscreen in the science camp's common room. She is having some difficulty with the transmission due to the oncoming plasma storm. "I've given you what you ask," she says, "now return David to me." Toullem replies with, "When this is all taken care of, we will give you what you wish." Then the screen goes blank. She turns and sees the away team, with a look somewhere between shock and relief. She then hands the away team a padd containing the text of a letter she received, and says, "I'm sorry."

LETTER TO DR. MCCALL

My Dearest Sarah:

I hate writing to you like this, but I have been asked to stay with some Orion gentlemen while I was out on a cargo run to Beta Hydra IV. They have assured me that I would remain in good health, as long as you do something for them.

They have discovered that you are in a position to tell them about the goings-on during the dig on Epsilon Alpha III. They are curious about what the science team has found and believe it could be valuable to them. They require you to give them a regular intelligence update concerning the events on Epsilon Alpha III, and your opinion of whatever your team finds.

I hate for you to be put in this position, but I am certain they mean what they say. Do what you feel is right to you. I trust you to do the right thing.

All my love,

Davida

SCENE 2: THE BUNKER'S DISCOVERY

At daybreak (or whenever else the Player Characters have had enough time to meet all the scientists as well as the Orions and the Ferengi, and are ready to help the science team gain entrance to the bunker), Commander Tavek leads the away team to the excavation site.

Read or paraphrase the following:

The area where the hatchway was found is not very big, and to make things worse, the roof has collapsed over the hatchway to the bunker. The science team feels they can get the debris out of the way, but it is going to take hours, as each piece needs to be scanned before it can come out in order to prevent the total collapse of the building overhead.

Tavek explains that the bunker has been known about for some time, at least in theory. Scans of the area showed a void in the location of the bunker. Outside this void area is an old building, one that presents a danger of falling down on those digging on the inside. The science team doesn't want to use transporters to move the rubble for fear of collapsing the building onto the top of the bunker's entryway. It will take about 10 hours for the science team to clear the area to the hatchway, but it will take one hour less for each member of the away team that acts to assist (minimum 1 hour).

SCENE 3: INSIDE THE BUNKER

When the away team and the scientists finish clearing the bunker's hatch and climb inside, read or paraphrase the following:

The inside of the bunker is not quite as large as you imagined it would be. You hear a low hum and the feeling of electricity is in the atmosphere surrounding a large cylindrical object. The room is dark except for a light surrounding a circular control panel on the wall adjacent to the device. As soon as you step into the light, a number of viewscreens activate on the east and west walls. These viewscreens contain what appear to be readouts for various sections of the city. When the viewscreens activate, so does a light that can only be a red alert warning, indicating the activation of whatever dormant security system must be present. Most of the remaining panels are dark, though it seems clear that they are the panels that activate the anti-intruder system. In addition, according to the tricorder readings, this thing is emitting more power than a Galaxy-class starship. You look at Commander Tavek and wonder how it has been in constant operation this entire time. You do not see any obvious exit points from this room to the outside of the bunker. Commander Tavek looks up and down the cylinder and says, "I wonder how we can move it without destroying it?"

THE DEVICE

The accessible areas within the bunker are obviously maintenance hatches and access corridors. These long narrow corridors measure just over a meter wide. The walls are made of something that resembles plastic to the naked eye, but it seems resistant to all forms of damage. According to tricorder readings the walls are energy absorbent, and can withstand damage even from hand-held phasers. It seems to reason that this would be true of other similar types of weapons.

The controls in the bunker are designed to be used by the native Alphans, but any character making a successful **Insight + Engineering Task** with a Difficulty of 3 can operate them. It could also be possible for the Player Characters to modify the sensors and have them recognize the Federation science team as among those who are supposed to be there. The trick is to do this without reactivating the anti-intruder security system in the process. This can be accomplished by succeeding at an **Insight + Engineering Task** with a Difficulty of 3, with the anti-intruder system activating as a complication.

It is at this point the Ferengi arrive, having been waiting for the Federation team to do all the work. With the bunker open they can now read the interior of the space with their sensors. They transport in, using the transporters on their nearby shuttlecraft. There is one Ferengi for each member of the science team and/or away team currently in the bunker, as well as DaiMon Storbo.

Describe the moment the Ferengi appear by reading or paraphrasing the following:

You hear the unmistakable sounds of a Ferengi transporter. Looking over at the source of the incoming transporter sound, you see DaiMon Storbo arrive with several armed members of a security detail. Upon his arrival, DaiMon Storbo immediately turns to your group and says, "Thank you for doing all the heavy lifting. I will make sure to tell my superiors how helpful the Federation was in our retrieval of this device. I am certain it will fetch a hefty price!"

This device has been attached to this alien bunker for an untold time period. Scans place it to be at least several thousand years old. It sits in a recessed alcove, measuring two meters from top to bottom, and one meter in diameter. It is reminiscent of an old battery from the past, with ports at the top and bottom that have wires connected to it, obviously closing the circuit.

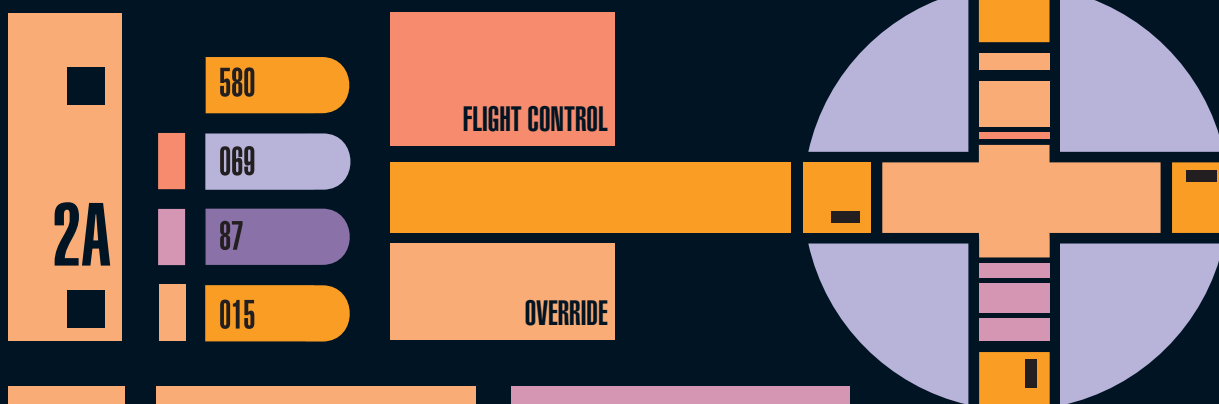
A tricorder scan of the device (an **Insight + Engineering Task** with a Difficulty of 2) will reveal that the device is still powering the bunker.

Note that the device powers down as soon as it is disconnected and removed from the bunker.

He then lets out a low, guttural laugh. "It is too bad that you will, yourselves, become a curiosity for future archaeologists." Suddenly, the distinctive sounds of an Orion transporter are heard, as you turn to see the source. You see Captain Toullem, flanked by what appears to be four armed soldiers, materialize between you and the Ferengi.

The Orions transport in, materializing near both the Ferengi and the Player Characters. Captain Toullem and his escorts are here to make sure that the Ferengi do not leave with the device. He is resentful of being out here on this backwater world, and does not really care who leaves with the device, as long as it is not the Ferengi. However, he will not let the Federation team leave with the device without at least something in compensation, something that he deems equally valuable to him.

The rest of this scene can play out as either a Social Conflict to convince the Orions and Ferengi that the Federation science team has the right to take the artifact, or a combat encounter if attempts to negotiate fail.



FERENGI SOLDIER [MINOR NPC]

TRAITS: Ferengi

ATTRIBUTES

CONTROL 09

FITNESS 09

PRESENCE 07

DARING 08

INSIGHT 07

REASON 08

DISCIPLINES

COMMAND 01

SECURITY 02

SCIENCE —

CONN 02

ENGINEERING 01

MEDICINE —

STRESS: 11

RESISTANCE: 1 (Armor)

ATTACKS:

- Unarmed Strike (Melee, 3▲, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 5▲, Size 1H, Charge, Hidden 1)
- Escalation** Phaser Type-3 (Ranged, 6▲, Size 2H, Accurate, Charge)

SPECIAL RULE:

- Pack Tactics:** Whenever an Orion soldier assists another character during combat, the character they assisted gains one bonus Momentum if they succeed.

FERENGI

DAIMON STORBO

Storbo has been in the Ferengi navy for his entire life, rising up through the ranks. He is always looking for the next edge to get a promotion, and won't hesitate to bribe someone to get there. He has no problem taking advantage of anyone to further his career. He had decided that he will get whatever the Federation science team has found and take it back to Ferenginar, and thus secure his next big reward. He is not happy with the arrival of the Orions, and Captain Toullem. He absolutely hates Orions, even more than he hates the Federation (since contact with the Orions has often led to a loss of profit for the Ferengi), and is annoyed at their presence in orbit around Epsilon Alpha III. He knows why they are here, and he wants to know how they know.

DAIMON STORBO [MAJOR NPC]

TRAITS: Ferengi

VALUES:

- Humans are Stupid When it Comes to Money
- The Only Motivation Should be Profit
- Ambition is the Key to Wealth

ATTRIBUTES

CONTROL 11

FITNESS 08

PRESENCE 12

DARING 09

INSIGHT 09

REASON 10

DISCIPLINES

COMMAND 04

SECURITY 03

SCIENCE 02

CONN 03

ENGINEERING 03

MEDICINE 00

FOCUSES: Commerce, Debate, Diplomacy, Military Tactics, Politics, Willpower

STRESS: 11

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 4▲, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 5▲, Size 1H, Charge, Hidden 1)
- Escalation** Phaser Type-2 (Ranged, 6▲, Size 1H, Charge)

SPECIAL RULES:

- Ruthless:** DaiMon Storbo may re-roll any d20s in his dice pool when making an Attack against an enemy that was not aware of or prepared for an attack, or against an enemy that is defenseless.
- Greed Is Eternal:** When engaged in negotiations that have the potential for Storbo to profit financially, he may spend 1 Threat during a task to re-roll the dice pool.

THE PRIZE

ACT 3: PROTECTING THE ARTIFACT

WHO HAS THE ARTIFACT?

This act assumes that the Player Characters gained possession of the artifact, keeping it out of the hands of the Orions and Ferengi. If this is not how events played out in your game, alter the following events accordingly. For example, if the Orions got the device, they have similar trouble beaming back to their ship through the plasma storm (as seen in the encounter “Returning via Transporter”), and the Ferengi try to interfere as depicted there. If the Ferengi grabbed it, they have similar difficulty leaving the planet in their shuttle as the Player Characters would (as described in the encounter “Returning via Shuttlecraft”), giving the Player Characters an opportunity to stop them from escaping with the device.

If the away team doesn’t manage to stop one of their adversaries from escaping with – or destroying – the artifact, they simply won’t have it available as a resource for bolstering the ship’s capabilities at the end of the act.

SCENE 1: RETURNING TO THE SHIP

By the time the stand-off between the away team and the Orions and Ferengi has ended, the plasma storm the ship detected forming when the Player Characters first arrived is now covering the dig site. It’s a raging storm, near hurricane level. The storm is interfering with communications, both on the ground and between the surface and the ship. It also will be a problem for the transporters.

If the Player Characters don’t suggest it themselves, Commander Tavek asks the away team to take the artifact with them back to their ship. In addition to his concern about the growing storm, Tavek is also worried that the Orions or the Ferengi will attempt a duplicitous act in order to gain their prize.

Speaking of which: The Ferengi have decided that they are not going to wait for the Federation to take their profit away from them. They believe that either raiding the dig site or taking the artifact from the away team is their best chance, and they will try to use the distraction of the plasma storm to their advantage. The Ferengi have their short-range shuttle

landed nearby, and on top of that they have a chest full of electronic equipment. For suggestions on how they might try to take the artifact from the away team, see the encounters below related to beaming back to the ship or taking a shuttle, as appropriate.

In any case, communications with the starship will be difficult because of the plasma storm. Unless an engineer or a science officer is able to fiddle with a communicator, there will be no way to contact the ship. The Gamemaster can count this as two traits, **Atmospheric Interference 2**.

ENCOUNTER: RETURNING VIA SHUTTLE

If the away team arrived in a shuttlecraft, the Player Characters can load the battery into it and then brave the high-speed winds and plasma discharges in the atmosphere to get back to the ship. The Ferengi will probably sabotage any shuttlecraft that are sitting on the pad. They will not be difficult to fix, but there will be only time to fix one before the main part of the storm hits the dig site.

If the away team manages to repair the shuttle, then the Ferengi wait until the shuttle is loaded and the cargo secured, then they attempt to capture both the shuttlecraft and its cargo.

CAPTAIN’S LOG

SUPPLEMENTAL

Tensions are high on the bridge as we await the return of the away team from the planet’s surface. We are at a state of yellow alert, and have been ever since we saw the Ferengi ship in orbit above the planet. We are anxious to see what the crew of the enemy ships are going to do next, and we are on edge. We seem to be at a stalemate with the other starships: the Ferengi are watching the Orions, the Orions are watching the Ferengi, and they are both watching us. The plasma storm has made communication with the surface difficult, but not impossible. It is nerve wracking, especially while we are currently awaiting our next communication window with the away team so we can find out what is going on down there as well.

Once any unpleasantness is resolved on the ground, the away team can lift off and try to fly through the plasma storm. Treat the trip back to the ship as an Extended Task, with a Work track of 10, a Difficulty of 3, and Magnitude of 2. Typical tasks involve **Daring + Conn**, **Control + Engineering**, and **Presence + Command**. Any Complications might indicate that a plasma strike has occurred – see the Plasma Strikes sidebar. In addition, it is recommended that the Gamemaster make the trip more interesting by spending Threat to have an Orion or Ferengi shuttle attack or otherwise interfere (1 Threat), or to trigger a plasma strike as above (2 Threat).

PLASMA STRIKES

A plasma strike to the shuttle can cause one of the following consequences:

- **Power System Overload:** Whenever a Task is attempted which uses the shuttle's Engines system, or which uses one or more of the shuttle's Power, increase the Complication Range by 3.
- **Impulse Propulsion and Maneuvering Thrusters:** If the engine control systems are affected, then the ship cannot move under its own power, and will not be able to resume its course (or its Extended Task) until it is repaired.
- **Weapons Offline:** If the weapons are knocked offline, then no Tasks can be attempted to attack anyone directly.
- **Shields at 50%:** If the shield generator is hit then the shields drop to 50% capacity; at this point the shuttlecraft's Shields rating is reduced to half (round down).
- **Communications Offline:** If the communications relay is hit, then the shuttlecraft cannot send or receive communications with other vessels, including their own starship.

ENCOUNTER: RETURNING VIA TRANSPORTER

If the away team decides to return to the ship using the transporter, they will learn that the plasma storm is interfering with transporter use. Even if they have brought pattern enhancers, they don't help enough to get the away team back to the ship. An engineer can attempt to tie in the artifact found in the dig to the pattern enhancers and boost the signal for a safe transport. A skilled transporter operator may attempt a **Reason + Engineering Task** with a Difficulty of 3 to also grab the artifact at the same time, transporting it right along with the away team.

If this method is used, the Ferengi will attempt to use a signal-scattering device in order to prevent a transporter lock from happening. They are hoping that they can use this

to block the Federation transporter signal and use their own transporters to beam the device safely aboard their ship, or at least perform a site-to-site transport to their shuttlecraft that is parked a little over 90 meters away from the dig site. (Keep in mind that any issues the storm causes to the away team's shuttle will affect their adversaries' shuttles as well.)

SCENE 2: BACK ABOARD

When the away team returns to the ship with the device (or without it if it was destroyed), they still may have to deal with the Ferengi, and the Orions too, providing they did not get Captain Toullem as an ally in this conflict. If the Ferengi believe the device is aboard, they will engage the starship in battle, attempting to knock it out of commission long enough for them to steal the device and take it back to the auction houses of Ferenginar.

USING THE ARTIFACT

Depending on how the stand-off played out on the planet, one or more of the Player Characters might wonder if the device could be integrated into the ship's systems. According to tricorder readings, it should double the power output of defensive, propulsion, and weapon systems, at least for a short period.

It would be ideal for the engineering team to be able to connect the artifact to the ship's engines in order to boost the power to the available functions, but it will take a lot longer than they have to figure out how to connect the device to the ship's systems. It is obviously something that could take an organization like the Daystrom Institute years to figure out at best. The Players need to find a way to boost the power to the shields, phasers, and/or the warp drive in order to make a stand or a quick exit.

DEALING WITH THE ADVERSARIES

While the work is going on in engineering, the rest of the crew may need to keep the Orions or Ferengi distracted from what the ship is doing. This could be accomplished by simple bluffing using **Presence + Command** in an Opposed Task against the enemy's **Insight + Command**. Or perhaps a more elaborate ruse is in order, trying to convince him that the artifact is building to a catastrophic explosion and the Starfleet crew is trying to stop it. Anything the Players come up with as a ruse should have at least a chance of success. It is evident that either Captain Toullem or DaiMon Storbo would not hesitate to destroy the Player Characters' ship if they have to in order to prevent the Federation from having control over the artifact, but it is their preference to get it through negotiation. If the Player Characters' ship's shields drop for any length of time, one of them will attempt to beam the device out himself, or send over a raiding party to bring it back.

FERENGI D’KORA CLASS MARAUDER

TRAITS: Ferengi Marauder

SYSTEMS

COMMS 09

ENGINES 10

STRUCTURE 10

COMPUTERS 08

SENSORS 09

WEAPONS 07

DEPARTMENTS

COMMAND 03

SECURITY 02

SCIENCE 02

CONN 01

ENGINEERING 02

MEDICINE 02

POWER: 10

SHIELDS: 12

SCALE: 5

RESISTANCE: 6

CREW: Proficient (Attribute 9, Discipline 2)

WEAPONS:

- Phaser Banks (Energy, Range Medium, 8▲, Versatile 2)
- Electro-Magnetic Pulse (Energy, Range Close, 10▲, Piercing 1, Dampening)
- Photon Torpedoes (Torpedo, Range Long, 5▲, High Yield)
- Tractor Beam (Strength 4)

SPECIAL RULE:

- **Improved Hull Integrity:** The ship’s Resistance is increased by 1 (included).

ORION RAIDER

TRAITS: Orion Starship

SYSTEMS

COMMS 06

ENGINES 08

STRUCTURE 06

COMPUTERS 07

SENSORS 09

WEAPONS 07

DEPARTMENTS

COMMAND 01

SECURITY 02

SCIENCE 01

CONN 04

ENGINEERING 02

MEDICINE 01

POWER: 8

SHIELDS: 8

SCALE: 3

RESISTANCE: 3

CREW: Proficient (Attribute 9, Discipline 2)

WEAPONS:

- Phaser Banks (Energy, Range Medium, 6▲, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long, 5▲, High Yield)
- Tractor Beam (Strength 2)

SPECIAL RULE:

- **Improved Impulse Engines:** When the flight controller succeeds at the Impulse, Attack Pattern, Evasive Action, or Ramming Speed tasks, they may spend 2 Momentum to increase the Difficulty of attacks against the ship by 1 until the start of the flight controller’s next turn.
- **Rugged Design:** Reduce the Difficulty of all tasks to repair the ship by 1, to a minimum of 1.

THE PRIZE CONCLUSION

Assuming the crew was able to get the artifact back to the ship without angering the Orions or the Ferengi or violating the Prime Directive, they will be allowed to leave normally. It is possible that they gained Toullem as a temporary ally in this mess, as he does not really like the Ferengi much, plus he is ready to go somewhere with a touch of civilization. If members of the away team have managed to convince him to ally with them, then he will help protect the ship, and his crew, from the Ferengi. However, that does not mean that he would not attempt to get the device from the ship as well.

If the away team captured Dr. McCall in the act, she can be locked in the brig of the ship, or left on the planet secured in her quarters until another starship can arrive to transport her back to a starbase for trial for treason.

The device is definitely a power source, as determined by tricorder scans. It will take years, if not decades, for the Federation to study how it operates. The device can be destroyed if necessary; the Player Characters can launch it into the sun (it will fit in the torpedo bay), put it in the transporter and scatter it, or beam it out and destroy it with phasers or torpedoes.

CONTINUING VOYAGES . . .

Commander Tavek can become an ongoing contact for to anyone who has successfully interacted with him or the science team, especially those that showed knowledge in science or engineering in trying to remove the device the bunker or control the bunker's systems.

Additionally, Captain Toullem could become a contact, if he was persuaded to assist the Federation team against the Ferengi. It is possible he will assist a Federation team again in a dangerous situation, providing he is appropriately persuaded and has interest in the outcome. Toullem could become a "frenemy" of the Player Characters or could become a useful ally in future missions.

Despite his role in the failure of the Orions to secure the device for themselves, Toullem will more than likely be a figure in the Tironian Star Cluster for some time to come. Even though the Orions will be disappointed with him, they will recognize that he could be an asset in the future.



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