RAIDERS RENEGADES & ROGUES

ICON LINKS

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Arms Dealers

At any given time, wars are being fought all over the Alpha and Beta Quadrants: nation fights nation, oppressed rebel strikes at oppressors, one planet or system tries to conquer another. This constant state of conflict creates a booming market for weapons. A large part of this market is perfectly legitimate; corporations run by Klingons, Ferengi, and many other species supply weapons to combatants in accord with all applicable laws.

However, not everyone who wants weapons can go to a licensed dealer. Some can't tolerate the publicity which attends such purchases, some can't afford the prices, and some are criminals who can't legally buy arms. As seen in the episode "Business As Usual," people like this turn to the black market, where plenty of dealers stand ready and eager to take their money in exchange for the latest armaments which "just happened to fall off of the back of a freighter on Altros IX."

Black market arms dealers run the gamut from relatively trustworthy and competent businessmen who simply prefer to avoid standard market restrictions, to outright criminals who have no scruples about selling substandard merchandise. All of them have one thing in common: they're happy to make money by indirectly causing suffering and misery. They can ruthlessly evaluate a client's needs based on how many casualties he wishes to cause, providing just the right weapon for the desired effect—for a substantial sum, of course.

Since black market arms dealing is illegal in almost every society (even the Ferengi Alliance has some regulations governing the arms trade), arms dealers have to find ways to attract customers without attracting the law as well. Many set up shop in frontier regions where law enforcement is, at best, lax. Then they put out the word through the invisible network of generals, soldiers, mercenaries, bounty hunters and others that they're open for business. Soon clients with accounts full of latinum are knocking on their doors.

Illegal arms dealers tend to invest heavily in security—everything from bodyguards to tamper-proof vaults. They know that many of their clients are larcenous, violent, temperamental, or even mentally disturbed, and they try to prepare for every eventuality.

Here are a few technological items that one might acquire from an arms dealer:

WEAPONS

Compressed Tetryon Beam Pistol

Compressed tetryon beam pistols are relatively small energy weapons favored by many rogues and covert military units. Although not as powerful or flexible as a standard personal phaser or disruptor, they have one important benefit: standard security sensors, such as those on Deep Space 9, cannot detect them.

Compressed Tetryon Beam Pistol

Settings: 1-6 (see table)
Range: 5/20/50/100
Size: 17 cm long, .5 L in volume
Mass: .5 kg

Pirate Disruptor Damage

	Setting	Damage	Charge	Notes
1	Light Stun	(3 + 2d6)	3	Stun a Human for 5 minutes, or a Klingon for a minute or two
2	Heavy Stun	(6 + 4d6)	8	Stun a Human for 15 minutes, or a Klingon for 5 minutes
3	Light Thermal	9 + 3d6	14	Cut a 1 m hole in 10 cm of wood in 3 minutes
2	Heavy Thermal	14 + 4d6	25	Cut a 1 m hole in 12 cm of steel or rock in 30 seconds; cut a 1 m hole in a duranium bulkhead in 8 minutes
3	Light Disrupt	25 + 5d6	40	Vaporize almost anything
4	Heavy Disrupt	130 + 10d6	100	Explode 600 cubic meters of rock into glowing rubble

Energy: 400 charges
Damage: See table

Nausicaan Razor Club

Size: 60-80 cm long
Mass: 2.5-4.5 kg
Accuracy: 6
Block: +0
Damage: 5+2d6

This weapon resembles a flanged mace from ancient Earth, but the shaft and flanges are much thicker and heavier, and the flanges themselves are sharpened. This gives the weapon both cutting and crushing power, making it a fearsome and brutal tool of destruction. However, it's so large and heavy that only the strongest people can wield it properly (apply a –1 Test Result penalty to all Tests made to use the weapon unless the wielder has a Fitness + Strength of 4 or higher).

EXPLOSIVES

Sometimes the best way to make sure you eliminate an enemy or target is to eliminate the entire area he occupies. This requires explosives, a favorite not only of military personnel and mercenary types, but of the non-subtle assassin as well. Many thieves also use tiny, precisely-prepared amounts of explosives in shaped charges to break into secured areas. In addition to the explosives and bombs listed in the *Star Trek: The Next Generation Roleplaying Game Players' Guide*, here are a few favored by the assassins, mercenaries and thieves of the Alpha and Beta Quadrants.

Angrosite

Blast Radius: 5 meters
Dropoff: 12 points of damage per meter
Blast Radius Damage: 25 + 10d6

Although not as stable (and thus as safe) as commercially manufactured explosives, angrosite is popular with the criminal element because it's relatively easy to make with certain common and legally available substances. With the right materials, plus the recipe and a kitchen to work in, even a Pakled could brew up a batch of angrosite. But the older it gets, the more unstable it becomes; for every week after being made, subtract –1 from the Test Result of any Demolitions Test to work with it. Failure (of any degree) indicates that it explodes while the character is working on it.

Hiladium

Blast Radius: .5 meters
Dropoff: 20 points of damage per meter
Blast Radius Damage: 10 + 10d6

Although relatively weak when compared to many explosives, hiladium is perfect for the small, controlled explosions which many thieves and assassins prefer. It's a resinous chemical compound distilled from certain minerals. Manufacturers combine it with special plastics to make it stable and easy to handle or mold into a particular shape. When combined with shaped-charge technology, it creates precisely-shaped and modulated explosions.

Microexplosive

Blast Radius: .5 meter
Dropoff: None; damage does not affect area beyond Blast Radius at all
Blast Radius Damage: 6 + 5d6

This tiny explosive device, usually not more than 1-2 cubic millimeters in volume, is used as an instrument of assassination and sabotage. Small enough to be implanted beneath the skin of a sleeping victim without waking him, it can be set to detonate after the passage of a certain period of time. Typically assassins implant it behind the ear, virtually ensuring that the explosion will kill the victim.

VORASITE

Blast Radius: 15 meters
Dropoff: 3 points of damage per meter
Blast Radius Damage: 60 + 8d6

   This powerful explosive, initially developed by Tellarite engineers for use in mining and construction work, has since been adapted for a wide variety of military applications. Although laws carefully control vorasite supplies on most planets, some of it has, inevitably, made its way into the hands of less savory elements. Its enormous destructive power makes it a favorite among those who don't care how much collateral damage they cause, as long as they get their target.

MISCELLANEOUS EQUIPMENT

BOARDING SUIT

   Often, when pirates take a ship, it's not a quiet or peaceful affair. The target ship will use shields, transport inhibitors and similar technology to keep pirates from simply beaming aboard, forcing them to cut their way into the ship with weapons or sneak in through some airlock or hatchway. For work like this, pirates rely on what's known as a "boarding suit." Adapted from a standard EVA suit (see the *Star Trek: Deep Space Nine Roleplaying Game Core*

Rulebook, page 232), a boarding suit provides typical EVA protection, but is armored as well. They also incorporate "stealth" technology to prevent their energy signatures from being easily detected (the minimum Difficulty for finding someone wearing a boarding suit with a tricorder or ship's sensors is Moderate (8)).

Armor: 6
Size: 14 L volume (plus boots and helmets)
Mass: 15 kg
Duration: 25 hours' worth of air and water

SENSOR DECEIVER BELT

Size: 5 cm wide, .5 cm thick, and at least 70 cm
  long.
Mass: 0.16 kg
Duration: 12 hours + recharge

   An inferior version of the elaborate Anti-Sensor Belt used by many espionage agencies (see *The First Line: Starfleet Intelligence*, page 40), the Sensor Deceiver Belt allows the wearer to make himself look like someone else—at least as far as sensors and tricorders are concerned. The belt doesn't change his actual appearance; rather, it changes his sensor profile. He can program the belt to make him seem to be any race, height, and so forth. If he has previously taken a tricorder or sensor reading of a specific individual, he can "download" that sensor profile into the belt to make it seem to sensors as if he is that person (the belt can hold up to a dozen such profiles).

Generic Rogues

The following character sheets can be used to create rogue NPCs of various types. Each represents a "typical" gambler, thief, or what have you, and is a complete, ready to play character (assumed to be a Human, but easily altered to reflect another species). Notes or options for customizing them are in each character sheet.

Assassin

Attributes
Fitness 3
Coordination 3
Intellect 3
    Perception +1
Presence 2
Psi 0

Skills
Assassination (Poisons) 2 (4)
    Stealthy Attacks (3)
    Assassination Devices (3)
Athletics (Running) 2 (3)
    Leaping (3)
Concealment (Weapons) 1 (2)
Culture (choose Specialization) 2 (3)
Demolitions (Booby Traps) 1 (2)
    Shipboard Demolitions 2
Dodge 1
Energy Weapon (choose Specialization) 1 (2)
Espionage (choose Specialization) 1 (2)
History (choose Specialization) 1 (2)
Language
    Species Language 2
    Federation Standard 1
Personal Equipment (choose Specialization) 1 (2)
Physical Sciences (Chemistry) 1 (2)
Primitive Weaponry (Knife) 1 (2)
Streetwise (choose two Specializations) 1 (2) and (2)
Unarmed Combat (choose Specialization) 1 (2)
World Knowledge (choose Specialization) 1 (2)

Advantages/Disadvantages
Quick-draw +2
Shady Background -4
Wanted -2

Bounty Hunter

Attributes
Fitness 3
Coordination 2
    Reaction +1
Intellect 3
    Perception +1
Presence 2
Psi 0

Skills

Athletics (Running) 2 (3)
    Lifting (3)
Culture (choose Specialization) 2 (3)
Dodge 1
Energy Weapon (choose two Specializations) 2 (3)
    and (3)
History (choose Specialization) 1 (2)
Language
    Species Language 2
    Federation Standard 1
Law (choose two criminal law Specializations) 1 (2)
    and (2)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Search 1
Security (Law Enforcement) 2 (3)
    Security Systems (3)
Streetwise (choose two Specializations) 1 (2) and
    (2)
Unarmed Combat (choose Specialization) 1 (2)
Vehicle Operations (choose Specialization) 1 (2)
World Knowledge (choose Specialization) 1 (2)

Disadvantages

Shady Background -2
Wanted -2

GAMBLER

Attributes

Fitness 2
Coordination 3
    Dexterity +1
Intellect 3
Presence 2
Psi 0

Skills

Athletics (Running) 2 (3)
Charm (Influence) 2 (3)
Computer (Research) 1 (2)
Culture (choose Specialization) 2 (3)
Dodge 1
Fast Talk 2
Gaming (choose two Specializations) 3 (4)
History (choose Specialization) 1 (2)
Intimidation (Bluffing) 1 (2)
Knowledge (Professional Sports) 1 (2)
Language
    Species Language 2
    Federation Standard 1
Personal Equipment (choose Specialization) 1 (2)
Physical Sciences (Mathematics) 1 (2)
Sleight Of Hand (Card Tricks) 1 (2)
Streetwise (Locate Gambling) 1 (2)
Vehicle Operations (choose Specialization) 1 (2)
World Knowledge (choose Specialization) 1 (2)

MERCENARY

Attributes

Fitness 3
Coordination 3
    Reaction +1
Intellect 2
Presence 2
Psi 0

Skills

Choose any three Military Skills at 1 (2)
Athletics (choose two Specializations) 2 (3) and (3)
Culture (choose Specialization) 2 (3)
Dodge 1
Energy Weapon (choose two Specializations) 2 (3)
    and (3)
History (choose Specialization) 1 (2)
Language
    Species Language 2
    Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Shipboard Systems (Tactical and one other
    Specialization) 2 (3) and (3)
Space Sciences (choose Specialization) 1 (2)
Starship Tactics (choose Specialization) 1 (2)
Unarmed Combat (choose Specialization) 1 (2)
Vehicle Operation (choose Specialization)
World Knowledge (choose Specialization) 1 (2)

Advantages

Bold +1

PIRATE/RAIDER

Attributes

Fitness 3
    Vitality +1
Coordination 3
Intellect 3
Presence 3
    Willpower +1
Psi 0

Skills

Athletics (choose two Specializations) 2 (3) and (3)
Command (Pirate Crew) 1 (2)
Culture (choose Specialization) 2 (3)
Energy Weapon (choose Specialization) 1 (3)
Espionage (choose Specialization) 1 (2)
Fast Talk 1
Gaming (choose Specialization) 1 (2)
History (choose Specialization) 1 (2)
Knowledge (Trade Routes) 1 (2)
    Pirate Havens (2)
Language
    Species Language 2
    Federation Standard 1
Personal Equipment (choose Specialization) 1 (2)

Primitive Weaponry (Knife) 1 (2)
Security (choose Specialization) 1 (2)
Shipboard Systems (choose two Specializations) 2 (4) and (3)
Starship Tactics (choose Specialization) 1 (2)
Streetwise (choose Specialization) 2 (3)
World Knowledge (choose Specialization) 1 (2)

Disadvantages
Shady Background -3
Wanted -2

Thief

Attributes
Fitness 2
    Vitality +1
Coordination 3
    Dexterity +1
Intellect 3
    Perception +1
Presence 3
Psi 0

Skills
Athletics (choose two Specializations) 2 (3) and (3)
Computer (Data Alteration/Hacking and one other Specialization) 1 (2) and (2)
Culture (choose Specialization) 2 (3)
Dodge 1
Fast Talk 2
History (choose Specialization) 1 (2)
Language
    Species Language 2
    Federation Standard 1
Merchant (Appraising/Selling Stolen Goods) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Search 1
Security (Security Systems) 3 (4)
Sleight of Hand (Pick Pocket) 1 (2)
Stealth (choose Specialization) 1 (2)
Streetwise (Locate Fences/Black Market) 1 (2)
World Knowledge (choose Specialization) 1 (2)

Advantages/Disadvantages
Wealth +3
Shady Background -2
Sworn Enemy -1
Thrillseeker -1
Wanted -2

DETAILING HAVENS

GORKON'S RETREAT

SYSTEM DATA

ALTANIS IDRILON SYSTEM

System Name: Altanis Idrilon

Affiliation: System located on the fringes of the Draconis Outback and the Klingon Empire

System Type: Type M5 V (red dwarf) star

Inhabited Planets: None

Other Planets: Four other planets, one Class J gas giant, one Class H planetoid, and two Class J worlds.

Other Stellar Objects: Low density silicate asteroid field between the third and fourth planets.

Artificial Objects: Derelict Klingon observation post. No longer functional.

IDRILON III

Planet Name: Idrilon III

Class: H

System Data: Idrilon III has one small moon

Gravity: 1.1 G

Year and Day: 254/20

Atmosphere: Thin nitrogen-oxygen atmosphere with high concentrations of sulfur dioxide.

Hydrosphere: Less than 10% surface water with no appreciable concentrations.

Climate: Arid and hot

Sapient Species: None

Tech Level: None

Government: None

Culture: None

Affiliation: Planet is located on the fringes of the Draconis Outback and Klingon Empire

Resources: No known resources. Essentially a barren world.

Places of Note: An equatorial rift spans some 100 kilometers across on the largest continent. Sulfuric ash and pyroclastic particles spew forth during the planet's closest approach to the red dwarf, causing a brownish-red band in the planet's atmosphere near the equator.

Ship Facilities: None

THE SCRAPYARD

FINDING THE SCRAPYARD

Gurek's floating marketplace isn't difficult to find—to those who know where to look. Many of Gurek's contacts who deal with him on a regular basis are willing to share the last known location of the Scrapyard for a small fee. Rumors always abound as to the next port of call for the monstrosity, but many times those are just red herrings to keep the authorities busy.

Streetwise

Difference	Information
Critical failure	No information is found, but shortly thereafter "associates" of Gurek show up to dissuade the characters from inquiring further!
-5 or more	No information is found, but authorities begin making inquires as to the character's interest!
-3 to 4	Player is unable to find out any information.
-2	Player receives a false set of coordinates with nothing there.
-1	Player determines last known location of the Scrapyard.
0	Player is able to determine the current location of the Scrapyard or someone who knows.
+1 to 3	Player determines the current and next planned location of the Scrapyard.
+4 to 5	Player determines location of the Scrapyard and receives a package to be delivered to Gurek for a small fee.
Critical success	Player not only determines the next location of the Scrapyard, but also a "preferred docking code" that waives all docking and transfer fees!

Skill: Streetwise

Using a character's Streetwise skill is one way to try to find the Scrapyard. Have the player make a Streetwise (Locate Fences/Black Market) Test with a Difficulty of 10. Compare the difference of their roll against 10 on the included chart.

Advantage: Haven

If the player is willing to spend four Development Points, they may purchase Haven (The Scrapyard) to be one of Gurek's elite contacts that are always kept apprised of his ship's location. The character then has the option to sell said information, if he or she so desires. As long as the player isn't too obvious about doing so, or inadvertently leads the authorities to the Scrapyard, Gurek has no objection.

Bribery

The most obvious of all the methods, if the characters are able to find someone who knows the location of the Scrapyard they can purchase information on its next location. This can cost as high as 50 strips of latinum, but a successful Merchant (Haggling) could lower that by as much as ten strips.

PATROLS & SECURITY VESSELS

PATROLS

Rogues of various stripes have to contend with ships patrolling interstellar borders and trade routes. Starfleet is the first and most common type of patrol rogues are likely to encounter in a Federation-based campaign. Starfleet ships respond to reports of piracy and raiding, and they do their best to deal with smugglers. Still, Starfleet is spread quite thin across the Federation, especially along the frontier, so a clever group of rogues can manage to avoid attracting Starfleet attention. Interstellar space is vast; there are many places for a small ship to hide.

Rogues also have to deal with border patrols. These range from planetary defense ships protecting a single planet or system to powerful vessels patrolling sensitive areas like the Romulan Neutral Zone or the Cardassian Demilitarized Zone. Relatively open borders, like those of the Federation, the Ferengi Alliance and most colony worlds, can be passed without any trouble. More tightly defended borders may require secret routes, stolen passcodes, or healthy bribes to cross. The most carefully guarded borders (like the Neutral Zone) may require outright trickery or a cloaking device to pass unchallenged.

SAMPLE SECURITY VESSELS

Here are statistics for two common types of ships for rogues to encounter: the *Berlin*-class security cutter, and the *Heron*-class security ship. The Narrator should use these as guidelines for designing similar vessels from other civilizations in the Alpha Quadrant.

BERLIN-Class Starship

Class and Type: *Berlin*-class security cutter
Commissioning Date: 2359
Hull Characteristics
    Size: 3 (95 x 20 x 18 m; 50,000 metric tonnes; 4 decks)
    Resistance: 2
    Structural Points: 60
Operations Characteristics
    Crew/Passengers/Evac: 12/5/200 [5 Power/round]
    Computers: 2 [2 Power/round]
    Transporters: 1 personnel, 1 cargo [1 Power/round]
    Tractor Beams: 1 av [2 Power/rating used]
Propulsion and Power Characteristics
    Warp System: 6.0/8.0/9.0 (6 hours) [2/warp factor/round]
    Impulse System: .7c/ .90c [7/9 Power/round]
    Power: 150
Sensor Systems
    Long-range Sensors: +1/16 light-years [6 Power/round]
    Lateral Sensors: +1/1 light-year [4 Power/round]
    Navigational Sensors: +1 [5 Power/round]
    Sensors Skill: 4

Weapons Systems
  Type VI Phaser:
     Range: 10/30,000/100,000/300,000
     Arc: All (720 degrees)
     Accuracy: 5/6/8/11
     Damage: 12
     Power: [12]
  Weapons Skill: 4
Defensive Systems
  Deflector Shield
     Protection: 40/40 (50) [40 Power/shield/round]

HERON-Class Security Ship

Class and Type: *Heron*-class Security Ship
Commissioning Date: 2363
Hull Characteristics
     Size: 2 (45 x 10 x 5 m; 28 metric tonnes; 2 decks)
     Resistance: 2
     Structural Points: 40
Operations Characteristics
     Crew/Passengers/Evac: 2/10/60 [4 Power/round]
     Computers: 1 [1 Power/round]
     Transporters: 1 personnel [1 Power/round]
     Tractor Beams: 1 av, 1 fd [2 Power/rating used]
Propulsion and Power Characteristics
     Warp System: 1.5/3.0/5.0 (24 hours) [2 Power/
       warp factor/round]
     Impulse System: .7c/ .90c [7/9 Power/round]
     Power: 120
Sensor Systems
     Long-range Sensors: +1/15 light years [6 Power/
       round]
     Lateral Sensors: +1/1 light-year [4 Power/round]
     Navigational Sensors: +1 [5 Power/round]
     Sensors Skill: 4
Weapons Systems
  Type V Phaser
     Range: 10/30,000/100,000/300,000
     Arc: All (720 degrees)
     Accuracy: 4/5/7/10
     Damage: 10
     Power: [10]
  Weapons Skill: 3
Defensive Systems
  Deflector Shield
     Protection: 40/40 (50) [40 Power/shield/round]

Special Dedication: We would like to apologize to our faithful fans and appreciate their patience in waiting for this material. Last Unicorn Games strives to provide the highest standards in content and regrets the delay in distributing this information to you.

Disclaimer: While Last Unicorn Games has researched extensively to make this the most authentic *Star Trek® Deep Space Nine™* Roleplaying Game possible, the depth of information necessary for a fully-realized roleplaying game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of *Star Trek®*, we have taken some liberties and players should remember that only the events, characters, and places that appear on the show or in films are canon.