

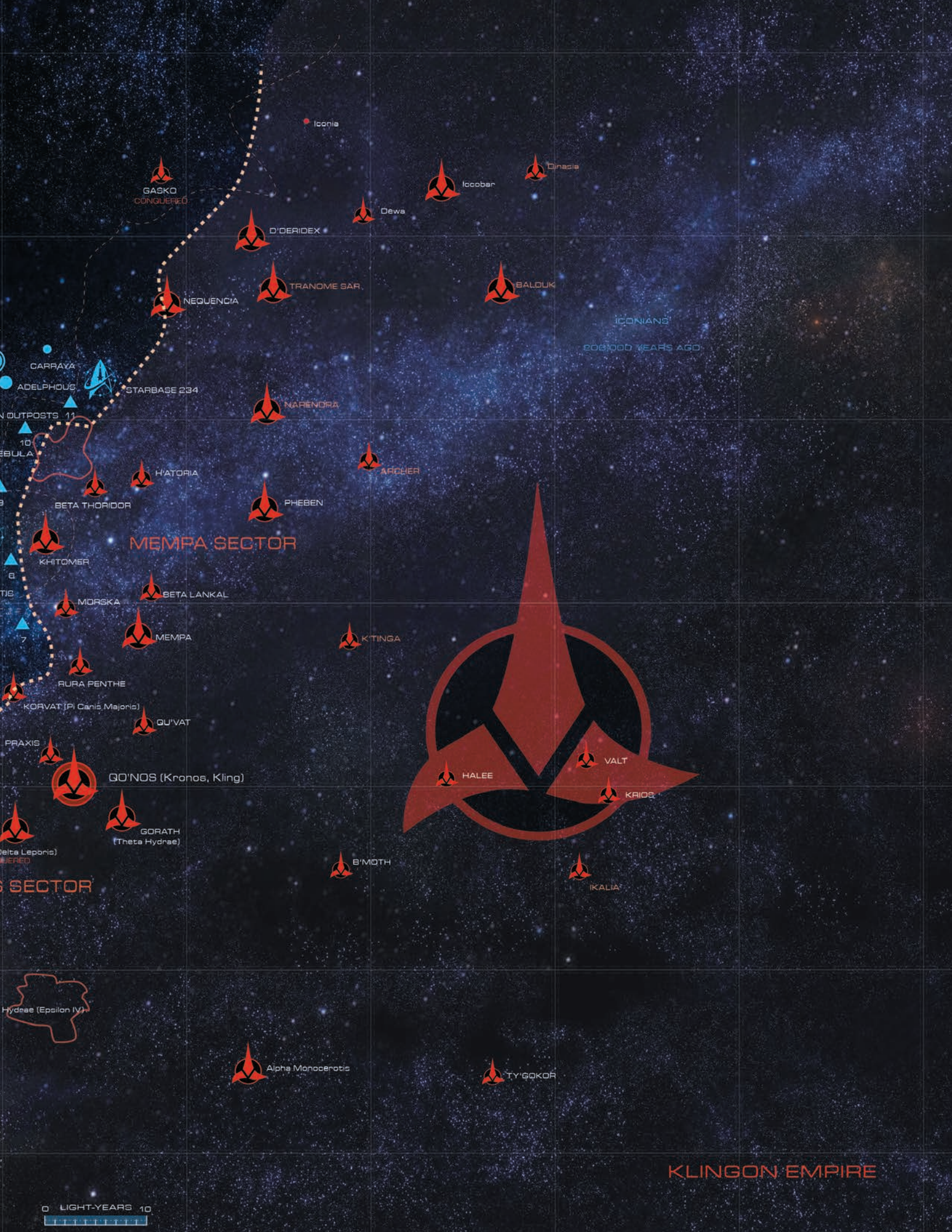
STAR TREKTM

ADVENTURES

The background of the cover is a dynamic space battle scene. A large Klingon Bird-of-Prey is the central focus, its hull glowing with green energy. It is firing a powerful green laser beam across the frame. In the foreground, a Federation starship is being hit by a bright yellow and orange explosion. Other smaller ships are visible in the distance, and a large planet is in the lower left corner. The overall color palette is dominated by the green of the Klingon ship and the orange/yellow of the explosion, set against the black of space.

THE FEDERATION-KLINGON WAR
TACTICAL CAMPAIGN





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600,000 YEARS AGO

CARRAYA

ADELPHOUS

STARBASE 234

NARENORA

OUTPOSTS 11

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RURA PENTHE

KORVAT (Pi Canis Majoris)

QU'VAT

PRAXIS

QO'NOS (Kronos, Kling)

GORATH
(Theta Hydree)

Delta Leporis
CONQUERED

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Hydree (Epsilon IV)

Alpha Monocerotis

TY'GQKOR

B'MOTH

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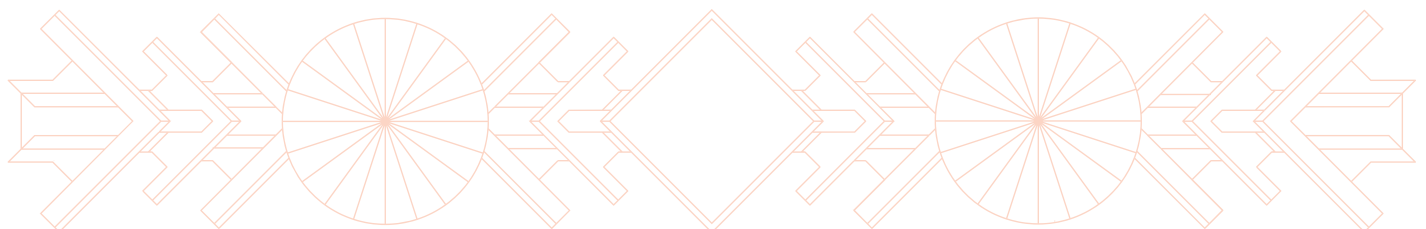
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INTRODUCTION

WHAT DOES THE SOLDIER SAY?

"Captain, we have to fire on them. Hit that ship with everything we've got."

- COMMANDER MICHAEL BURNHAM

A NEW THREAT LOOMS

010001

Welcome to *The Federation-Klingon War Tactical Campaign*, where you and your group get to create a fantastic, gritty story set during the Federation-Klingon War of 2256-57. Using this supplement, you can approach the war from the points of view of both the crew of a starship involved in the war and as admirals assigning assets to deal with the Klingon threat.

From the moment the *U.S.S. Shenzhou* discovered the *Beacon of Kahless* and the Klingon Ship of the Dead known as *Sarcophagus*, the Federation walked the razor's edge, and through inaction incited a conflict unlike any they'd seen since the Romulan War. This book is the story of one of thousands of ships spread across the Alpha and Beta Quadrants suddenly cast into a war that they may or may not have been prepared for. **Your** ship.

As with all wars, everything in the Federation-Klingon War isn't just about constant skirmishes on a cosmic battlefield. Many wartime missions involve experimentation, diplomacy, subterfuge, and even routine tasks such as transporting ambassadors or running patrols. Each one of these types of missions is vital to a successful war effort, and most crews will participate in many different types of missions throughout the course of the war.

The Federation-Klingon War Tactical Campaign includes a full, 6-episode campaign and over 20 mission briefs for the crew of a ship to experience, and also includes an all-new, procedurally generated tactical campaign overlay. Using this overlay, players manage resources and assign assets to points of interest across their region of space in order to outwit, outsmart, and outgun the Klingon threat and survive until the war comes to its end.



While military tactics and battles are major parts of any war scenario, this book also includes detailed explanations as to how diplomacy is a key part of war and how characters with this type of focus can change the course of the war with words instead of weapons.

Perhaps the most intriguing part of wartime scenarios is the impact it has on individual characters, revealing who they are in the face of fear and danger. The events of war can change a person, and this book also provides **traits, scars, and focuses** that reflect the lingering effects war might have on a player character.

SUPPLEMENT STRUCTURE

010002

This **Federation-Klingon War Tactical Campaign** provides detailed information you and your fellow players can use to tell amazing *Star Trek*-style stories in the time period depicted in and around *Star Trek: Discovery* season 1, specifically the years 2256–2257. The optional tactical rules presented in the book can also be adapted to any era of *Star Trek* to reflect the tactical and psychological aspects of war throughout history.

CHAPTER 1: Player Options provides six new species lifepaths as well as suggested options for character traits related to wartime scenarios. In addition, this chapter goes into detail about how typical starship roles can be adapted to give a gritty feel as well as deeper dives into other roles that are specifically related to the diplomatic and combat aspects of war. Additionally, new options for weapons and equipment are presented to be used as needed.

CHAPTER 2: Gamemastering the Campaign details how a gamemaster can provide a safe space for players to interact with all aspects of war while focusing on character development. It also includes specific details about the tactical campaign overlay presented in *Chapter 3*.

CHAPTER 3: Campaign Rules presents an optional procedurally generated tactical campaign overlay, along with points of interest and assets that players can assign and interact with to show how the Federation-Klingon War impacted both the Alpha and Beta Quadrants. Additionally, the campaign overlay offers the rules for progressing through the three stages of the war, paralleling events that happened in the first season of *Star Trek: Discovery*.

CHAPTER 4: Early War provides canon scripted events that bookend the start of the Federation-Klingon War and the end of the first stage of the war along with two missions that occur at approximately the same time as the scripted events. Additionally, this chapter provides eight mission briefs to be used along with the campaign overlay or to fill the story of the early parts of the war.

THE EVER-EXPANDING STAR TREK CANON



This tactical campaign was developed and released while *Star Trek: Discovery* and other *Star Trek* series were in active production. As a result, the details contained within this guide regarding characters, locations, and situations may be contradicted or amended based on future episodes and seasons of the television series. While *Star Trek* canon consists only of what appears on screen, your group's game canon is what you choose to make it. Feel free to use as much or as little of this tactical campaign as you see fit, whether it remains adherent to official *Star Trek* canon or not.

YESTERDAY'S ENTERPRISE

While this tactical campaign is based in 2256, much of its contents can be ported to other *Star Trek* eras of play with little difficulty. No matter when your adventure is set – in 2151, 2256, 2373, 3189, or some other period – the contents of this guide can find a use.

CONTENT WARNING

Some of the chapters, missions, and briefs in this book:

- Depict scenes of battle
- Depict scenes of slave labor
- Depict scenes of physical and psychological injury
- Discuss suicide and attempted suicide
- Discuss trauma and traumatic events

Be sure to discuss with your players the safety tools detailed in *Chapter 3* during your Session 0 before placing them into any of these situations. Use Session 0 to come to an agreement on what types of scenes are okay to roleplay through and what types of scenes are okay off-screen or not okay at all. See page 42 for more information on running an effective Session 0 with your group.

CHAPTER 5: Mid-War provides canon scripted events that bookend the middle months of the Federation-Klingon War along with two missions that occur at approximately the same time as the scripted events. Additionally, this chapter provides eight mission briefs to be used along with the campaign overlay or to fill the story of the middle months of the war.

ESSENTIAL VIEWING

To help plan and play your own version of the Federation-Klingon War, players and gamemasters alike are encouraged to review the following episodes, all contained within season one of *Star Trek: Discovery*.

- “The Vulcan Hello”
- “Battle at the Binary Stars”
- “The Butcher’s Knife Cares Not for the Lamb’s Cry”
- “Choose Your Pain”
- “Lethe”
- “Si Vis Pacem, Para Bellum”
- “Into the Forest I Go”
- “The War Without, The War Within”
- “Will You Take My Hand?”

If your group is considering adapting the tactical campaign rules and concepts in this book to another era, or need more ideas on how a wartime storyline might impact characters, check out the following *Star Trek: Deep Space Nine* episodes:

- “The Jem’Hadar”
- “The Adversary”
- “Call to Arms”
- “Sacrifice of Angels”
- “Tears of the Prophets”
- “The Siege of AR-588”
- “It’s Only a Paper Moon”
- “What You Leave Behind”

NON-STARFLEET CAMPAIGNS

While this guide was written with the assumption that the majority of gaming groups will be playing Starfleet officers on Starfleet ships, you can use the contents of this guide to run adventures and campaigns featuring non-Starfleet crews as diverse as the *Star Trek* setting. Non-Starfleet or admiralty groups running through the campaign can reference the Optional Rules section of *Chapter 2* for suggestions on how to adapt this book to focus on their stories and characters.

Be sure to get your group’s consent before running a non-Starfleet type of campaign and discuss with them how this tactical campaign can best suit their needs.

CHAPTER 6: Late War provides canon scripted events that bookend the closing months of the Federation-Klingon War along with two missions that occur at relatively the same time as the scripted events including the epic defense of the Sol system. Additionally, this chapter provides eight mission briefs to be used along with the campaign overlay or to fill the story of the twilight months of the war.

CHAPTER 7: Starships provides an in-depth look at the fleet organization of both Starfleet and the Klingon Defense Force along with 13 notable Starfleet starships and 15 notable Klingon Defense Force ships to be used during the campaign. Additionally, a new, notable starbase is included for use as a focal point for parts of the war as needed.

CHAPTER 8: Allies and Adversaries presents many non-player characters (NPCs) you can use to support the player characters during missions, or to act as adversaries during combat encounters and dramatic scenes while gaming in this era of play. These NPCs include Starfleet and Federation personnel, some of whom are reimagined earlier in their careers. In addition, numerous new Klingon NPCs are presented to use during missions.

USING THIS GUIDE

010003

With this tactical campaign and a *Star Trek Adventures* core rulebook of your choice, you can plan unique *Star Trek* stories and situations, create interesting and cunning allies and adversaries for your group, and collaboratively tell dramatic and engaging stories with your players and their characters, in your very own *Star Trek*-style episode or ongoing series set during the Federation-Klingon War as depicted in the first season of *Star Trek: Discovery*. You could even take the gameplay mechanics and adventures contained in this book and revise them for use in other eras of play, such as the mid-2370s during the Dominion War.

Gamemasters and players are encouraged to use as much or as little of this tactical campaign as you desire for the needs of your group and campaign. Feel free to use or adjust the setting details as desired, and use as much as or as little of the included materials as you see fit.

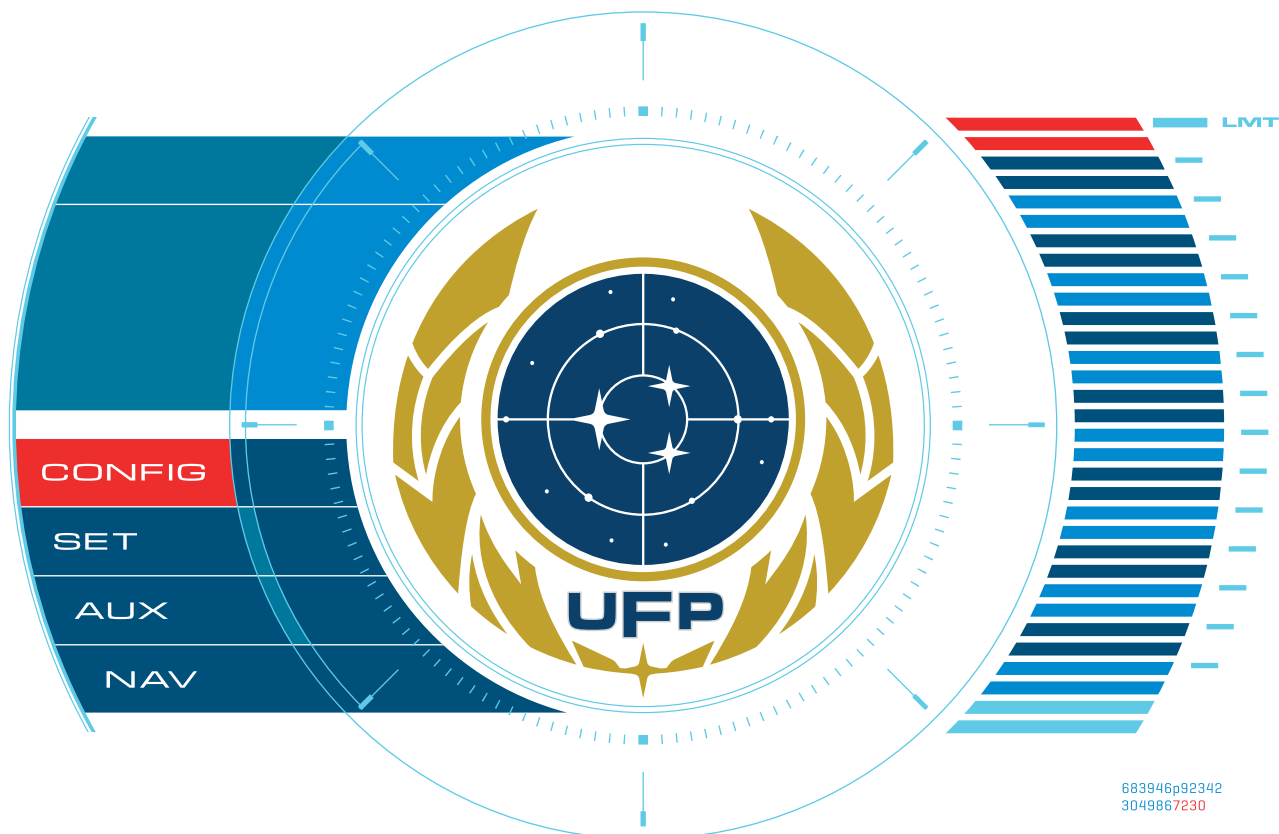
Given enough time, war and battle eventually becomes a part of most Starfleet officers’ careers. These situations often push characters into new, somewhat unfamiliar situations, and forces them to face these encounters boldly, as the best Starfleet has to offer.

Whether it is infiltrating an enemy base, convincing an unaligned polity to join their side, or participating in a fleet battle with dozens of other ships, war changes characters for better or worse, and the Federation-Klingon War is no different. How the characters define these events through this campaign will create legends that will be told to future generations and ensure that peace can reign in a Galaxy of infinite diversity in infinite combinations.

Now, gather your players, your dice and other gaming gear, and your favorite snacks. We’re at Red Alert – the war is about to begin!

CHAPTER 01.00

CHARACTER OPTIONS



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01.30	Wartime Talents	017
01.40	Wartime Roles	019
01.50	Weapons and Gear	032
01.60	The Trauma of War	035

CHARACTER OPTIONS

LIFEPATH OPTIONS

"Almost no one has seen a Klingon in a hundred years."

— CAPTAIN PHILLIPA GEORGIU

ADDITIONAL
LIFEPATH OPTIONS

110001

STEP ONE: SPECIES

This chapter adds six new species available as character lifepaths. They represent only a few of the species that have encountered beings from the Alpha or Beta Quadrants at some point and include members who someday choose to adapt their particular talents to the United Federation of Planets' vision of alliance and exploration by joining Starfleet. Academy graduates come not only from formal members of the Federation, but also from a wide variety of other worlds.

Gamemaster Note: *Players interested in playing characters of any of these species should discuss options with you, as these species should generally not be available as playable species in Starfleet campaigns set prior to the early 2200s.*

STEP TWO: ENVIRONMENT

As of the mid-2200s, Coridanites and Megarites hail only from their respective worlds, and so Homeworld is the only appropriate Environment for members of those species. While many Aenar, Arcadians, Ariolo, and Betelgeusians hail from their homeworld or a system colony, some have traveled extensively and thus may be from any Environment.

RANDOM SPECIES TABLE:
MID-2200S

If you want to randomly determine a character's species, roll a d20 and consult the table below. For mixed species, roll on the table twice.

D20	Result
1	Aenar
2	Andorian
3	Arbazan
4	Arcadian
5	Ariolo
6	Aurelian
7	Barzan
8	Betelgeusian
9	Caitian
10	Coridanite
11	Denobulan
12	Edosian
13	Efrosian
14	Human
15	Megarite
16	Osnnullus
17	Saurian
18	Tellarite
19	Trill
20	Vulcan

MIXED-HERITAGE CHARACTERS

Many Starfleet officers, Klingon warriors, Federation and Klingon citizens, and independent or unaligned characters have parents from different species. To create a character of mixed heritage, choose two species, one of which will be the primary species. The character is treated as a member of the primary species for attribute bonuses; most mixed-heritage characters take more after one parent than the other. The character gains the species traits of both parent species, and may select talents from both parent species.

Gamemaster Note: *Players interested in playing mixed-heritage characters of any of the new species presented in this supplement should discuss options with you, as these species should generally not be available as mixed-heritage candidates in campaigns set in the Alpha or Beta Quadrants prior to the early 2200s.*

AENAR

110002

An offshoot of Andorians, the Aenar are a telepathic species whose lack of sight is compensated by their enhanced senses and telepathic abilities. Once thought to be a myth, the Aenar prefer their solitude and live in shielded communities far from their fellow Andorians. Though they are few in number, the Aenar are highly valued for their sensory capabilities. The Andorian government has granted them some degree of sovereignty to manage their own matters. While most prefer to stick to the polar icecaps of their homeworld, some Aenar have left Andoria to pursue careers in Starfleet or other efforts. Known for possessing a fascination with technology, some have gone on to become valued engineers.

EXAMPLE VALUE: *I May Be Blind but I See it as Clear as Day*

- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence
- **TRAIT:** Aenar. Though biologically similar to Andorians, Aenar have developed their own culture and abilities that make them distinct from their cousins. Though many consider their lack of ability to see a hindrance, the Aenar possess senses that allow them to read text with their fingers and are able to tell distances based on how far away something sounds to them. Their telepathic capabilities make them highly valued by other species as well, and with technological aid some are able to project their thoughts over vast distances. Some Aenar have a sardonic view of the world while others seem to be filled with endless curiosity about what they can experience outside of their communes.
- **TALENTS:** Aenar may access either the Empath or Telepath talents on page 102 of the *Star Trek Adventures* core rulebook. They must select one of them at some point during character creation, to reflect their enhanced senses. Characters who are only partially Aenar may not select the Telepathy talent. In addition, the character receives access to the following talents:

ACUTE SENSES

REQUIREMENT: Aenar, or gamemaster's permission

The Aenar have honed their senses to the point that they are able to respond to stimuli just as well as, if not superior to, those who possess the ability to see. When attempting a task to detect something which is hidden from conventional senses, or which would normally be difficult to perceive, the Aenar may re-roll one d20.

CHOSEN SPEAKER

REQUIREMENT: Full Aenar, or gamemaster's permission

Among Aenar communities, leaders and mediators are chosen as and when the need arises, nominating an individual to serve as Speaker. You've been chosen for this role often, and are adept at using your senses and your telepathy to aid communication. When attempting a task to communicate telepathically with a willing being, you may re-roll 1d20.

NAMES

Aenar usually have a single given name, as their enhanced senses allow them to tell the differences between two individuals with the same name based on the cadence of their voice, their heartbeat, and other physiological features.

SAMPLE

NAMES:

Ataria,
Hemmer,
Dhaleb, Jhamel,
Gareb, Zuonna,
Mehen



ARCADIAN

110003

The Federation's philosophy of bringing peace between species across the Galaxy is embraced fervently by the pacifistic Arcadians. An aquatic species, the Arcadians believe that violence desecrates the great gift of life their species has been endowed with. The Arcadians' brains

are structured so that they are capable of learning multiple tasks simultaneously and they are often able to learn foreign languages astonishingly fast. The Arcadians are able to survive outside of water for great periods of time but find doing so physically taxing. Their dedication to peace means their homeworld has been conquered several times over the years, and the rich dilithium mines and precious ores beneath their oceans make their world a tempting target by those not swayed by their pleas for peace.



EXAMPLE VALUE: *Peace Is an Ideal Worth Dying For*

■ **ATTRIBUTES:** +1 Insight, +1 Presence, +1 Reason

■ **TRAIT:** Arcadian. The Arcadians have developed an advanced culture that resolves its problems through the use of applied logic. If two individuals cannot come to an agreement, they rely upon a complex legal system to settle the dispute. The Arcadians accept that violence is a sad constant in the universe but refuse to add to the problems it causes. This does not mean they will refuse to serve on Starfleet vessels; the Arcadians rationalize this by saying they will use defensive systems to protect their comrades and enjoy using the Federation's advanced technology to assist them in exploring the quadrant.

■ **TALENTS:** The character receives access to the following talents:

IMMENSE SELF-DISCIPLINE

REQUIREMENT: Arcadian, or gamemaster's permission

Arcadians are renowned for their ability to maintain control of their emotions and are extraordinarily hard to goad into taking violent action. Any task to provoke, anger, or compel an Arcadian to take aggressive action increases in Difficulty by 2. However, an Arcadian must add 1 to Threat in order to make an attack against an enemy during combat.

RAPID DATA ASSIMILATION

REQUIREMENT: Arcadian

The Arcadian's genetic makeup allows them to absorb massive amounts of data and apply it quickly. When the Arcadian succeeds at a task as part of a timed challenge or timed task, the Momentum cost to reduce the number of Intervals taken is reduced by 1. Further, if the task is failed, the Arcadian may reduce the number of Intervals taken by 1 by adding 1 to Threat.

NAMES

Arcadians tend to have a given name and surname. Being aquatic in nature, they have a long, flowing name delivered as a series of clicks and melodic music, though they try to have a name that is more easily understood by terrestrial beings. Arcadian names usually translate to something peaceful or beautiful, such as "Melody" or "Windsong." Arcadians who choose more sinister translations of their names are considered to be outliers among the pacifistic species.

SAMPLE NAMES: Tryoll Curr, Shaesonn, Fweel Kohl, Jen-Jen Jorr, Hyul Vonb

ARIOLO

110004

The Ariolo stand out in a crowd, and it is not just because they are a species who evolved to run on four legs. Resembling the centaur from Earth mythology, the Ariolo are a species who have learned to adapt to the Federation's bipedal society. As natural athletes, they have a proud tradition of engaging in sports such as jousting and archery. Their homeworld is a verdant paradise they have maintained by moving their heavy industries and atomic plants off-world into orbital space stations. Proud supporters of the arts and medicine, Ariolo city-ships travel throughout the Federation, where they relieve the suffering of worlds dealing with epidemics and provide music and entertainment to brighten the lives of their fellow citizens.

EXAMPLE VALUE: *Use What We Are Born with to Change the Galaxy*

■ **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Reason

■ **TRAIT:** Ariolo. The Ariolo are a species of keen intellects and possess physical traits that give them an advantage over most of their neighbors, and they possess great patience and an unwillingness to ruin the natural environment. They do not possess more advanced technology than the Vulcans or Andorians but easily possess more patience. To the Ariolo, the universe can provide unlimited riches in its own time; who are they to rush the universe? This does not mean they will sit idly by and refuse to help others, but it does mean they will proceed at their own pace.

■ **TALENTS:** The character receives access to the following talents:

POWERFUL FRAME

REQUIREMENT: Ariolo, or gamemaster's permission

Ariolo possess a dense musculature and powerful limbs that allow them to run for extended periods of time and allow them to lift heavy objects with ease. They receive one free d20 when attempting to perform a task involving physical labor.

ALL IN DUE TIME

REQUIREMENT: Ariolo, or gamemaster's permission

The passage of time is meaningless to the Ariolo, who believe that stressing over tense situations will only lead to making mistakes. The character may reduce the Difficulty of a task they attempt involving Presence or Control by 1.

NAMES

Ariolo usually use just one given name. They belong to large extended families on their homeworld and may give their *harras*, or herd name, to denote which part of their home planet they are from.

SAMPLE NAMES:

Zerkes,
Cliatta,
Ostomo,
Jennio,
Coltebatta



BETELGEUSIAN

110005

Known for their quick reflexes and great physical strength, Betelgeusians are noted for their martial abilities and discipline.

Their culture prizes honor, discipline, and loyalty to one's family.

Betelgeusian bones are laced with heavy mineral deposits which make them resilient to energy weapons fire, making them ideal soldiers for the battlefields of the 23rd century. Though they are known for being mercenaries, the Betelgeusians have a strict code of honor where they will honor their contracts to the letter but refuse to engage in dishonorable cruelty. Klingons enjoy fighting Betelgeusians in battle because they represent a greater challenge than other members of the Federation.

EXAMPLE VALUE: *There Will Be One Victor Here and It Shall Be Me*

■ **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Presence

■ **TRAIT:** Betelgeusian. Betelgeusians appreciate the study of combat in all its forms. In their culture, survival is never guaranteed and a wise Betelgeusian knows to train their body, their mind, and their soul for all forms of conflict. Though martial, they do not engage in warfare indiscriminately and never take risks unless they are justified. Betelgeusians consider debate to be one of the highest forms of warfare because it can be used to defeat an opponent without having to strike them.

■ **TALENTS:** The character receives access to the following talents:

VERBAL WARFARE

REQUIREMENT: Betelgeusian, or gamemaster's permission

Engaging in debate is one of the highest forms of expression in Betelgeusian culture, and a Betelgeusian who deigns to engage someone in argument is considered to be giving them a great gift. During an opposed task in a social conflict, Betelgeusians gain 1 bonus Momentum so long as they succeed at their task.

STRENGTH OF THE ELDERS

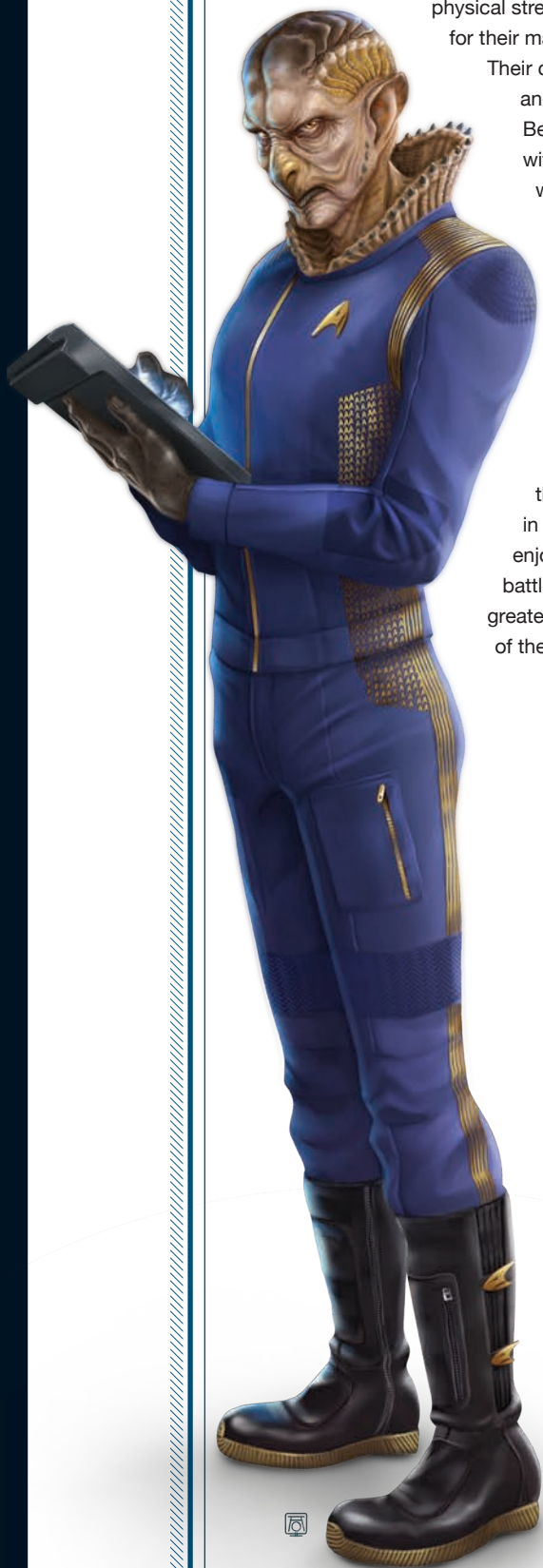
REQUIREMENT: Betelgeusian

Betelgeusians are descended from predators who used speed and ferocity to overwhelm their prey. In modern times a Betelgeusian can enter a mental state where they strike their opponent viciously in order to defeat them quickly. A Betelgeusian may use **Fitness + Security** rather than **Daring + Security** to make melee attacks. In addition, they inflict +1▲ Stress with any successful melee attack.

NAMES

Betelgeusian tend to have a given name and surname, though often use only their given name. They differ from other species in that a Betelgeusian will often change their name to use pleasing words they like that are used by other species. While some prefer to use traditional names like Jelfrit or Yor, it is not uncommon to encounter a Betelgeusian whose love of traveling through space makes them inclined to use "Cosmo" as their first name if they find it aesthetically pleasing and representative of their personality.

SAMPLE NAMES: Cosmo Traitt, Yor, Jelfrit, Badakar, Shor Malkune



CORIDANITE

110006

A reptilian species hailing from a planet lush with abundant resources, the Coridanites possess one of the oldest starfaring civilizations in the Alpha Quadrant and have trade agreements going back to the first Orion republics. Though their species possesses some of the most advanced technology in the Federation, the Coridanites have struggled for the past century against other species and among themselves. Owing to a long gestation process and having suffered greatly in wars with the Tellarites and other species, the Coridanites' low population makes their worlds ripe for plunder by more aggressive neighbors. This has led the average Coridanite to be suspicious of others, but once their loyalty is earned, it is hard to shake.

EXAMPLE VALUE: *At Last We Can Speak for Our Own Needs*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Presence
- **TRAIT:** Coridanite. The Coridanites are known for three things: their technological superiority, their shrewd negotiating tactics, and their paranoia at the notion of being manipulated by outsiders. They struggle to accept outsiders' intentions as genuine and will often commune among themselves to discuss the actions of others. The Coridanites are far from weak, and their fleet of fast and well-armed vessels has made many would-be conquerors regret their mistakes. This has given the Coridanites a sense of pride in their culture and filled them with the belief that they will persevere against all others.
- **TALENTS:** The character receives access to the following talents:

INTENTION DETECTOR

REQUIREMENT: Coridanite, or gamemaster's permission

Years of weathering betrayal and manipulation by others has given the Coridanites a strong sense of knowing when they are being misled. The Coridanite may use the higher of their Insight or Presence during a task to determine if someone is lying or attempting to mislead them.

RADIATION RESISTANT ANATOMY

REQUIREMENT: Coridanite

Coridanites hail from a world where dilithium and certain radioactive elements are common and their biology has compensated for high levels of particles in the atmosphere. When suffering Stress from radiation, halve the total Stress suffered (rounded down), to a minimum of 1.

NAMES

Coridanites prefer to use short names when dealing with outsiders, as they believe this streamlines communications and makes it easier to conduct business. Their full name is usually only used around family, though some Coridanite politicians will proudly proclaim their whole name during campaign rallies to give a sense of familiarity with their constituents.

SAMPLE NAMES: Os'ir, Kal, Kalev, Traeg, Pachangara, Se'khet



MEGARITE

110007

Seeing a Megarite outside of their homeworld is a rare occurrence as this species' strict dietary requirements means they prefer to stay home. Possessing a thick hide capable of

keeping them warm in the frigid waters of their home, the Megarites are considered some of the finest minds in the field of aquatic engineering. The Federation Science Council will often consult experts when attempting to build aquatic enclosures and reinforcing Cetacean research labs aboard Starfleet vessels. The Megarites

are a greatly poetic people, and will often spend their downtime composing lyrical ballads and poems of such beauty that they are renowned throughout the quadrant. Their biology can only process the proteins of the aquatic life of their homeworld, so Megarites rely upon nutrient injections when traveling away from Megarus.



EXAMPLE VALUE: *As Swift as the Tide, As Strong as the Glacier*

■ **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Presence

■ **TRAIT:** Megarite. Megarites believe that every moment should be appreciated for what it is. Their thick hides protect them from most threats, which leads Megarites to take risks if it means they can accomplish their tasks. Though Megarites prefer to keep to themselves, they become energetic when others have similar interests as them, and one of the greatest gifts they can give another is a custom poem composed in their honor.

■ **TALENTS:** The character receives access to the following talents:

THICK SKIN

REQUIREMENT: Megarite, or gamemaster's permission

The insults and jabs of others mean little to Megarites, who have mastered the ability to take praise in their own achievements. If a Megarite is successful in a task against someone trying to manipulate them emotionally, they may ignore all subsequent attempts by their opponent for the remainder of the scene.

MASTER OF AQUATIC ENGINEERING

REQUIREMENT: Megarite, or gamemaster's permission

The Megarites' homeworld necessitated not only being able to build their settlements along the coasts but also being able to withstand devastating tidal waves and impacts by glaciers. This has allowed them to develop their aquatic engineering skills to the point they are praised by other species, leading to Megarites often being employed as consultants. When attempting a task involving aquatic engineering, the Megarite may reroll a d20.

NAMES

Megarites tend to have a given name and surname, though often use only their given name. Most Megarite names are drawn from musical compositions considered important to the individual's parents, as music is considered not just an important part of Megarite culture but also plays a key role in how they communicate with each other.

SAMPLE NAMES: Vroo er Shuul, Hwuel yal Etuu, Waa vo Wahr, Ayees Etarr, Mehirn Vwaa

WARTIME CHARACTERS

"You helped start the war. Don't you want to help me end it?"

— CAPTAIN GABRIEL LORCA

CHARACTERS IN TIMES OF WAR

120001

War changes people. It turns innocent people into victims, it brings out hatred and fear in otherwise good people, it can force the kindest of people to take deplorable actions for the greater good; and most of all, it leaves an irreparable mark on them. People who live through war may spend the rest of their days trying to heal from the scars, both physical and emotional.

When you create a character who'll play a role in the Federation-Klingon War, be sure to consider who that character would normally be in times of peace, as well as who they've been forced to become by the demands of the era. Many of their most important aspects may have been changed forever. A security officer who joined for the thrill of adventures in the unknown may be able to adapt far better than an empathic medical officer who discovers they can't save everyone.

This section includes several new options for character creation; some are unique to the Federation-Klingon War, but others can be adapted to other wars such as the Earth-Romulan War or the Dominion War.



WARTIME TRAITS

The rise of war has brought with it a variety of different options for characters. When you select traits for your character during character creation, you have the option of selecting one of the new traits listed below. Some of these are specific to the Federation-Klingon conflict; however, many can be adapted to fit other eras as well. Consider what type of characters would work well with one another, and work with your fellow players and gamemaster to ensure you have the right mix for the type of game you will be playing.

These traits do not take the place of your species trait; treat them as any other trait gained through the course of gameplay.

DIPLOMAT

The Federation wouldn't be where it is today were it not for the strength of its diplomats. Acting both as outreach agents to new species during their primary and ongoing contact situations as well as negotiators dedicated to resolving conflicts within the myriad peoples of the Federation, diplomats are some of the most skilled personnel, but also the most closely monitored. More than one incident has been escalated due to poor diplomacy, so the Federation's expectations of those in the role are high.

Successful diplomats from the Federation not only resolve conflicts within the UFP's member worlds but can be sought to intervene in alien conflicts as well, renowned as they are for their unbiased approach.

MILITIA

You are not enlisted in Starfleet, and your species may not even be a member of the Federation, but you fight alongside them in the war, either for payment or defense against the Klingons. You do not need to possess a rank, and depending on your experience you may be treated as the equivalent of a petty officer or chief petty officer.

Additionally, your social attitude may be different than that of Starfleet; for instance, you may not agree with many of the Federation's ideals. However, you possess a reason for fighting in the defense of the Federation. You may even lack the Federation's hesitancy to deploy lethal force.

NON-VIOLENT RESISTER

You've gained a reputation for resolving conflict without resorting to violence. This could be due to political or spiritual beliefs, cultural heritage, or physical limitations. You may emphasize your diplomatic abilities in the hope that words will appeal to another's heart or believe their act of violence will be revisited upon them.

The results of your convictions may be open to debate, with some believing you've been simply fortunate while others see you as inspirational. These convictions have served you well up to this point.

OPPORTUNIST

The Federation does not permit any of its members to make use of war for their own ends. Possessing no central currency, the practice of "war profiteer" is all but relegated to history; however, there are many comforts and luxuries which exist in the Galaxy which can be tempting. An opportunist may be a former Federation citizen who renounced their position, or they may hail from a culture outside which doesn't possess the same cultural view of military conflict. In either case, the outbreak of hostilities presents them with an opportunity to exploit.

Opportunists are generally reviled across much of the Galaxy; as a result, they often create a different persona, such as that of a legitimate businessperson, to give them a veneer of respectability. This makes them even more predatory. Characters with this trait should create such a persona. Due to the opportunist's means, they possess methods of acquiring items which are forbidden under Federation law such as deadly chemicals or energy batteries, illicit smuggled goods or illegal weapons.

PRISONER OF WAR

You were one of the many who were enslaved by an enemy force during war. Officially Klingons don't take prisoners, but the Empire recognizes the value of an indentured workforce. You have likely endured harsh conditions of forced labor or intrusive scientific experiments. You are now free and have the chance to ensure none suffer similar experiences.

Prisoners of war almost always carry severe scars, both physical and emotional. While the Federation does all it can to limit the lasting damage from both, there is no easy cure.

REFUGEE

You were displaced from your homeland by the encroachment of war, and now fight to either reclaim your homeland or defend your new home. You may also have faced hardships on your journey to safety, and possibly even discrimination from the inhabitants of your new homeland.

Refugees, uniformly, have faced loss. This is generally the loss of home, but could also be the loss of loved ones, family, and friends, as well as indigenous culture and identity.

SOLDIER

General Starfleet training covers basic self-defense as well as both armed and unarmed combat; the idea of doing so is to ensure all officers are able to take care of themselves. Specialists in this field often excel as security officers; however, further training exists for those who seek deployment in extremely hazardous zones. The use of specially trained soldiers by Starfleet is the rare exception rather than the rule; the Federation emphasizes diplomatic resolution above all. However, they know that nobody is immune to conflict, and many of their allied species can be dragged into war at a moment's notice. Therefore, trained soldiers certainly do have a role to serve.

Some soldiers may be veterans of previous conflicts, such as that with the Romulans. Most have served as peacekeepers and rescue teams in extra-terrestrial conflicts, never having imagined war would find the Federation again.

UNDERCOVER

You are working for either the betterment of the enemy forces, or to the detriment of the Federation. Perhaps your loyalty is to the Klingon Empire, or maybe you believe a hasty surrender will ensure minimal casualties on your own side. In either case, you may prove to be a hindrance to the rest of your crew if they are unable to determine your true intentions.

Work carefully with the gamemaster if you wish to select this trait. This trait has the potential to cause severe disruption and isn't necessarily suitable for every campaign. The gamemaster should consider the impact of allowing characters with this trait; it is intended to allow for exciting twists and grand reveals in your stories and should never be used to undermine the trust that your players have in themselves and each other.

WAR CRIMINAL

You have already committed terrible deeds either in this or some previous conflict. Once the battle ends, you may have to pay for your crimes, but for now, you've still got a role to play. You've committed a crime relating to war; perhaps you've ordered the deployment of weapons of mass destruction or slaughter of civilians or bought and sold chemical or bacterial agents.

Some force within the Federation has seen value in you and intends to make use of your expertise. Perhaps this is in exchange for a reduction in your sentence, or an offer of a clean slate. Whatever the offer you've been given, you're constantly under watch. Your actions are heavily monitored by the agents in Starfleet responsible for your current freedom.

WAR RESEARCHER

Weapons analysts, energy field scientists, comms signal decoders; war research is a truly broad and multi-disciplinary field. Drawing from many areas of study across the command branch of Starfleet, those who dedicate themselves to studying the "how" of military conflict are often the key to solving disputes, granting the Federation an upper hand in times of battle. War researchers are typically Starfleet officers within the science branch but possess knowledge focused on military applications. For example, a historian may specialize in the history of military conflicts from Earth's past, while a computer programmer could specialize in decoding enemy data encryption.

During times of peace, a war researcher's specialization may be nothing more than a theoretical or academic interest with little real-world application and could qualify as a pastime. During times of war, this changes significantly as they are actively sought out. While some fields of study remain outlawed, such as cloaking fields and genetic enhancements, war researchers are often the first the Federation turns to when it needs to know what a rival force is capable of.

RANDOM WARTIME TRAITS

Roll a d20 and consult this table if you'd like to add a wartime trait to your character and don't want to pick one yourself.

D20	Trait
1-2	Diplomat
3-4	Militia
5-6	Non-violent Resister
7-8	Opportunist
9-10	Prisoner of War
11-12	Refugee
13-14	Soldier
15-16	Undercover
17-18	War Criminal
19-20	War Researcher

VALUES

A character's values are often the first thing that changes at the outset of war, as they come to terms with the newfound threat of conflict. The turbulence of violent times forces values to change regularly, shifting to accommodate the events. As a result, you're encouraged to challenge your values often during gameplay.

Several ideas for wartime values are listed below. You're also encouraged to make new ones based on the following:

- Afraid to go unarmed
- Always find a diplomatic solution
- Don't allow anyone else to die
- End conflict in one fell swoop
- Every shadow an enemy
- Find comfort from violence in faith
- Find courage in the heart of despair
- Forgive my enemy
- Hurt those who've harmed me
- I must remember who I am
- My crew is all I have left
- Peace at any cost
- Piece together a new hope
- Protect my home
- Reason is worth more than violence
- Take any deal for peace, even a bad deal

FOCUSES

Some focuses during the campaign are ones your character may already have possessed before the conflict. High-speed flight or ground tactics are subjects which can occupy a character's day-to-day life even in peacetime, but in the fires of the Federation-Klingon War they take a new angle and relevance. Other tactics, like some of those listed below, are specifically relevant to this conflict.

When Federation officers dedicate themselves to bringing an end to a war, they're motivated to acquire new focuses for their attentions, so consider how your character may have acquired their focus. Perhaps a medical officer's main passion in life was the study of xenobiology in an academic sense, but their experiences in war have forced them to form a new focus in battlefield trauma. How does the character feel about this change? Are they glad their skills are beneficial, or do they begrudge the conflict forcing them to learn such things?

You may choose to roll to determine your new focus. To do so, select the discipline relevant to your field of study, and then roll a d20. Consult the relevant discipline table to find which focus you've rolled. Alternatively, you may simply select a new focus from the options below or create your own.

RANDOM WARTIME FOCUSES

D20	Command	Conn	Security
1-5	Siege Tactics	Space Systems around the Federation-Klingon Border	Bladed Weapon Combat
6-10	Hostage Negotiation	Klingon Empire Navigation	Sonic Weaponry
11-15	Treaty Negotiations	High-speed Evasive Piloting	Mok'bara
16-20	Undercover Operations	Comms Signal Encryption	Low and Zero Gravity Hand-to-Hand Combat
D20	Engineering	Science	Medicine
1-5	Klingon Energy Systems	Klingon Culture	Battlefield Triage
6-10	Bomb Shelters	Klingon Imperial history	Klingon Biology
11-15	Sarcophagus Dreadnought Carriers	Energy Weapons	Chemical and Biological Agents
16-20	Impact Distribution on Starship Bulkheads	Earth Military History	Klingon Diseases

NEW CAREER EVENTS

The outbreak of war brings sweeping changes to the galactic stage, impacting the lives of characters in any number of ways. While creating your character, you have access to a range of new career events which you may select as part of character creation. You may select any one or even two of these in place of the existing career events generated through your lifepath.

Alternatively, you may substitute them with the existing random career events if you prefer to use dice to determine. Simply roll for your character's career events as normal, but treat all rolls of 1-6 as below, and all other rolls as the ones listed in the **Star Trek Adventures** core rulebook.

RANDOM CAREER EVENTS

D20 Career Event

Behind enemy lines

When conflict broke out, you were trapped on a planet which was claimed by the Klingons and had to help your colleagues escape. What lasting bonds were made? What did you leave behind?

Result: Security +1, Daring +1

Emergency Responder

When the war began, your ship was sent to aid victims of a bombing run on a devastated planet. How did you cope with the suffering you witnessed? How many did you save?

Result: Medicine +1, Insight +1

Battlefield Improvisation

You gained skill by using a regular piece of technology or your environment in a new way which aided in victory during a battle. What did you invent? What did you have to break to create your new tool?

Result: Engineering +1, Presence +1

Thrust into Command

At the outbreak of the war, you were serving on a ship whose captain was injured. You were forced to lead the crew to safety. How do you feel? What lingering effects has this had for you?

Result: Command +1, Control +1

Narrow Escape. Your ship was caught in a trap by Klingon battle cruisers. You convinced your captain to trust in a reckless plan you'd devised to escape. What injuries were sustained? How did your captain feel?

Result: Command +1, Daring +1

Found a Weak Spot

During a battle against enemy forces, you were able to analyze their tactics or weapons and devise a way to neutralize them. Did this win the day? How do people feel about your achievement?

Result: Science +1, Reason +1

WARTIME TALENTS

"There's no free ride on my ship. You were once a Starfleet officer. I will use you or anything else I can to achieve my mission."

— CAPTAIN GABRIEL LORCA

PREPARED FOR BATTLE

130001

Starfleet's purpose is to spread peace across the Galaxy and to unite its people in the purpose of learning and exploring the unknown. Though this purpose is true, there are always threats to peace and cooperation when exploring new territory. Because of this, Starfleet and the United Federation of Planets are always trained and prepared to go to battle to defend their ideals.

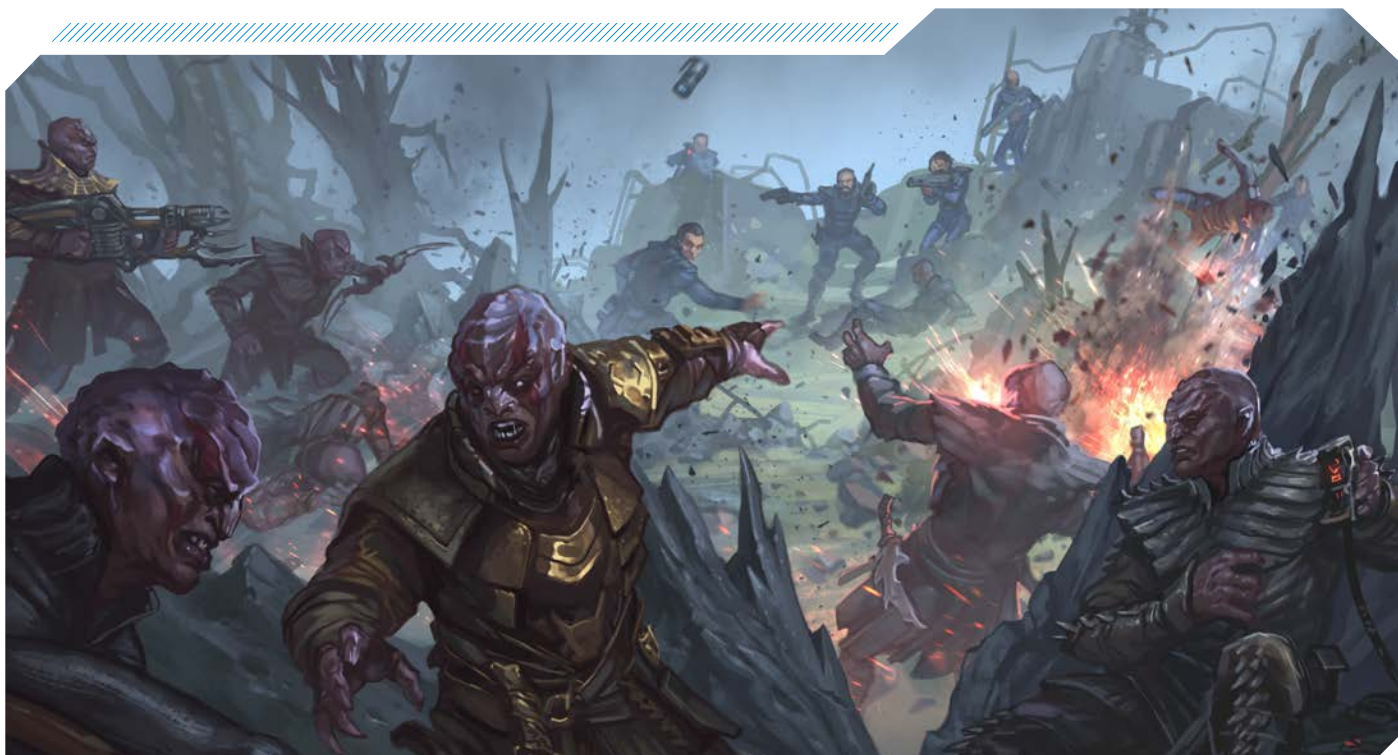
From the early inclusion of military groups such as MACOs to the more modern specialized strike teams, the Federation is capable of forming a powerful ground force. In addition to forces on the ground, Starfleet boasts the most versatile ships in the Galaxy. With dozens of classes built for specific purposes and highly trained foot soldiers, the United Federation of Planets can have an impact on any wars that spring up throughout the quadrants.

Starfleet's most powerful weapon is words. The diplomatic and political training provided to officers and civilians provides an additional tool of war that is often overlooked. In fact, more lives have been saved with words in the Federation's long history than with weapons. With this repertoire up their sleeve, the Federation is a serious threat from multiple different angles when war breaks out.

The following talents represent advanced training in both combat and diplomacy. While most would hope these talents should never be necessary, if a situation breaks out, they are often useful enough to tip the scales to your favor.

AN ANSWER FOR EVERYTHING

You relish intense debate, where you can see your opponent's argument unfold, then turn it back against them. When you succeed at a task as part of an extended task in a social conflict, you may reroll a number of ▲ up to your Command score.



COMBAT GUNNER

REQUIREMENT: Conn 4 or higher, Security 3 or higher

You have trained to operate ground vehicles and mounted weapons. You may use your Conn instead of Security when making an attack with a weapon mounted on a ground vehicle.

DEFENSIVE TRAINING

You are adept at staying out of harm's way during a skirmish. Choose one of the following: melee attacks or ranged attacks. Those types of attacks that target you have their Difficulty increased by 1. This talent may be taken twice, once for each type of attack.

DEMOLITIONIST

REQUIREMENT: Engineering 5, Security 3 or higher

You are skilled in making, setting, and defusing explosive devices. Whenever you attempt an Engineering task to create, set, or to defuse an explosive device or whenever you make an attack with a weapon with the Grenade weapon quality, the first d20 you purchase is free. In addition, you can ignore the first complication on an Engineering task involving explosives once per scene.

EXPLOIT WEAKNESS

REQUIREMENT: Security 3 or higher, Insight 10 or higher

You are trained in surprising your opponent and taking advantage of any weaknesses they have. When you attempt an attack against an unaware enemy, or an enemy suffering from a trait that represents weakness or vulnerability, the attack gains the Piercing 2 effect.

FINESSE STRIKES

REQUIREMENT: Security 4 or higher

You are graceful on the field of battle, often dancing around the enemy with relative ease. Once per combat encounter, you may reroll all the ▲ for the Stress you inflict when you make a single successful melee attack.

FOCUSED FIRE

REQUIREMENT: Security 4 or higher

You are adept at focusing your attacks on the same point of an enemy to inflict massive damage in that area. When you make a successful ranged attack against an enemy that has already been shot this turn and choose to spend Momentum to increase the amount of Stress suffered, you may reroll up to 3▲.

IMPROVISED WEAPON TRAINING

You are able to turn the most innocuous items into weapons at a moment's notice. Once per scene, you may use an item such as a rock, crystal, or shard of metal laying around into a melee weapon. This weapon deals 2▲ + **Security** damage and is removed at the end of the encounter.

MOVING TARGET

Your training in hit-and-move tactics allows you to confuse attackers as you run to take cover. When you take the *Sprint* task, the Difficulty of ranged attacks that target you is increased by 1 until your next turn.

NIMBLE

REQUIREMENT: Fitness 10 or higher

You are quick on your feet and know how to navigate obstacles around you. When attempting a task to move through difficult terrain or similar physical obstacles, you may reduce the Difficulty of the task by 2. If this reduces the Difficulty to 0, you may move over or around that obstacle as if it wasn't there.

OUT OF HARM'S WAY

REQUIREMENT: Medicine 3 or higher, Security 2 or higher

You are used to balancing the need to keep a patient still and the need to get them somewhere safer. When attempting to carry or restrain another person, you may use Medicine instead of Security, and you ignore the first complication rolled on any such tasks.

REASONED DISCOURSE

REQUIREMENT: Command 3 or higher

You are precise and succinct with language, allowing you to convey facts and logical arguments effectively and quickly. When you need to communicate complicated information or argue with logic over emotion, reduce the Difficulty of the task by 1.

ROUSING SPEAKER

REQUIREMENT: Presence 10 or higher

You are accustomed to public speaking, stirring the emotions of your audience. When you attempt a task to convince or persuade others with a stirring speech, reduce the Difficulty of the task by 1.

SABOTEUR

REQUIREMENT: Engineering 5, Security 2 or higher

You have a knack for breaking things. When attacking an object, structure, or stationary vehicle, you may use your Engineering score instead of Security. In addition, when inflicting Stress on such a target, you can spend 2 Momentum to change any challenge dice to an effect result, up to your Engineering score.

TRACKER

REQUIREMENT: Security 3 or higher, Conn 2 or higher

You can follow even the faintest of tracks. When you attempt a task to track animals, people, or ground vehicles, the first d20 you buy is free. If the tracking was done as part of an extended task then the roll gains Progression 1.

WARTIME ROLES

"The strong and capable will always rise."

— CAPTAIN GABRIEL LORCA

YOUR PLACE IN BATTLE

140001

Even though Starfleet is a peaceful organization focused on finding common ground and learning new things, there are times when other polities force it into another role. When other species and polities savagely push for war and dominance, Starfleet adapts and becomes a military machine that protects and defends its people and worlds. In many cases, those who fight these battles are enlisted military people, but sometimes the battle is fought with Starfleet combat squads. In both cases, the goal is to quickly subdue the enemy's forces and protect any innocents that may be caught in the middle.

While wartime often forces military engagements, it also reveals the importance of diplomacy and political strength. It is easy to overlook diplomatic or political summits during times of war as history rarely embellishes their importance.

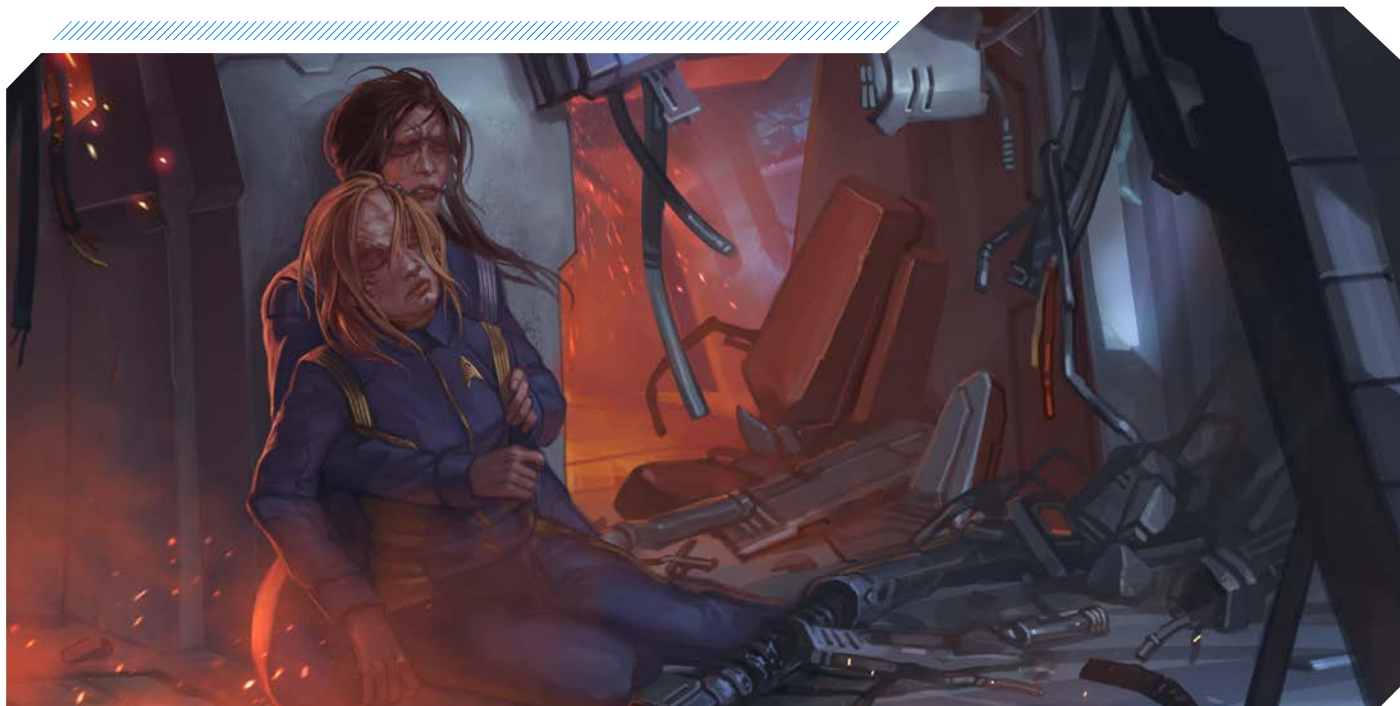
Most students learn about atrocities perpetrated by the Romulans, but seldom hear about the accomplishment of the Federation Diplomatic Corps.

SPECIALIZATION

When war erupts, Starfleet implements its most specialized defense teams and diplomats to change the shape of the war, both on the ground and in space. As a member of one of these elite teams, characters have roles that are uniquely beneficial to the war effort. Often cross-trained as security officers and other ship roles, these special units are called into action to act on the political and military front lines.

WHAT YOUR ROLE MEANS

While roles on a starship often reflect the ability of the senior officers, wartime roles often have little to do with rank. Instead, these roles refer to a team member's specialization and capabilities. While chain of command still exists in these situations, it is common to see officers of varying ranks have the same wartime role. This section outlines how these roles are used during times of war and conflict.



ADMIRAL

140002

An admiral is a flag officer who has attained their rank in Starfleet through skill and time in service. At lower flag ranks such as rear admiral or commodore, you may be in charge of a small detachment of starships far from a typical command structure such as a starbase or Federation member world, or you may have a whole fleet under your command.

Additionally, some admirals have oversight in specific areas of Starfleet operations, such as personnel training or recruitment, technology development, ship construction and design, and logistics.



COMMODORES AND REAR ADMIRALS

Flag officers in command of detachments of starships, numbering from two to several starships, are called "Commodore" during the mid-23rd century. This rank was often temporary when given to the senior captain of a group of starships, and the senior captain would revert to their old rank after the detached action was complete. This rank fell out of common use after the Khitomer Accords were signed in 2293 and was generally replaced with a more permanent rank given to senior captains, putting them in the ranks of flag officers: "Rear Admiral."

ROLE ABILITY

Your role ability represents the ability of an admiral to manage the resources under their command effectively, and preplanning for multiple contingences that can occur in the execution of their orders. Choosing your three bonus focuses for being an admiral is important, and you must ensure that they relate to your current assignment. These focuses are vital to the strategies you implement as those under your purview each get to use the focus of your choice for the entirety of the operation you are in charge of.

QUICK BUILD

- Make Presence your highest attribute score, followed by Insight and Control.
- Make Command your highest discipline score.
- Take the Veteran Officer choice during Step Five: Career when completing your lifepath.
- Take at least two of the following talents when completing your lifepath:
 - Coordinated Efforts
 - Fleet Commander
 - Plan of Action
 - Time Management



AMBASSADOR

140003

You are often overlooked as an important political player, but your representation of your people becomes even more important during wartime. Many polities tend to make decisions that directly affect themselves while at war. When a polity meets to make these decisions, you provide a different perspective and ensure that the polities understand the point of view of their people. The fresh perspective you provide will often change a polity's decision to one that mutually benefits both themselves and your people.

CHAIN OF COMMAND

Even though you are a civilian and not in the chain of command, some polities grant you the right to give orders or special commands to the commanding officers on the ship you're traveling on. These commands often come directly from the political structures of the polity you represent. In these cases, the special orders must be followed as though they were given by a superior officer. In some cases, this order could divert a ship from its current mission in order to respond to an attack or to conduct a rescue mission in the aftermath of an attack on your people.

EMBASSIES

One of your most important jobs is monitoring and running political embassies. This job becomes exponentially more important when war breaks out. Universally, embassies are considered safe places in another polity's territory. As such, if a war breaks out, your people will often seek out embassies for protection, especially if they are on the front lines. When this occurs, your job is to provide shelter, food, and even safe transportation away from the skirmish for your people, mitigating the war's impact on their lives as much as possible.

ROLE ABILITY

Your role ability grants a trait that gives you Ambassadorial status with a polity. While this polity is often related to your species, it is possible to be an ambassador for a larger, collective group of polities as well. For example, the United Federation of Planets has ambassadors that represent all the planets that are part of the Federation.

With ambassadorial status, you are given the opportunity to represent your people and are usually treated with respect and dignity. Your words alone can grant you access to your people that might be in a foreign polity's prison, or might even grant diplomatic immunity to the ship you're traveling on.

QUICK BUILD

- Make Presence your highest Attribute score, followed by Control and Insight.
- Make Command your highest Discipline score.
- Take the Civilian Track for Starfleet Academy when completing your lifepath.
- Take at least two of the following talents when completing your lifepath:
 - Calm and Logical
 - Collaboration (Command)
 - Dauntless
 - Indefatigable
 - Quick Survey



ARMORY OFFICER

140004

A ship's weapons are like another appendage for you. Knowing precisely when to switch between torpedoes, arrays, and cannons, you ensure that the ship is a threat at any range. In addition, you ensure that the weapons systems are fully functional so you can use them at a moment's notice.

TACTICAL MIND

While minor ship-to-ship skirmishes aren't uncommon, wars are much rarer. If you have the unfortunate opportunity for your ship to be a part of a larger battle, your abilities ensure that you inflict damage instead of taking it. During wartime, you can often be found studying the enemy's weapons systems and tactics during your off time. This knowledge helps you to know which attack patterns will exploit an enemy's weakness and which shield modulations will protect against their energy weapons.

QUARTERMASTER

You ensure that personal weapons and tactical supplies are up to speed and able to be used when needed. Whether it's a simple phaser or body armor, the teams you manage test, charge, and upkeep these necessary items and make sure that there are stores located throughout the ship.

ORDNANCE

You are also in charge of the upkeep of ordnance on board the ship. You always have a full count of how many torpedoes and mines the ship has aboard, and make sure their detonation protocol is adjusted for whatever the ship needs. This oversight also includes monitoring maintenance of the torpedo tubes to ensure they are always ready for an attack.

ROLE ABILITY

Your years of study of tactical systems and weapons assures that when your ship hits with an attack, you deal devastating amounts of Stress to an enemy. Your ability to make rapid judgements of which weapons to use and where to focus those weapons makes your ship a terrifying foe on any battlefield. As such, when you hit a target with a ship weapons attack, you may reroll a number of ▲ on the Stress roll equal to your Security score.

QUICK BUILD

- Make Control and Daring your highest attribute scores, followed by Insight.
- Make Security your highest discipline score.
- Take Operations Track for Starfleet Academy when completing your lifepath.
- Take at least two of the following talents when completing your lifepath:
 - Bold (Security)
 - No Hesitation
 - Precision Targeting
 - Quick to Action
 - Self-Reliant

COMBAT ENGINEER

140005

Having combat squads on the ground of planets of interest can help change the face of the war. You are a member of one of these combat squads and use your engineering expertise to both aid the squad and disrupt the enemy. With your knowledge of structure, computers, and power flow, your presence ensures that the squad's gear is in working order and that the enemy's defenses will fall quickly in your presence.

MAKESHIFT DEFENSES

In some situations, combat squads may have to spend several days in the wild of an enemy planet. During these extended periods in the wilderness, your knowledge of structure and blueprints allows you to create safe, hidden survival shelters for the squad. These structures may serve different tactical purposes, from defense and protection to reconnaissance. You are even capable of cobbling together makeshift weapons and traps using the surroundings around your squad. In addition, you can often pinpoint the weakness in an enemy's architecture, pointing your ordnance experts to the exact spot to maximize their structural damage.

BREACHING SECURITY

Your training in computer systems also comes into play when part of a squad, often manifesting when trying to quietly breach a security door or when deactivating security systems. During an active combat scenario, you may also oversee anything from repairing weapons to jamming enemy communications.

ROLE ABILITY

To represent your ability to build and repair, your role ability grants you 1 bonus Momentum when you succeed at an Engineering task during a combat encounter. This ability primarily manifests by manipulating the battlefield instead of attacking an enemy directly. Your knowledge of how to manipulate structures to your advantage can change the course of a skirmish and provide incredible narratives that can end combats in relatively short order.

QUICK BUILD

- Make Insight your highest attribute score, followed by Daring.
- Make Engineering your highest discipline score.
- Take the Operations Track for Starfleet Academy or Enlisted Track when completing your lifepath.
- Take at least two of the following talents when completing your lifepath:
 - Cautious (Engineering)
 - Extra Effort
 - Jury-rig
 - Methodical Planning
 - Rocks Into Replicators

FIELD MEDIC

140006

With perhaps the most important role during wartime, you are often on the ground, ensuring the health and well-being of your people. Often assigned to combat squads, you provide for the medical needs of those on the front lines, sometimes as they are seeing active combat. This duty is not for the weak of heart and requires dexterous reflexes and quick decision-making skills. In many cases, you alone hold the line between life and death.

TRIAGE SPECIALIST

While you are trained in all forms of medicine, you specialize in emergency medicine and triage. In battle, the extent of an injury ranges anywhere from lacerations to missing limbs. Your medical kit is stocked with the most up-to-date dermal regenerators, stimulants, and sedatives available to Starfleet. You are also trained in more archaic medicine such as surgeries with scalpels and even stitching wounds with a hook and thread. This training allows you to provide medical care even when you don't have access to the technology you are used to. In an ongoing engagement, it is common for you to have a hospital-like structure built where you can provide better care and treat even more grievous wounds.

MENTAL HEALTH

The horrors of war shake even the most diligent soldiers. Because of this, it is common for you to be trained in processing mental trauma as well as physical. This part of your job includes coming to a determination of whether your patient is fit to return to duty and if they are mentally capable of doing their job. You are even given the power to relieve a leader of duty if their mental faculties are judged to be a detriment to the squad.

ROLE ABILITY

While on the front lines, chaos is everywhere. Often, wounded are brought to you more quickly than you can effectively take care of them. Couple that with particle beams and explosions all around you, and it's easy to become distracted from the work that needs to be done. Luckily, you are highly trained at keeping calm and focusing on what is in front of you. To represent this, your role ability allows you to ignore any Difficulty increases to First Aid tasks you attempt due to the distraction of battle. This allows you to treat the wounded as though they were in the calm of your infirmary or sickbay.

QUICK BUILD

- Make Control your highest attribute score, followed by Presence.
- Make Medicine your highest discipline score, followed by Command.
- Take the Sciences Track for Starfleet Academy or Enlisted Track when completing your lifepath.
- Take at least two of the following talents when completing your lifepath:
 - Bedside Manner
 - Bold (Medicine)
 - Bolster
 - Combat Medic
 - Field Medic
 - Field Medicine



HEAVY WEAPONS SPECIALIST

140007

In the unfortunate case where deadly conflict is necessary, an incursion force will usually bring along several soldiers who are adept at using larger, more devastating weapons. With an armory of weapons ranging from particle rifles to type-3 phasers and even grenade launchers, you have access to a terrifying number of destructive weapons that can even be effective when fired at ground vehicles and shuttles.



MOBILE ARTILLERY

While exceedingly rare in the 23rd century, some engagements use their vehicles as artillery to rain indirect fire behind enemy lines. This tactic is often supplemented by your arsenal which, in many cases, can be mounted on tripods for a steadier aim. When you are called upon for this tactic, you are in charge of taking out specific targets behind the front line while the rest of the squad pins the front line against your devastating firepower.

ANTI-VEHICLE EXPERT

During some engagements, the enemy launches fighters or drones to pin your squad down and stop it from advancing. If this ever happens, you are the first to react to the attack as your energy weapons are capable of quickly eating through shields and vehicular armor. These energy weapons, combined with grenade launchers, easily make short work of enemy vehicles.

ROLE ABILITY

Because your job on the battlefield requires you to have access to heavy weapons, your role ability helps mitigate the cost of taking them with you. While most characters would pay heavy escalation costs, your cost is slightly less. Whenever you take a weapon with an escalation cost as part of your gear, you may reduce the escalation cost by one, to a minimum of one. This reduction mitigates the Threat points that a gamemaster would typically gain from players taking such devastating weaponry.

QUICK BUILD

- Make Control and Daring your highest attribute scores followed by Fitness.
- Make Security your highest discipline score.
- Take Operations Track for Starfleet Academy or Enlisted Track when completing your lifepath.
- Take at least two of the following talents when completing your lifepath:
 - Bold (Security)
 - Deadeye Marksman
 - Fire at Will
 - Quick to Action
 - Student of War

INTELLIGENCE AGENT/OFFICER

140008

While the job of an intelligence agent is always important, it is escalated to a whole new level during times of war. As a member of Starfleet Intelligence, you are not part of traditional Starfleet organization on board a ship or station. Instead, you are responsible for gathering and analyzing intelligence from a variety of potential enemies. When a war breaks out, the intelligence you gather can sway the war's outcome and save billions of lives.

COUNTERINTELLIGENCE

Starfleet is not the only organization in the Galaxy that utilizes spies. Because of this, it is possible for you to be assigned to spy on other spies. If assigned to this task, your job is to track enemy spy movements as well as their contacts and potentially even double agents within your own organization. When these agents are identified, you must determine the immediate threat they pose, as they may be more beneficial to Starfleet continuing their role unobstructed. If this is the case, other agents can follow an enemy spy's mission and routine back to the higher-ups in their organization. Tracing a spy's trail gives a more complete picture of what the polity they work for is trying to accomplish.

If it is determined that the enemy spy poses an immediate threat, your job is to eliminate that threat. This could mean capturing or otherwise dealing with the enemy spy, so their actions don't cause permanent damage.

EXTRACTIONS

Perhaps the most dangerous job you could be assigned to is asset extraction. Every now and then, the intelligence you gather can reveal captured allies or stolen technologies. Both of these situations often require immediate action to either save a life or prevent a new technology being reverse engineered by the enemy. In both cases, you are authorized to use force to ensure the assets are secured and removed from the enemy's grip. Even though you are allowed to use force, subtlety and stealth are almost always preferred.

QUICK BUILD

- Make Insight your highest attribute score, followed by Control.
- Make Security your highest discipline score, followed by Engineering.
- Take the Operations Track for Starfleet Academy when completing your lifepath.
- Take at least two of the following talents when completing your lifepath:
 - Back-up Plans
 - Cautious (Security)
 - Constantly Watching
 - Interrogation
 - Quick Survey
 - Well-Informed

ORDNANCE EXPERT

140009

You are usually a member of a combat squad deployed on a planet's surface. Your specialty is knowing how to cause the most damage possible in the shortest period of time. In addition, you are knowledgeable about deactivating explosive devices, and making sure they don't cause a massive number of casualties and destruction.

AREA OF EFFECT

A combat squad uses multiple weapons that can damage large areas, including both phasers and grenades. As such, you can often be seen with multiple grenades strapped to your body, and your phaser is almost always set to spread. You utilize these weapons to not just cause destruction, but to also spread fear. You are also a master of which types of grenades to use when. A smoke grenade can be just as powerful as an energy or shrapnel blast in your hands.

DISARMING

You are also the member of the combat squad who is responsible for deactivating enemy ordnance. Unfortunately, many civilizations still use the tried-and-true means of inflicting damage with mine fields. If a squad ever comes across one of these chaotic regions, you are adept at not just identifying where the mines are, but also how to deactivate them so the squad can make their way through unharmed. The same is also true if an enemy uses ground-based bombs to destroy cities. Your experience with explosives of all types can be the deciding factor on whether a bomb destroys millions of people or none at all.

ROLE ABILITY

You know just where to place an attack that will affect multiple targets. To represent this insight, if you attempt a task involving a device or piece of equipment with either the Area damage effect or Grenade weapon quality, you may reroll a single d20.

QUICK BUILD

- Make Control and Daring your highest attribute scores, followed by Insight.
- Make Security your highest discipline score.
- Take the Operations Track for Starfleet Academy or Enlisted Track when completing your lifepath.
- Take at least two of the following talents when completing your lifepath:
 - Bold (Security)
 - Cautious (Engineering)
 - Experimental Device
 - Hunker Down
 - Quick to Action

POLITICAL LIAISON

140010

Similar to ambassadors, political liaisons are civilian representatives of their people. As a political liaison, you must determine how the decisions a crew makes may impact your people. With a direct line to the government structure of your people, you are able to ratify and implement procedures and laws your government introduces. You are a master of finding common ground among multiple groups and ensuring that any decisions are fair to all parties involved.



PUBLIC SPEAKER

You are trained in addressing the masses and conveying a point with gusto. Your ability to use words to direct and inspire people comes to the forefront in a time of war. Your presence alone can motivate people to your cause and convince unsure citizens and soldiers that what you say is true. The words you deliver can turn people against a common enemy or even convince them to rise up against their oppressors.

GOVERNMENT REPRESENTATIVE

Because you are often an elected official, you represent either the people or politicians who elected you. When you are carrying out a mission on a ship or station, the word of your people must be followed as to not create political discourse. While a war is happening, the word of your people may change based on facts they receive. Because of this, you are constantly in contact with the government you represent. Attending daily meetings and keeping detailed logs are an important part of what you do, as these reports provide up-to-the-minute updates of the war to your government and constituents.

ROLE ABILITY

As a representative of your government and people, it is expected that you will put their best interests ahead of all else. This dedication is reflected in your role ability, which can be a benefit at times but can also be a hindrance as well. You are given a Dictate or Directive from your home government which must be accounted for in all that you do. Whenever this Dictate or Directive arises, you must act in the best interest of your government. If this is in accordance with what your group is doing, it acts as an advantage, but if it against your group's Directives, it presents as a complication.

QUICK BUILD

- Make Presence your highest attribute score, followed by Insight.
- Make Command your highest discipline score.
- Take the Civilian Track when completing your lifepath.
- Take at least two of the following talents when completing your lifepath:
 - Collaboration (Command)
 - Dauntless
 - Gut Feeling
 - Quick Survey
 - Voice of Authority

RECONNAISSANCE

140011

You are the eyes and ears of a combat squad and are adept at collecting information on tactical objectives and other important targets. Using advanced technology as your ally, you often move ahead of your group to collect the information necessary to create an effective plan for the operation.

MASTER OF STEALTH

As you gather information on priority targets, you assure that you are not seen or heard. Utilizing top-of-the-line camouflage and sensor scatterers, you can get within meters of an enemy target without them ever knowing you were there. This advanced training allows you to get eyes on a target's position without having to pore through unending tricorder data to do so. In many cases, you will be responsible for planting trackers or even painting targets with particles so they can be easily singled out at a later time.

COMMS CHATTER

In addition to getting first-hand information on objectives, you are also adept at intercepting localized enemy communications. During wartime, this job can provide additional important tactical information. In many of these cases, you set up a post near the enemy's position and listen to their conversations. Though many enemy strongholds are hardened against the type of technology that allows you to hear inside, troops stationed outside of these bases are easy targets for communication interception.

ROLE ABILITY

Your ability to gather information is top notch and your role ability reflects this. Whenever you succeed at a Security or Insight task that involves gathering information, you generate 1 additional Momentum that can only be spent on the *Obtain Information* Momentum spend. This ability represents your ability to dig deeper into the information you gather and the connections you make to other experiences you've had.

QUICK BUILD

- Make Control your highest attribute score, followed by Fitness.
- Make Security your highest discipline score, followed by Conn.
- Take Operations Track for Starfleet Academy or Enlisted Track when completing your lifepath.
- Take at least two of the following talents when completing your lifepath:
 - Cautious (Security)
 - Constantly Watching
 - Hunker Down
 - Indefatigable
 - Quick Survey
 - Self-Reliant

SQUAD LEADER

140012

Military forces would be nothing without a commanding officer. From the leader of a combat squad to a general of multiple squads, the role of a leader during wartime doesn't change, but the repercussions of their leadership have a larger impact on the big picture.

LEAD BY EXAMPLE

While commanding officers all have different styles, each has a special connection with their squad. This connection is built around respect and inspiration. You understand each squad member's strengths and weaknesses and know how to put each member into the best chances of achieving success. Along with that, you would never assign your team a job that you wouldn't do yourself. This bond creates a sense of togetherness that feels more like a family than a military group.

TACTICAL MIND

Wars push leadership into places they wish they never had to go. Your job is to take this new situation and figure out a way to finish it as quickly and with as few losses as possible. You call upon your vast knowledge of battle tactics to ensure this happens. Calling back to prior campaigns or battles, you execute precision movements and assignments to make sure everyone is safe and the objectives are dealt with.

ROLE ABILITY

You are an exceptional leader and your prowess on the field of battle is inspiring. Your role ability reflects this battle-hardened leadership and shows that there are many ways to lead a group of people. Whenever you use the Direct task, you may choose to use your Security discipline score in place of Command. When you do so, the task is still considered to have been completed using the Command discipline. This ability shows how you use your Security skill to lead your squad to success.

QUICK BUILD

- Make Presence your highest attribute scores, followed by Control.
- Make Command your highest discipline score, followed by Security.
- Take Command Track for Starfleet Academy or Enlisted Track when completing your lifepath.
- Take at least two of the following talents when completing your lifepath:
 - Bold (Command)
 - Collaboration (Security)
 - Close-Knit Crew
 - Dauntless
 - Follow My Lead
 - Reassuring

TACTICAL OFFICER

140013

You command the daunting firepower of a Federation starship, trading fire with Klingon warships in intense space battles. The lives of your crew depend on your ability to pinpoint enemy weaknesses, so you can incapacitate or destroy your adversary as efficiently as possible.



DESPERATE TIMES, DESPERATE MEASURES

Most 23rd century starships fly without a dedicated weapons officer, folding such duties into the helm officer or chief of security's remit. However, as Starfleet adapts to the reality of war, the need for bridge officers who specialize exclusively in operating starship weaponry has become painfully apparent. Many in Starfleet consider this an ill omen, a warping of priorities from exploration to warfare that may be hard to de-escalate even if conflict with the Klingons is resolved. Nevertheless, you have stepped into the role, and hope to fulfill your duties whilst holding true to the Federation's ethos.

SOLEMN RESPONSIBILITY

Federation starships wield an incredible amount of destructive potential, enough for a tactical officer to sentence thousands of people to death without looking up from their targeting console. This power can only be trusted to one with the temperament to wield it responsibly. On the other hand, a tactical officer who is hesitant in executing their duties can deprive their crew of opportunities to succeed in combat and condemn their crew to an explosive demise. This is the burden of the tactical officer. A commanding officer may give the order to fire, but enacting that instruction is the duty of the tactical officer.

ROLE ABILITY

You have trained tirelessly to use a starship's weaponry as instinctively as most security personnel wield a hand phaser. When you succeed on an attack assisted by a ship's weapons, you may spend 1 Momentum (Immediate) to gain 1 effect.

QUICK BUILD

You can create a character for the Tactical Officer role by following these suggestions:

- Make Control your highest attribute score, followed by Daring.
- Make Security your highest discipline score, followed by Conn.
- Take Operations Track for Starfleet Academy or Enlisted Track when completing your lifepath.
- Take at least two of the following talents when completing your lifepath:
 - Constantly Watching
 - Quick to Action
 - Starship Expert

ROLES TRANSFORMED

140014

2Starfleet has created many new roles to adapt to the threat of Klingon invasion and applied renewed focus to old roles that were de-prioritized in peace time. But there are just as many roles aboard a starship that remain as relevant now as ever, especially amongst bridge officers and senior leadership.

Even though a Starfleet officer may hold the same rank and role now that they did before the start of the war, this is no assurance their duties will not change. To survive the war, officers must accept that more will be asked of them, both physically and psychologically. The entries below demonstrate how many Starfleet officers find their positions reassessed, to maximize how they contribute to the wider war effort.

COMMANDING OFFICER

Captaining a voyage of discovery requires an entirely different skillset from leading a crew into battle. Nonetheless, Starfleet needs frontline leaders to turn back Klingon aggression, and the commanding officers of its peacekeeping fleet are the Federation's last, best hope. If the Admiralty fears a commanding officer lacks the killer instinct to take the war to the Klingons, they may second more experienced security officers to consult them, providing strategic guidance or wary oversight. In some instances, Starfleet has even shielded the most idealistic commanding officers from frontline duty – hoping to preserve the spirit of Starfleet, even if the war ends with the Federation's destruction.

In contrast, other captains have taken to the war with ardent fervor, hungry to demonstrate their tactical brilliance. Against their better instincts, it is these commanders Starfleet relies upon most in its time of need. Some captains have received tacit approval to prosecute the war however they see fit, even if victory means sacrificing the Federation's most treasured principles. Those entrusted with this authority have more agency to shape the cosmos than any other commanding officers in Starfleet's history but would be wise to second-guess their own motives. Absolute power corrupts absolutely.

CHIEF OF SECURITY

For obvious reasons, the role of security chief has become especially important since the outbreak of war. Tactically-minded commanding officers depend on security chiefs as their closest confidantes and most dependable agents, trusted with plans they might not even share with their first officers. A chief of security's remit includes leading away teams, undertaking boarding actions, protecting mission-critical personnel, and exposing Klingon infiltrators. Unfortunately, this privileged position also makes security chiefs high-priority targets for Klingon capture and interrogation.

Outside of combat, security chiefs are encouraged to stay useful, by searching for military applications of a starship's discoveries. This uncomfortable perspective, of viewing incredible new phenomena only through their capacity to unleash violence and destruction, puts security chiefs into frequent conflict with their ship's Science and Engineering departments. Security chiefs justify their work by arguing that, unless the Federation can defeat the Klingons, the peaceful applications of new scientific discoveries will be moot. The difficult part will be shedding their combative instincts when the fighting is finally over...

COMMUNICATIONS OFFICER

Wars are won and lost in the theater of intelligence and counterintelligence. To outwit one's enemy, one must know their plans and positioning, and intercepting enemy communications is an excellent way of achieving that. This is the duty of a communications officer, as well as ensuring their own transmissions are sufficiently encrypted to avoid interception by lurking saboteurs. Though universal translators are now commonplace on Federation starships, all communications officers are now expected to be fluent in Klingon dialects, to catch the subtle linguistic nuance a computer might struggle to correctly process.

The nature of deep space operations is that starships may operate for weeks at a time without being in communications range of another vessel. Nonetheless, communications officers are expected to keep a constant vigil. An intercepted transmission from one vessel to another could be the only warning a starship gets of a Klingon ambush – especially now that cloaking devices have become commonplace.

ENGINEERING OFFICER

Chief engineers and other engineering specialists are seldom found on the command bridge, but their work to transcend the limits of Starfleet combat capabilities is no less important. Experimental propulsion methods, shield reinforcement systems, semi-reactive power regulators, and new deadly (even ethically dubious) weapons have all been proposed by Starfleet Corps of Engineers, as technological developments that could provide an edge over the Klingons. Time is the enemy, so none of these inventors have been afforded the luxury of refining their designs from the safety of their labs. Instead, their prototypes are requisitioned for immediate deployment on the frontlines. Engineers who wish to continue research and development of their life's work are expected to do so in the heat of combat.

The Klingons have mercilessly targeted Federation starbases since the start of the war, annihilating vulnerable starships while they are waiting at anchor. Consequently, many commanding officers are hesitant to conduct repairs in dock, tasking their engineering officers with fixing up damage in the field wherever possible. More than ever, starship engineers are forced to rely upon their own ingenuity, resourcefulness, and grit to get the job done... which is just the way they like it.

FIRST OFFICER

The first officer of a 23rd century starship is often a department chief, responsible for leading their own team of science, engineering, or security personnel. In peacetime, these duties may occupy most of a first officer's time, with deputy-captain duties only applying during a commanding officer's off-shifts, break times, shore leave, or bouts of illness. Since the war began, though, every commanding officer in Starfleet is a high priority Klingon target, resulting in the injury, capture, or death of many starship captains. Every first officer knows they may be required to step up to an acting captaincy at any moment, taking their place below the looming sword of Damocles.

It is well known that Michael Burnham, Starfleet's first mutineer, was first officer of the *U.S.S. Shenzhou* before she betrayed her captain during the Battle at the Binary Stars. Most commanding officers regard Burnham's actions as a one-off incident, but other captains with declining confidence in their command have become suspicious of their seconds. Combat losses have engendered many personnel changes aboard Federation starships, and commanding officers are not always lucky enough to know or choose their successor. In these paranoid times, some captains cannot help but wonder – am I next to be stabbed in the back?

HELM OFFICER

Positioning is a vital consideration of spaceship combat – if you can shoot your enemy, and they can't shoot you, victory is assured. A wartime helm officer must therefore be well-versed in the execution of Starfleet-regulated combat maneuvers, rapidly shifting between attack and evasion vectors at the direction of their commanding officer. Simulation training is one thing, but there can be no substitute for actual combat experience, as many helm officers discovered firsthand at the Battle at the Binary Stars. The survivors of that battle are regarded as Starfleet's foremost flying aces, and are in high demand aboard Federation starships.

Directing a huge vessel in space requires tracking a lot of variables, so it is common for helm officers in this period to be paired with a "co-pilot" – either a navigator or operations officer. While all bridge officers train tirelessly to work together as a team, cooperation between these two officers is especially important, and the close working relationship often results in a cherished friendship. Getting too close to anyone can be dangerous in times of war, but not even the looming specter of death can discourage these emerging bonds of comradeship.

MEDICAL OFFICER

With battle comes casualties, and capable medical officers are under more pressure than ever to stabilize the dying and revitalize the injured. Sadly, Klingon weapons are not the only cause of spiraling rates of wounds and fatalities aboard starships. Irresponsible use of experimental technology, and disregard of inconvenient safety protocols, have both led to tragic (and easily avoidable) accidents in service, and

medical officers are tasked with cleaning up the mess. It is a frustrating time to serve in Starfleet Medical, for protesting the gambles being taken with their crewmates' lives has little impact. Winning the war is expected to take priority over personal welfare.

Transporter technology at this time is not sufficiently advanced to safely beam injured crew directly to a sickbay that may be teeming with medical staff and patients. To reduce the time between injury treatment, many medical officers have begun practicing their discipline in the field, under enemy fire (see Field Medic, page 23). Unfortunately, Klingon warriors rarely have qualms about targeting Federations medics in combat. Like anyone else on the front lines, medical officers are encouraged to refresh their security training and prepare for the worst.

OPERATIONS OFFICER

Many duties of an operations officer require long-term thinking – consideration of how a starship's hardware, software, power supply, and fuel will hold up over the duration of an extended voyage. In battle, though, an operations officer is required to quickly track and report on a hundred variables at once. For those used to preparing more considered analysis, the pressure of monitoring a full suite of targeting spectra and internal systems in combat is more than they can bear. The most self-aware recognize their limitations and step aside, allowing more daring operations officers to take their place.

One of an operations officer's most important combat duties is to track the movement, scanning, and weapons preparation of enemy ships. Since the war began, 'knowing thy enemy' is more critical than ever, and operations officers are expected to be fluent in the capabilities and limitations of Klingon warships as well as their own. The new Klingon cloaking technology, first demonstrated by the Ship of the Dead during the Battle at the Binary Stars, has proved frustratingly resistant to this analysis. Many believe the key to defeating this deadly weapon will ultimately depend on the ingenuity of operations officers.

SCIENCE OFFICER

So long as starship crews are still sent to investigate bizarre celestial phenomena, they will need science officers to explain what they are seeing. A good science officer in this period is cautious and diligent, knowing that any spatial anomaly could be bait or cover for a Klingon ambush. Like operations officers, they also monitor a plethora of variables in combat, including their ship's shield strength and the status of away teams. It's intense work, and not for the faint of heart.

Away from combat, a science officer lucky enough to still have lab facilities aboard their ship can use the time for academic research. Again, Starfleet's priority is research that could have military applications,

with science officers whose studies show promise assigned whatever personnel and resources they need to complete their work. Many science officers are obsessive by nature, often depending on the counsel of more cautious superiors to discourage them from reckless experimentation. With many of these safety nets no longer in place, a science officer must instead be their own minder, or risk damning themselves in pursuit of academic ambition.

SHIP'S COUNSELOR

Dedicated counselors are not common aboard starships at this time, with most captains tasking their chief medical officer to monitor both the physical and psychological well-being of their crewmates. The traumatizing effects of war on the psyche of frontline combatants is causing Starfleet Medical to rethink this policy. Mental health requires its own specialist form of treatment, and not every medical officer has the time or training to provide it, especially when there are disruptor burns and *bat'leth* lacerations that need urgent attention.

Unfortunately, while Starfleet Command recognizes the long-term problems of insufficiently treated trauma, the priority remains the short-term prospect of Klingon annihilation. Where ship's counselors are assigned, they are often junior staff, unless a senior officer is selected by an unusually forward-thinking commanding officer. In the meantime, many traumatized officers resort to self-medication, insisting they cannot let their crewmates down by cracking under the pressure. When these untreated conditions can be repressed no further, the fallout could be dire indeed.



WHAT WE'VE LOST

Admiral's Log, Katrina Cornwell

Every day bad news crosses my desk. Colonies conquered, refugees raided, starships lost with all hands. The scale of it is hard to comprehend, and to my shame, I find my mind wander to more intimate, personal losses.

I miss my friend. I miss the man I knew before this wretched war started; not his gifted military mind, but his kind heart that tempered the use of force. I don't care what the examinations say, I know Gabriel Lorca, and I know he is not the same man now that he once was. How could he be, after undergoing imprisonment, torture, and the death of his entire crew on the *Buran*?

Starfleet needs to rethink its whole approach to psychological evaluation. We can't just rely on test results – men like Gabriel are smart enough to beat those things, whilst convincing themselves they're doing the right thing. If my psychiatric training taught me anything, it's that mental health isn't something that can be rushed, or made to fit a military schedule. It requires constant attention by a caring professional, a qualified voice that people can talk to and expect to provide the help they need.

Right now, that's me. Gabriel has neglected to appoint a dedicated ship's counselor on *Disco*, so it's time for me to pay him a visit. Let's see if he's determined to lie to my face.



WEAPONS AND GEAR

"Now, if Discovery can be anywhere and gone in an instant, that's how you beat the Klingons. That's how you win the war."

— CAPTAIN GABRIEL LORCA

OPENING THE ARMORY

This chapter offers a selection of optional rules and technologies you may choose to include in your wartime adventures or campaigns. Consult with your gamemaster and group before using any of the contents of this chapter.

ALTERNATE FIRING MODES:

PHASERS

150001

Phasers are highly adaptable tools in the hands of skilled users, and like their hand-held counterparts, ship-based phaser systems can be adjusted in multiple ways to be used both in and out of combat situations.

SET PHASERS TO STUN

As seen in "A Piece of the Action" from the original series, ship-based phasers can be set to stun and fired at surface targets or even hostile ships. In order to do this, prior to firing, the user must succeed in a **Daring + Medicine** or **Insight + Engineering** task with a Difficulty of 2. When used against target beings in the open (and succeeding at a fire weapon task), a number of targets equal to the ▲ value of the weapon system are rendered unconscious as though they were stunned by a hand phaser. Against a starship, the phaser system operates normally until fired against a target that has no shields. When this occurs, Stress and breaches are determined normally, but instead of damage occurring to a system, the starship gains the complication "System – Stunned" to represent a section of the starship's crew being rendered unconscious. If two breaches occur in this way to the same system, no tasks can be performed by the starship crew that utilizes that system until the two complications are removed.

DEFENSIVE FIRE

Phaser banks and arrays can both be set to fire in a defensive pattern, trying to harry a target out of an attack vector that would allow its own weapons to strike at vulnerable areas of the defensively firing starship, giving the

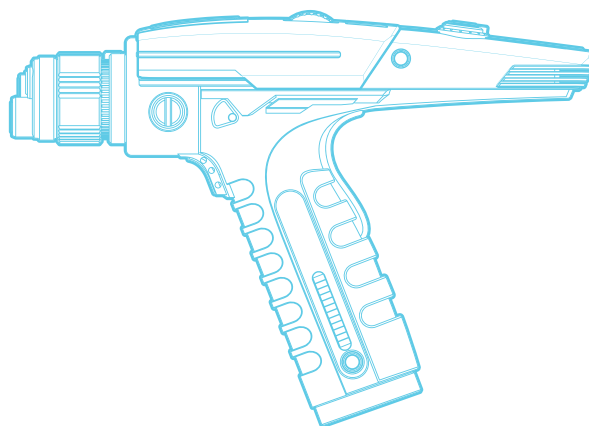
defending starship more time to bring back up shielding or make repairs. A starship that uses defensive fire may not use that phaser system for offensive purposes in that round of combat. Additionally, the starship using defensive fire is treated as though it has the advantage of "Defensive Fire," raising the Difficulty of any attack against it by 1. This cannot be used by phaser cannon weapon systems.

POINT DEFENSE

Point defense allows the ship's computers to take over and use a firing pattern that focuses on defeating incoming torpedo attacks. The resulting phaser fire resembles rapid-fire pulses or bolts being fired from the phaser emitters, tracking incoming torpedoes to destroy them before they impact or disrupt them enough that an accurate strike is impossible. A starship using phasers as point defense can't use them for offensive purposes during that round. The starship using point defense gains cover equal to the normal damage of the phaser system. This fire mode can be used by all energy weapons, but not by cannons of any sort.

SUPPRESSING FIRE

Used by military forces since the invention of the ranged weapon, suppressing fire allows a starship to distract, dazzle, and otherwise antagonize a target in such a way as to draw off fire from a friendly target. Suppressing fire follows the same rules as defensive fire, but provides the advantage of "Defensive Fire" to a friendly starship within the range of the phaser system.



PHOTON TORPEDOES

150002

Photon torpedoes are incredibly adaptable to given situations as warheads, payloads, and propulsion systems can be modified on the fly by skilled crewpeople. Listed below are alternate uses for photon torpedoes.

HOT LOADING

Normally Starfleet photon torpedoes use a standard one-kilogram antimatter warhead. Hot-loaded torpedoes use between two to five kilograms for spectacular effect against targets. A hot-loaded photon torpedo requires a **Control + Security** task at Difficulty 2 before firing by a player character (or support character) in the torpedo magazine / torpedo launch bay. If successful, the ▲ pool for the hot-loaded torpedo attack is increased by 2. However, any breach to the weapons system suffered by the starship using hot-loaded torpedoes is treated as two breaches to the system instead due to torpedo safety systems being unable to compensate for the greater amount of antimatter.

ANTIMATTER PUMPED PHASER

Based on an ancient concept of a nuclear bomb pumped laser system where a detonating nuclear warhead could power a brief, high-energy laser discharge, the antimatter pumped phaser utilizes a detonating photon torpedo warhead, focusing the incredible energy through a phaser emitter that is destroyed in the process, and producing a short-lived energy weapon. A torpedo used in this way has its damage rating and range remain the same, but it becomes an energy attack that loses its High Yield quality and gains the Versatile 1 effect.

FIRE FOR EFFECT

When multiple starships are in proximity to each other, they can coordinate their torpedo targeting and tracking information to improve their torpedoes' effectiveness by allowing multiple torpedoes to home in on detonations from successful strikes against a hostile target. In order to perform a Fire for Effect attack, a character on the starship with the highest Command department score (or if multiple starships are equal, gamemaster's choice) must attempt a **Reason + Security** task with Difficulty equal to the number of starships involved; i.e., if three starships are involved, the Difficulty of the task is 3. If successful, all participating starships in range to use photon torpedoes must fire them that round. Each starship participating in the attack has their photon torpedo Stress rating increased by 1 for every starship involved beyond the first. For example, for three starships involved, the Stress rating for torpedo attacks by all three would be increased by 2.

PLANETARY DEFENSES

In the mid-23rd century, most inhabited worlds have some form of planetary defense. Most worlds have at least some orbital facilities capable of defending themselves or limited maneuvering to be able to get into position to assist in planetary defense, but the idea of high orbit having millions of small phaser-armed satellites is something that neither the Federation nor Klingon Empire have ever followed. Unless orbital facilities are armed, and aren't primarily civilian, they are unlikely to take part in planetary defense.

On the ground, there are similarities and differences between the Federation and Empire. In both polities, important ground-based facilities and cities may have shielding that acts in a similar way to starship shields. Small settlements may only have a single shield emitter drawing power from a microfusion power plant, while large cities may have the equivalent of starship or starbase shielding powered from emergency fusion reactors capable of powering entire continents. Offensive weaponry is more limited than defense technologies, with phaser or disruptor banks being installed on only the most important of worlds or those near the border of a hostile polity. Photon torpedo launchers are never installed on the surface of worlds for the same reason antimatter reactors are very rare; loss of containment of antimatter weapons would result in the immediate destruction of a significant amount of the planet's surface, and result in massive casualties.

PLANETARY DEFENSES IN GAME

Depending on the size of the settlement or population of the world, the gamemaster should assign 1 to 10 Power to a settlement and 1 to 10 Shields. This represents both the power generation capability of nearby reactors and the density of shield emitters. Additionally, planetary defense phaser banks should range between 3▲ and 7▲ in strength, and the Federation will never fire first and only upon directly attacking starships in orbit. Klingon planetary disruptor banks are used more often with the warring Houses, and are typically stronger than ones found in the Federation, with suggested strengths ranging from 4▲ to 8▲.

Ground forces are also something that may come up in your game. In *Star Trek: Enterprise* we see Starfleet MACOs, effectively Starfleet's own Marine Corps. MACOs operate as special forces in United Earth's Starfleet, and are not seen in later series. This can be explained as Starfleet security forces receiving the same training. As the Federation is at peace with itself and planetary invasion is exceedingly rare (even during the Earth-Romulan War), a standing army is not something most Federation worlds have or need. Most worlds would have trained security personnel that can be moved from place to place in shuttlecraft or transporters, with their normal duties being law enforcement or retired Starfleet security personnel in a variety of jobs. In extreme situations, it's also possible for the average citizen to take to arms, but that would be very rare indeed.

TORPEDOES AND WAR CRIMES

Photon torpedoes are common across the fleets of the Federation-Klingon War and use an antimatter warhead to cause incredible amounts of damage when detonating against the shields or hull of a starship. However, torpedoes will often be used by more aggressive polities for orbital bombardment and other terror campaigns against non-military targets. A typical photon torpedo has a quantity of antimatter on board that allows for detonation equal to approximately 50 megatons of TNT, or the yield of the largest fusion bomb detonated by Humans (to date), the Tsar Bomba, on October 30, 1961.

An antimatter warhead detonating on the ground has effects similar to thermonuclear weapons, with everything vaporized within 6 kilometers, reinforced structures being destroyed out to nearly 10 kilometers, and unprotected people having third-degree burns out to over 50 kilometers. Detonating a torpedo in the upper atmosphere or ionosphere of a planet will also produce EMP-like effects. While 23rd century technology would be largely immune to the worst effects of an EMP, it could cause significant amounts of interference in normal day-to-day life due to communications jamming or older technology melting and burning up. Finally, the dust, along with ionized and likely radioactive material created in the antimatter detonation, as well as fires that would begin, will also be similar to nuclear winter as predicted by scientists on Earth of the 20th century.

Starfleet has made it a policy to never use photon torpedoes in the atmosphere or on ground targets of inhabited worlds, and only on uninhabited and lifeless worlds in special circumstances. Even the Klingon Empire finds using photon torpedoes against ground targets to be dishonorable, as those on the ground never have a chance to fight back, and often what the Empire most desires is rendered into atoms with their use. Using photon torpedoes against an inhabited planet will bring consequences, and often will result in summary dismissal or dishonor at best, and in Starfleet it would result in an immediate court martial and further civilian trial for war crimes or crimes against all sentient beings.

NEW ENERGY WEAPON DELIVERY SYSTEM: FIXED

Fixed energy weapons are unable to track targets as quickly, and often rely on the ship's helm officer to bring the weapon to bear. This limitation is due to these weapons often having extensive cooling systems, independent energy supplies, or reinforced couplings that allow more power to be fed through the system.

A fixed weapon's Stress rating is a number of ▲ equal to the ship's Scale and Security added together, plus 3. Fixed weapons have a Range category of Close, and the qualities associated with the energy weapon it is firing (i.e., phasers give Versatile 2). Because the energy released from a fixed weapon delivery system can only target a specific area, getting into position to target the enemy is more difficult than other delivery systems; therefore, the Difficulty to hit an enemy with a fixed delivery system is increased by 2. Further, any starship that has cannons for an energy weapon delivery system may have a fixed version installed in its place if the gamemaster allows it.





THE TRAUMA OF WAR

"Battle is not a simulation. It's blood. And screams. And funerals."

— CAPTAIN PHILIPPA GEORGIU

Every Starfleet vessel's crew is trained for the possibility of combat, in defense of themselves or others. However, adapting to the reality of all-out war with an interstellar empire is another matter entirely. Loss of friends, mistreatment in capture, and the abandonment of cherished principles by necessity... these things leave an indelible mark upon a person, and not every wide-eyed explorer has the grit to withstand it. Despite the central role war plays in Klingon culture, their warriors are no less exposed to these psychological pressures.

The trauma system is designed to fully immerse characters in the crucible of war. With these optional rules, characters are forced to quickly develop skills under fire, even as faith in their Values deteriorates, and they are increasingly Scarred by their ordeals. These rules capture the tone of *Discovery* season one, which on release was the darkest, goriest, and most serialized (non-episodic) version of *Star Trek* committed to screen. Gamemasters may choose to adapt the rules for other eras of play where the characters are forced to undergo similar ordeals.

NEW RULES OPTIONS

160001

The options below comprise an update to the core rules, for campaigns with a focus on the traumatic effects of war. In this alternate ruleset, Determination is harder to earn, and usually bought in blood. Over time, characters will accumulate debilitating Scars from their experiences, but also develop proficiency at a faster rate, out of a desperate need to survive.

SUPPRESSION OF VALUES

War tests the limits of ethical boundaries to breaking point. Personal and societal norms give way in the face of existential threats. Characters are forced to toughen up, break bread with mortal enemies, and accept (or refuse) orders to undertake missions that would have been morally unconscionable in peacetime.

When a character's value, Directive or Dictate would impact a situation negatively – because they conflict with the character's circumstances or their intentions – the gamemaster can rule the value has been Suppressed. Unlike the usual rules for values, Directives, or Dictates, this effect is triggered by the gamemaster, and supersedes the usual

options for players to gain Determination when their values interfere with the action.

When Suppression occurs, the impacted player must choose one of the following three actions:

- They may choose to **ignore the Suppression effect**. However, unlike the usual value rules, they must **spend 1 Determination** to proceed as normal. (If the player does not have Determination to spend, they cannot choose this option.)
- They may choose to **gain a complication**, reflecting how their life is made more difficult by their conflicting priorities. However, unlike the usual value rules, **this does not reward a point of Determination**.
- Once per mission, they may choose to **challenge the value, Directive, or Dictate, and gain 1 point of Determination**. However, unlike the usual value rules, **their character also gains a Scar** (see below).

Example: Commander Saru has the value "I Am Surrounded by a Team I Trust." When the first officer of the U.S.S. Shenzhou, Michael Burnham, mutinies against her captain before the Battle at the Binary Stars, Saru's faith in his fellow officers is thrown into doubt. The gamemaster determines that the value has been Suppressed.

Normally, Saru's player could choose to ignore the Suppression effect by spending 1 Determination. However, Saru already spent Determination earlier in the session to successfully scan for an anomaly in a debris field. Since he has no Determination left to spend, this option cannot be chosen.

Saru's player has two remaining choices. They can choose to gain a complication, related to the breakdown of morale and teamwork between the Shenzhou's bridge officers. However, since the Shenzhou is about to go into battle with Klingon warships, this feels like a steep cost to pay.

Therefore, Saru chooses to challenge the value. This crosses out his "I Am Surrounded by a Team I Trust" value, and inflicts a Scar: "Predators in Our Midst." However, Saru does gain 1 Determination, which he could use to protect his crewmates in the battle to come.

SCARS

Long after a battle is won or lost, the people who fought in it carry the weight of its consequences. They may suffer injuries that current medical technology cannot heal, or experience vivid flashbacks of the moment they thought they would die. Others are haunted by the terrible things they did to survive, or at least continue to be judged for it by their fellow survivors. All these traumatic consequences can be represented with **Scars**.

Scars are a special kind of permanent complication, and can be noted on the traits section of a character sheet. Like all complications, they can increase the Difficulty of a task, or make a task impossible. However, unlike most traits, Scars can also be a way to gain Determination. **The first time in a session when a character's Scar increases the Difficulty of a task (or makes it impossible), the controlling player gains 1 Determination.**

Scars are usually accrued when a value, Directive or Dictate is challenged (see above), but the gamemaster may also decide to apply them to a player character when they undergo a suitably traumatic experience. Examples of potentially Scarring circumstances include torture, prolonged imprisonment, Injury from a lethal attack, species reassignment surgery, or the loss of a loved one. **If a Scar is inflicted in the middle of a session, the player immediately gains 1 Determination.** The player cannot gain Determination from that Scar again during the same mission.

When a Scar is inflicted, gamemasters and players should work together to decide what is the most appropriate name and effect for the Scar to have. Scars can be physical ("Photosensitivity"), emotional ("Grieving My Husband"), or reputational ("Starfleet's First Mutineer"). Once a Scar is inflicted, the only way to change or remove it is with milestones (see below).

A player character on the front lines can only suffer so much hardship before they become a liability to their teammates. If a character ever has more Scars than Values, they are no longer eligible to be a player character – they are retired on medical grounds, discharged from military service, or choose to go AWOL, as appropriate to the circumstances.

***Example:** After Captain Lorca is taken captive by Klingons, Saru becomes acting captain of the U.S.S. Discovery. The continued presence of his Scar, "Predators in Our Midst," causes Saru to second-guess himself in his capacity as captain, especially when Michael is involved.*

When Michael approaches Saru with a concern about Discovery's navigation system (an earlier complication), Saru attempts to use his Reassuring talent to remove the complication. Unfortunately, Saru's Scar increases the Difficulty of his Presence task to reassure Michael by 1. As a result, the task fails, and the complication remains. However, Saru gains a point of Determination, as it is the first time that session the Scar increased the Difficulty of a task.

ACCELERATED DEVELOPMENT

Characters using the trauma system develop new abilities at a much faster rate than in a normal **Star Trek Adventures** game. Fictionally, this reflects how necessity is the mother of invention, and how characters scramble to acquire new skills that will give them the edge in the war. Mechanically, this helps to balance out the debilitating Scars characters acquire over the course of a campaign. Metatextually, it fits with the serialized storytelling of *Discovery* season one, where characters evolve and change at a much faster rate than the more static development of characters in other series.

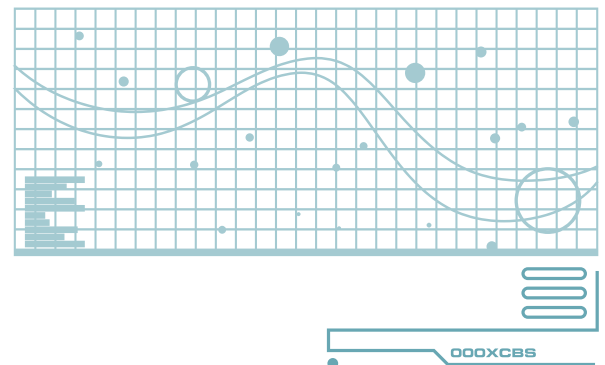
Whenever a main character gains the benefit of a normal milestone, they may choose to trade it for a spotlight milestone instead. The player can only gain the benefits from a spotlight milestone once per normal milestone.

When a main character calculates if they are eligible for an arc milestone, they count their total number of spotlight milestones and normal milestones (including saved milestones, whether spent or not), instead of just counting their spotlight milestones.

As the effect of a spotlight milestone, a character may choose a Scar, and rewrite it as a different Scar. As the effect of an arc milestone, a character may choose to remove a Scar.

***Example:** After rescuing Captain Lorca from the Klingons, Saru and Michael have a conversation about the tension in their relationship. Saru admits he is not afraid of Michael, merely angry and jealous he never got an opportunity to be the deceased Captain Georgiou's first officer.*


At the end of the mission, Saru is eligible for a normal milestone (he spent Determination to positively use a Directive to rescue Captain Lorca). Saru's player chooses to exchange this for a spotlight milestone. They use the spotlight milestone to rewrite a Scar – changing "Predators in Our Midst" to "Jealous of the Opportunities Michael Had." Perhaps after a few more missions of working alongside Michael, Saru could qualify for an arc milestone, and remove the Scar entirely!



CASUALTY REPORTS

160002

Battles in space are appallingly dangerous, with even the smallest penetration of a starship's integrity exposing her crew to freezing death in vacuum. The purpose of this optional rule is to reinforce the cost of fighting in such a hazardous environment, and hammer home the loss of every individual crewmember who gives their life in the characters' service.

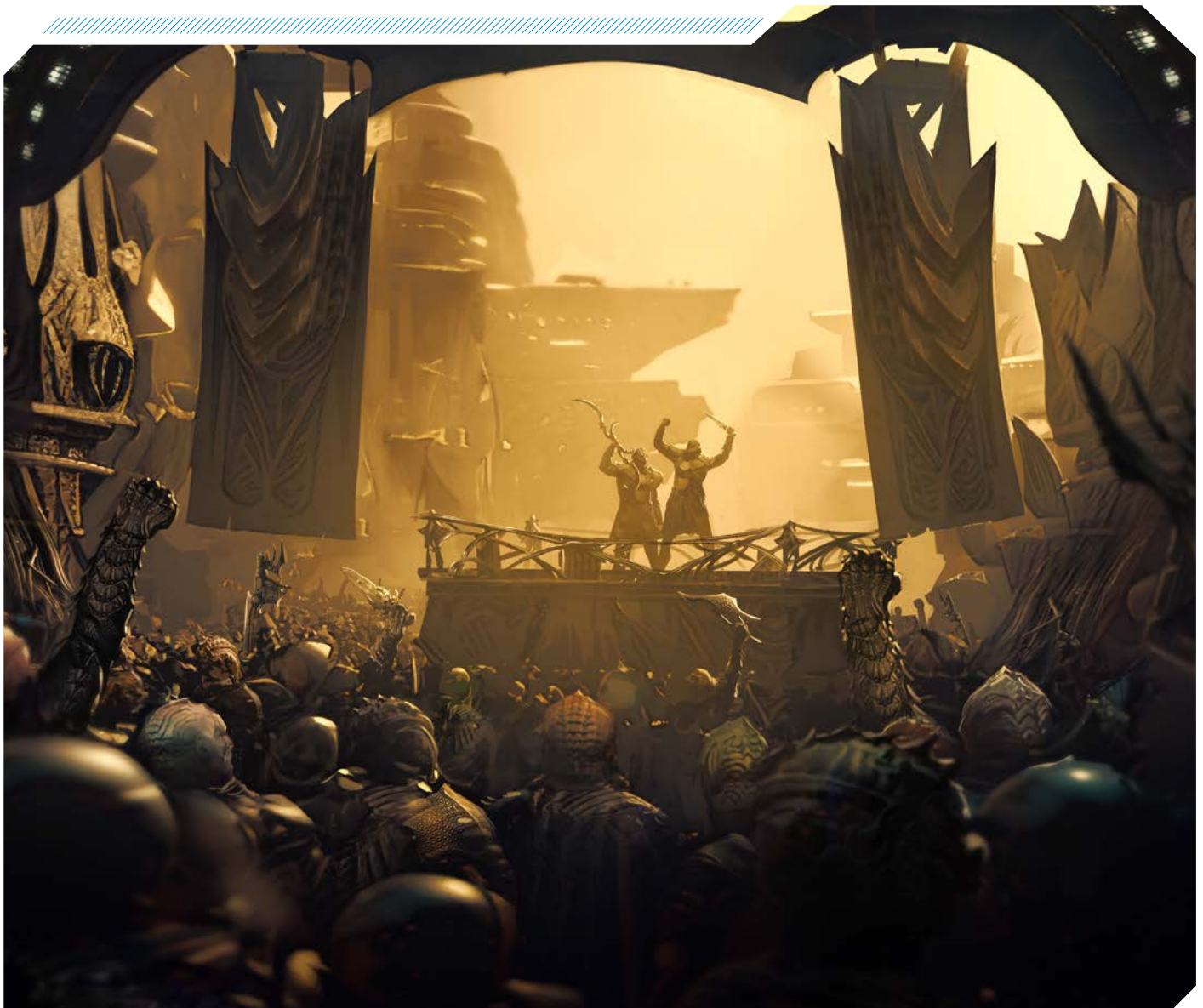
At the end of starship combat, senior officers perform a headcount for their department, to determine if any members of their team were injured or killed. Each character rolls a  for every breach their ship suffered in the combat:

The total number rolled on these dice corresponds to the number of crew injured in the battle.

The number of effects rolled on these dice corresponds to the number of crew killed in action. Characters may spend Determination at this stage – for every point of Determination spent, one crew member killed in action is instead injured, but requires immediate medical attention.

Each character presents a casualty report to the commanding officer. Every crew member killed must be named. The gamemaster asks another player to tell them something personal about that crew member – how they died, how they will be remembered by the crew, or the family they leave behind at home.

Any player may choose for one or more of the killed crew members to be a close friend of their character. If so, they gain a Scar related to the trauma of their friend's death. As usual, this rewards 1 point of Determination.





PLAY ADVICE

160003

Many roleplaying games are based around war, and not all of them are interested in modeling the psychologically destructive consequences of prolonged high-intensity combat. It is perfectly possible to play a wartime **Star Trek Adventures** campaign as an exciting space adventure, without engaging with darker themes. However, *Star Trek* has often used fictional war stories as an analogy for the harrowing reality of contemporary conflict, and *Discovery* is no different. The series focuses on how violence is experienced by individual people, rather than taking refuge at the macro-scale of interstellar conflict. When adapting the Federation-Klingon War to their tabletop, gamers should be reassured that the medium of roleplaying is just as well suited for this kind of intensive character drama.

Trauma is one of the most difficult things to portray in a roleplaying game, but can be enormously rewarding for a table that is willing to undergo that emotional rollercoaster. This section provides advice for both players and gamemasters who are exploring themes of trauma in their adventures, whether or not they are using the optional rules for trauma detailed above.

EVOKING THE THEMES OF THE SERIES

One theme of *Discovery* season one is how the utopian ideals of the Starfleet are tested in times of war. When the very existence of the Federation is on the line, her defenders are forced to re-examine moral boundaries that place limitations on their ability to fight back. What use is commitment to the ethical status quo, if it facilitates the destruction of everything the Federation has built? Or does compromising under pressure do more to degrade the value and meaning than any weapon the Klingons can bring to bear?

This identity crisis is not something unique to Starfleet's leadership throughout the series. The Klingons also fear the ongoing debasement of their culture, first by the threat of the Federation's expansion, then by the war that disperses them into competing, disunited war parties. Individual Starfleet officers are forced to re-examine who they are, as the burden of leadership, pain of grief, and horrors of war challenge them as never before. This self-reflection is made painfully literal when *Discovery*'s crew crosses over into the Terran universe and confronts their amoral counterparts – and Ash Tyler discovers a repressed personality in himself that he didn't even know existed.

Capturing these themes in a game of **Star Trek Adventures** is not simply a matter of presenting a “good path” and an “evil path” for players to follow. It is a sincere wish to avert war that inspires Michael Burnham to become Starfleet’s first mutineer before the Battle at the Binary Stars, and instances of good-intentions-gone-bad reappear across the series. To get the most of this conflict, gamemasters should present complicated situations with no easy or painless solution. Players, in turn, should depict their characters as genuinely conflicted, not simply deferring to Starfleet protocol.

War offers Starfleet crews the opportunity to explore options that would be simply unthinkable in times of peace. Following those options to their conclusion can present an altogether different kind of *Star Trek* roleplaying experience, for players who are interested in navigating that emotionally uncharted terrain.

SAFETY TOOLS

Trauma is as raw and affecting an experience as players can explore in a roleplaying game. It is therefore strongly recommended that players approach the subject with sensitivity, to avoid hurting feelings, triggering distress, “bleeding” in-character emotions into out-of-character emotions, or causing any other unintended upset. See pages 42–43 for details on safety tools to discuss and use with your group.

ROLEPLAYING TRAUMATIZED CHARACTERS

Trauma can manifest in many different ways. A traumatized character may experience vivid flashbacks, anxiety attacks, addictive behavior, or spontaneous outbursts. Players eager to depict their characters with authenticity may choose to demonstrate some of these symptoms during roleplay. Again, this is a very sensitive topic, and worth approaching with abundance of caution.

The first and most important consideration is the comfort level of other players in your group. Some of the people you’re playing with may have firsthand experience of these distressing reactions. Attempts to simulate them may be considered insulting, or even trigger their own symptoms. The safety tools above should be a useful gauge in determining what is and isn’t appropriate for your group. Open communication about your intentions is ideal.

The second thing to consider is research. Especially if you are roleplaying a real-life medical condition, make sure your depiction is grounded in authenticity, rather than the simplified (sometimes offensive) version sometimes featured on television. There are plentiful resources players can access online to further their understanding, and improve their in-character roleplay.

A third consideration is taking refuge in fantasy. A group may not be comfortable with a character arc centered on overcoming post-traumatic stress disorder, but they may be

more accepting of a character recovering from the invented influence of alien brain-worm hallucinations, even if the symptoms are similar. Sometimes a little distance can help to take the edge off, and ground the story in fiction rather than reality. Not everyone feels this way, though – some people might even be more offended if the topic is approached with less seriousness – so again, discussion with your group is essential.

While it is mainly the duty of a traumatized character’s player to follow these guidelines, it is equally important for gamemasters to do their due diligence, especially if they are using the trauma rules on page 35. This means the gamemaster can make a reasonable call on what actions are made more complicated by Scars, which is essential for the game’s revised Determination economy.

PLAYER VS. PLAYER CONFLICT

The default expectation for a **Star Trek Adventures** game is that all the player characters are on the same team. They might disagree on the best course of action – indeed, Starfleet officers are encouraged to challenge the received wisdom of their peers, to enable better decision making. But ultimately, they’re expected to want the same thing: to help those in need, protect their crewmates, and preserve the values of the Federation (or whichever faction they represent). When a course of action is agreed upon, they all work together to execute it.

In the first season of *Discovery*, faith in crewmates cannot be taken for granted, and often leads to tragic consequences. The other player characters may be enemy infiltrators or Terran universe doppelgangers. Even if your fellow officer’s intentions are not actively malevolent, they may still be working against you. This is an era in which Starfleet experiences its first ever mutiny, and only the threat of a second mutiny prevents genocide on the surface of Qo’noS.

Direct conflict between players is a tricky thing to handle in a roleplaying game, and if not approached with care, can result in resentment and hurt feelings. This is especially the case for games predominantly designed with group collaboration in mind, such as **Star Trek Adventures**. Though this game can be played with player conflict, it is something that all players should explicitly opt into, ideally when agreeing upon your campaign’s Yellow Alert and Red Alert subjects (detailed on the Safety Checklist). If conflict within the party is not to your group’s taste, players should not play characters who will be motivated to actively sabotage their crew’s efforts. Gamemasters can always use *choH’a’* spies and other bad actors as non-player characters aboard the party’s ship, if they choose.

If you do accept player vs. player conflict in your campaign, everyone should discuss whether each character’s secrets are also kept secret from other players. In most instances, it is best to play with an “open table,” where secret information is always known to all players. As well as being less stressful to facilitate, this makes it far easier for players

to collaboratively time betrayals for when they will be most dramatically appropriate, rather than just disrupting the fun of the game. This requires players to compartmentalize what secret information their character does and doesn't know, but also allows them to deliberately set up situations of dramatic irony all the players can enjoy.

A "closed table" where players keep secrets from one another is often typified by lots of secret note scribbling and private asides with the gamemaster. That might be the right choice for your group – especially if you're all playing Orion Syndicate mercenaries or Section 31 agents, and appreciate the extra level of immersion – but is not to everyone's tastes. Again, make sure that you have the buy-in from everyone in the group before embarking on this sort of campaign.

It may be that, despite agreeing not to feature player vs. player conflict in their campaign, players realize halfway through a game that their characters are at loggerheads that cannot be resolved any other way. If this happens, pause the game. Talk through the situation out-of-character, with all players, not just those involved in the conflict. It may be that an external change of circumstances – whether that's a third option suggested by another player character, or sudden attack by Klingon marauders – is just the thing to resolve the clash. With unanimous consent of the group, the players may instead decide to resolve the conflict as a one-off player vs. player encounter. If these kinds of clashes happen often in a non-player vs. player game, it is usually a sign that one of the characters is unsuitable for this campaign. Players should contrive circumstances to remove the difficult character from play, and choose a more harmonious character to play instead.

OPTIONAL RULES FOR PLAYER-VS-PLAYER CONFLICT

Consider using any of the following rules should you include player vs. player conflict in your games:

- If a single player character is working against the interests of the rest of the party, they can neither spend nor gain Momentum. However, the gamemaster may choose to spend Threat to provide the rebellious player character the equivalent benefits of spending Momentum, and rebellious player characters may choose to generate Threat as though they were a non-player character.
- If multiple factions are working at cross-purposes within a group, none of them can spend or gain Momentum.
- Persuasion tasks cannot be used to force a player character to agree with another player character's viewpoint. However, they can be used to generate complications, which may make it much more difficult for the target character to undertake tasks that disagree with the persuading character's perspective.

PERSONAL LOG

JETT RENO, U.S.S. HIAWATHA

So, everyone is kinda dead, which is obviously what I'd hoped for my first command. I'd been hoping for a planet with a beach where I could sit by the sea with a loaded pina colada made by someone called Rex or Fifi. But no, I've got an asteroid full of lightning and lethal gravity fields. I've asked to speak to the tour manager but he's not taking my calls, what with the war and all.

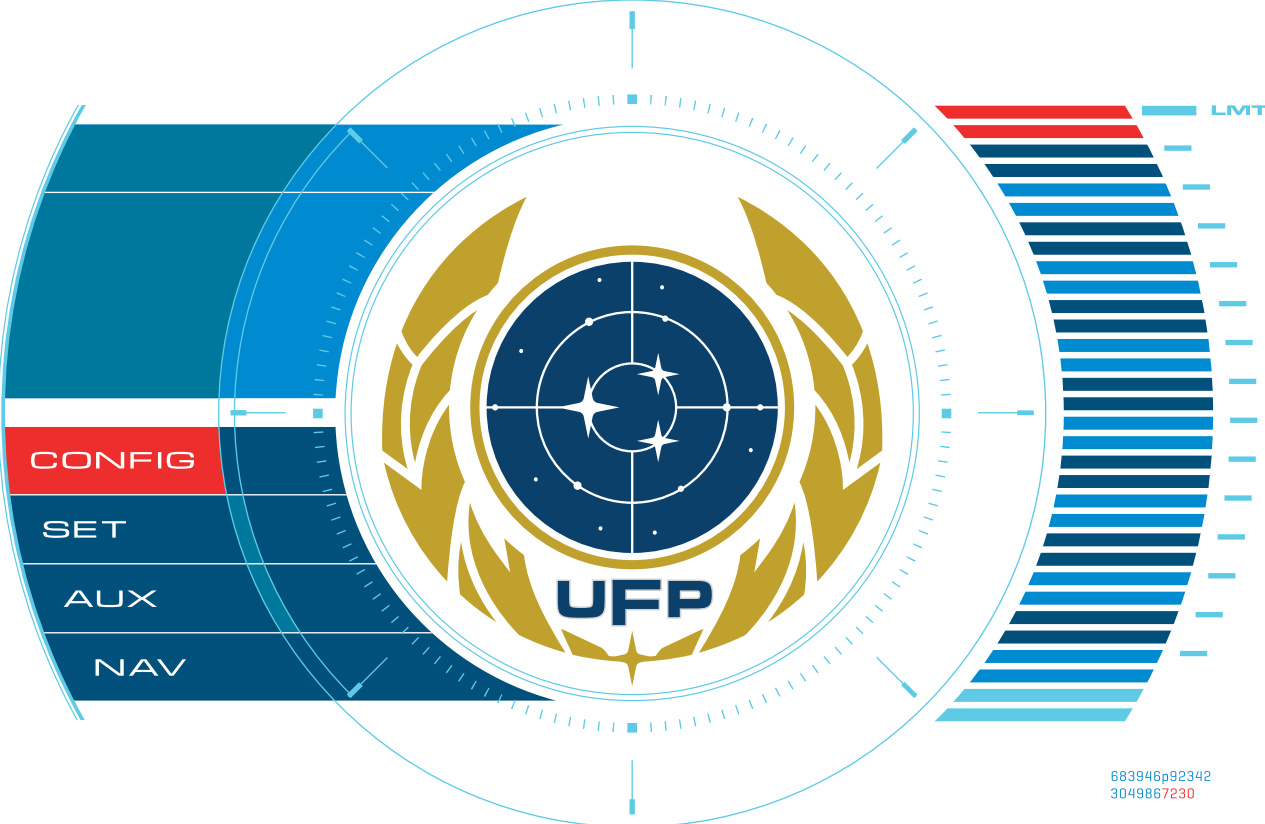
I figure I'd better keep a log so whoever finds our bodies knows who the hell we were. Anyway, it feels more productive than talking to myself or Lieutenant Dillon. Dillion is unconscious of course, so not much of a talker, but dammit there is something about those big Saurian eyes you can just lose yourself in. Probably no lack of dates; I mean, when he's not wired into a blood pump. That's gotta cramp even style like his.

So, it's just me and the guys, hanging out, like you do, waiting for a rescue. It's probably not going to happen, which I agree is a bit of a downer, but what can you do. These people needed someone to keep them going and that turned out to be me. Sometimes it sucks to have the skills. There are about eight of them in total, all critical care cases. We got attacked by Klingons on the way to Starbase 36, and while you have to expect that in a war I suppose you'd think they'd see the words "medical" on the side. We painted it pretty big. Still, everyone else got out, thankfully, but these guys weren't feeling chipper enough to hit the life-pods. The crash cracked the ship in half, but I'm not going to bitch as the computer did a better landing than I could have done. So now we just wait for rescue, hopefully that's you and you're not carrying a *bat'leth*. Hate those things.

Well, gotta go. Ensign Marcus is trying to die again and I'm not going to have that sort of insubordination now that I'm in charge. As you're probably finding this after we're all long dead, sorry for the mess. I wasn't really expecting visitors this soon.

CHAPTER 02.00

*GAMEMASTERING
THE CAMPAIGN*



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GROUP PREPARATION

"We have to be the torch-bearers, casting the light so that we may see our path to lasting peace."

—MICHAEL BURNHAM

SESSION 0

210010

Whenever you're getting ready to play a tabletop roleplaying game campaign, it's a good idea to start off with a session dedicated to speaking with your group. This discussion, in place of gameplay, tends to serve many purposes. In *Star Trek Adventures*, it's common to use this first session – hereafter referred to as Session 0 – to create your characters, build your ship, create some ideas for fun NPCs, and discuss the type of missions everybody wants to undertake. With this tactical campaign, there are several differences in how to approach this session to be aware of before you begin.

THE UNIVERSE

The first thing to do is to frame the setting. A lot of history passes between the Federation and the Klingon Empire, along with a considerable amount of depth required for players to get invested in. Take the time to discuss the lead-up to the war. There is an entire wealth of cultural attitudes to consider and historical actions which propel how a character can behave or view the conflict.

The Federation-Klingon War, while taking place across numerous areas of the Alpha Quadrant, is very much a product of its location and era. It's important for all taking part to understand that this tactical campaign plays within the constraints of this framework. You'll be doing a lot less in terms of collaborative world-building, and this means a large section of the first session will include describing details of the conflict to the players, especially those not familiar with the first season of *Star Trek: Discovery*. Explain what has happened and where. Answer any questions that come up. If everybody is on the same page at this point, you'll avoid any hiccups arising later which may slow down the pace of the game.

IN-GAME PREPARATION

The format of this tactical campaign is unique, playing out as a series of missions set against the backdrop of the Federation-Klingon War. As a result, not only will

the missions you'll undertake and the challenges you'll face be different, but so will the structure of play. Across the conflict, the crew will receive orders which may be difficult to follow and may challenge them morally, and they won't have the luxury they're often accustomed to in finding optimal solutions. Ensure all players are comfortable with this; the tone of Starfleet in a war-torn scenario is drastically different than many *Star Trek* series and missions.

Similarly, safety mechanics may be appropriate for your group as well. While missions set during this conflict provide for tales of heroism, sacrifice, and adventure, they can also carry darker emotions: loss, pain, violence, trauma, and helplessness. Even if it isn't to be used regularly, it's recommended to ask your players to discuss their expectations and agree together on the best safety mechanics to use throughout the campaign. Even if not used regularly, it is still a good idea to have them on hand, just in case.

CHARACTERS

This campaign will be heavily focused on the characters. They will be the ones making the decisions on what risks to take, what sacrifices to make, and what advantages to strive for in order to ensure the Federation survives this conflict intact. They will also be the ones to bear the brunt of the war. They may carry scars, injuries, trauma, and emotional distress. Some may even enter into the conflict as victims, having lost loved ones or been injured in prior skirmishes.

More than in any other era (except perhaps during the Dominion War), characters in the Federation-Klingon War are those who may be broken in some way or other by the pressure they're placed under, and perhaps it's only their fellowship which holds them up. Use Session 0 to discuss your shared ideas for your characters, and create their lifepaths and what experiences they've had together. But also, discuss what subjects you are and are not comfortable incorporating into your game. *Star Trek* has a strong history of discussing the tragedies and pain of war, but not every player is comfortable taking the spotlight or participating in such stories.

SAFETY CHECKLIST

210011

This checklist is a tool which the gamemaster can use to help players in discussing where their personal boundaries for certain themes in this campaign may lie. This list is divided into several categories, each of which includes a number of topics. Each topic can be marked with one of three comfort levels.

- **ALWAYS OK:** This means the player is always comfortable with this topic being described, shown and represented in a game.
- **YELLOW ALERT:** This means the player is generally comfortable with this topic being discussed in a game, but prefers for the more vivid descriptions to be handled “off-screen.”
- **RED ALERT:** This means the player does not want this subject to be discussed in a game; they may have any number of reasons for this. Some reasons may include objection to the topic on moral principles, traumatic personal experience, a dislike of the topic being trivialized in a fictional entertainment medium like a game, and so on. **Don’t ask** what the reason is for the player who feels this way; it isn’t anyone’s place to change that player’s mind. Simply accept their stance, respect it, and do not include the topic in question.

The best way to use this checklist is, naturally, as a starting point for conversations with your players; many players won’t want to fill out a questionnaire at the beginning of a campaign, especially if you are all long-term friends. However, you can use this as a means to determine the subjects which may come up during play, and from there you can get a good feel for everyone’s comfort levels. Some players may even prefer the “firmness” of being able to pin down how they feel in written form. Red and Yellow Alert subjects can be collected from each player anonymously, but the complete list should be presented somewhere visible to all players each session, for convenient reference.

The checklist in the *Appendix* on page 228 is specific to topics relevant to the Federation-Klingon War, and is not exhaustive. Discuss with your players to determine any other relevant topics.

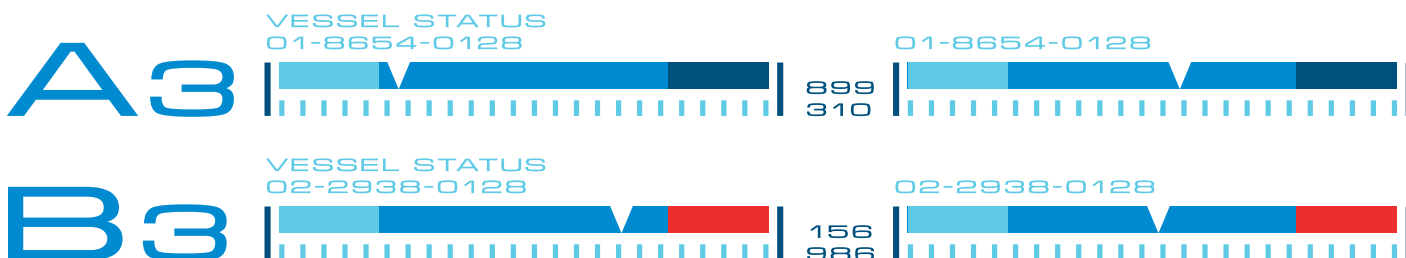
OTHER SAFETY TOOLS

A good way to prepare for the potential trauma of war-time gameplay is to use safety tools at your table. These discussion topics, sub-systems, or warning phrases provide players with simple ways to illustrate their boundaries and communicate their needs. Which safety tools are appropriate for your group should be agreed between the gamemaster and all players. Some popular safety tools you might choose to use include:

- **THE FULL STOP CARD:** At the start of play, the gamemaster introduces a card with “Full Stop” written on it, which any player can lift or tap at any time to indicate discomfort with the game’s content for any reason. When that happens, the discomforting content is simply edited out of play. A player using the Full Stop card is never required to justify its use.
- **POST-SESSION DEBRIEF:** At the end of each session, before leaving the table, every player (including the gamemaster) should be given an opportunity to describe something they enjoyed or found challenging about the session. If playing in a campaign, players could instead describe something they hope to do next session. As well as providing gamemasters with useful feedback, it gives players room to talk about events in the game they were troubled by, with confidence that their concerns will be listened to. If everything went well, that’s a nice thing to celebrate too!

There are many other types of safety tools groups might prefer, and a bit of experimentation to find what works for everyone is worthwhile. Reviewing the *Star Trek Adventures Player’s Guide*, *Gamemaster’s Guide*, or searching for “RPG safety tools” online should direct you to more options, and more detailed explanations of the kinds of safety tools summarized here.

The purpose of safety tools is not to provide blanket protection for every roleplaying session, but to ease the process of discussion when or if a problem arises in play. Introducing safety tools clearly demonstrates that every player’s well-being takes priority over the game or the story, and that everyone is committed to respecting each other’s limits. While the use of safety tools is especially important in games engaging with challenging, stressful, emotional content, your group should consider adopting them for all game sessions as a sensible extra precaution.





PLANNING THE CAMPAIGN

"T'Kuvma lured Starfleet to a massacre. It's time I repaid him."

— CAPTAIN PHILLIPA GEORGIU

FROM HOT TO COLD WAR

220001

EXCERPTS FROM THE FEDERATION WAR COLLEGE'S LOOK AT THE FEDERATION-KLINGON WAR

The Federation-Klingon War of 2256-57 was one of the most devastating conflicts fought in that era. The Battle at the Binary Stars revealed that the Federation of that era was not the invulnerable titan that many had been led to believe. When T'Kumva's beacon brought ships of the Klingon Great Houses together, it was the battle that followed that gave them a taste for blood and the realization that they could win a prolonged conflict with Starfleet. Realizing that Starfleet would make for glorious sport, Klingons from across the quadrant returned home in order to form the great war fleets of the newly reborn Klingon Empire and begin their century of conquest across the stars.

THE NIGHT OF HONOR'S ENDING

The Klingon Empire was in a strong position at the onset of the war, which defied comprehension by Starfleet's best analysts. They had gone from being a divided faction full of warring Houses and bands of pirates to one of the most formidable forces seen in centuries. Not since the end of the 22nd century had the Klingon Empire been able to present itself as a united front. Thanks to T'Kumva, and later, Kol, they were able to throw away years of bickering and honor feuds to set their sights on destroying the upstart Federation that had so long threatened their borders and defied their warriors.

Not all in the Empire believed in following Kol's ideals. Kol wanted to use new technologies to supplement his forces when engaging with the Federation. He believed that developments such as enhanced cloaking devices, surgically altered infiltrators, and advances in weapon technology were essential toward defeating the Federation. To Kol, these were new weapons to be added to the Empire's arsenal just

as a hunter would add more arrows to their quiver. But not all agreed with Kol. V'grosh, the head of House Yord, was a staunch traditionalist who believed using such unsavory techniques would stain a Klingon's honor and were the sign of a coward. Threatening to take several Great Houses away from the newly unified Council, Kol realized he must take drastic steps if he was to avoid seeing the Empire once again torn apart by fighting.

Agreeing to meet with V'grosh at the former Klingon colony world of Honor's Landing, V'grosh summoned his allies to watch the ceremonial combat. But when V'grosh arrived at the distant colony he was shocked to find that none of his ally's ships were in orbit; in fact, several of his former allies were now flying Kol's colors. Kol had gone to each of V'grosh's allies and made them the offer of serving the goals of the new Empire or risk being destroyed. A few joined Kol's armada. Others were ambushed by cloaked ships as they made their way through the asteroid field to the planet. The rest saw vicious mutinies where their executive officers killed their captains and took their place by Kol's side.

V'grosh stood by his word and agreed to duel Kol on the planet. The fight was bloody and hard won, but soon Kol stood victorious with his opponent's head in his hands. Kol sent word of V'grosh's defeat through the Empire with a simple message: I will respect the old ways as long as you adopt the new. With that simple but effective philosophy, Klingons across the Empire swore to follow Kol's leadership into battle. The colony was renamed Honor's End and a statue to V'grosh was built there not just to commemorate the battle but to give Klingon traditionalists a pilgrimage site to visit.

CORVAN II AND THE FEDERATION ECONOMY

Though the Klingons were forced to retreat by the intervention of the *U.S.S. Discovery*, the Federation realized that change was needed. With the Klingons proving to be a more aggressive and capable threat than the Federation had ever faced, the Federation realized that if their economy



could be devastated by the loss of one colony then they were even more vulnerable than they had ever been before. In the midst of the conflict the Starfleet Corps of Engineers sent out a dozen ships across the Federation to shore up defenses and update mining technology across the frontier. Though their efforts would only start to pay off after the conflict had concluded, the efforts of these vessels ensured that the Federation's economy would be able to deliver the resources needed for the rapid buildup of ships and equipment required for their cold war with the Klingon Empire.

EMERGENCY TRAINING INITIATIVE ALPHA ZERO

Starfleet found itself in a bad place when it came to facing the Klingon war machine. The Federation represented the belief that species from many different backgrounds could come together to unite for the common good. This gave them great strength when overcoming challenges and the ability to harness some of the most brilliant minds in the Galaxy, but they faced an opponent who was unlike any other the Federation had faced before, save for the Romulans. The Klingons were emerging from a period where their warriors existed in a constant state of warfare. Most Klingons had fought in a variety of skirmishes, and many had several kills notched onto their weapons. This period of strife bred numerous advancements in Klingon technology that made a single Klingon vessel a formidable threat for Starfleet. Realizing early on that both their ships and their ground forces were ill-equipped for the style of lightning fast and brutal warfare that the Klingons favored, the Starfleet Commander-in-Chief ordered the rest of the admirals to develop a plan to counter the Klingon's superiority in this area.

Admiral Zog Ferran, a Tellarite commander who had fought in several skirmishes with the Cardassians and served on ships guarding the border with the Empire, came up with Emergency Training Initiative Alpha Zero. Drawing on the old MACO program from Starfleet just before the Federation came into being, this program was revitalized in order to train crews and ground forces in hand-to-hand tactics, long range warfare, and infiltration techniques. Considered extremely controversial, especially by Commodore Robert April and Admiral Shin Tophon, the program was successful in helping to improve the skills of Starfleet personnel and allowing them to better resist the Klingons in combat.

This training program did not yield candidates that were on the same level as the old MACO program, nor was this its intention. Admiral Ferran's hope was that by helping to further the combat training of its personnel Starfleet might better be able to anticipate the Klingons' actions and be able to defeat them with superior technology and firepower. A remnant of Admiral Ferran's reforms is the incorporation of phaser training ranges on Starfleet vessels. Though classified as recreation exercises, these phaser ranges help test a crewperson's skills and allow them to be better able to wield their phaser when combat happens.

FINALLY, A CHANCE TO SHINE

Personal Log of Commander Tzahn, Executive Officer of the U.S.S. Kumari

This is it! This is what I have been waiting for. No more survey missions or ferrying self-righteous Vulcan diplomats between planets. Now we get to do what this ship was built for and take the fight to the Klingons! The Klingons allegedly have a saying that is something like "Revenge is a dish best served cold." Well, on Andoria we have an old saying: "Revenge is a dish best served cold and we Andorians love the cold!"

I know it looks bad, but we will persevere! We have hundreds of species working tirelessly around the clock to build new ships and weapons to fight the Klingons. They may be space-pillaging savages, but we will show them the icy cores that exist in our spines! Now to get to the briefing for our first combat mission. We will be surveying the sectors around Corvan II for any rogue Klingon vessels.

The program was considered successful and trained around 5,000 candidates over the course of the war. At the conclusion of the conflict the Admiralty voted to disband the program, citing that there was no future need for it, but it did reshape how the Federation fought in the conflict. Though Admiral Ferran would be killed at the Battle of Starbase One, his reforms taught Starfleet that it was possible to engage in higher levels of military preparation without sacrificing their duty to seek peaceful solutions to their problems. Graduates from the program would gather on the 3rd day of September to share a drink in his honor, or "Have a grog for old Zog."

THE QUADRANT BURNS

220002

The War would be remembered as one of the most devastating conflicts fought by the early Federation and the conflict which would test whether it would survive. Humanity had managed to persevere in their conflict with the Romulans and fend off numerous other species over the years, but the Klingons introduced the Federation to warfare on a level few others could match. It was not just that the Klingon Empire was the technological equal of the Federation; they possessed the will to do whatever it would take to win, no matter how brutal or horrific that may be. Klingon ships would ram their opponents when they became seriously damaged, and bands of Klingon marauders would bravely transport into the fiercest engagements to dispatch beleaguered Federation soldiers without mercy.

Though the Federation would survive the conflict, their war with the Klingons irrevocably changed the Federation's mindset and how they planned for the next battle. The Federation would go on to engage in a cold war with the

WE REGRET
TO INFORM YOU

From the Desk of Commodore Robert April, Starfleet Command

It is with deep regret that we must inform you of the passing of Commander Tzahn of Andor. He was serving aboard the *Kumari* at the outpost on Corvan II when his ship was attacked by enemy vessels. Through the valiant efforts of the *Kumari* and other vessels the colony was saved from destruction and the Klingons dealt a heavy blow. While we were unable to recover any of Commander T'zahn's personal effects, we did recover the contents from his storage locker on Earth and are in the process of having it sent to you. You and your family have my deepest sympathy during this hard time, but know that Commander T'zahn died a hero.

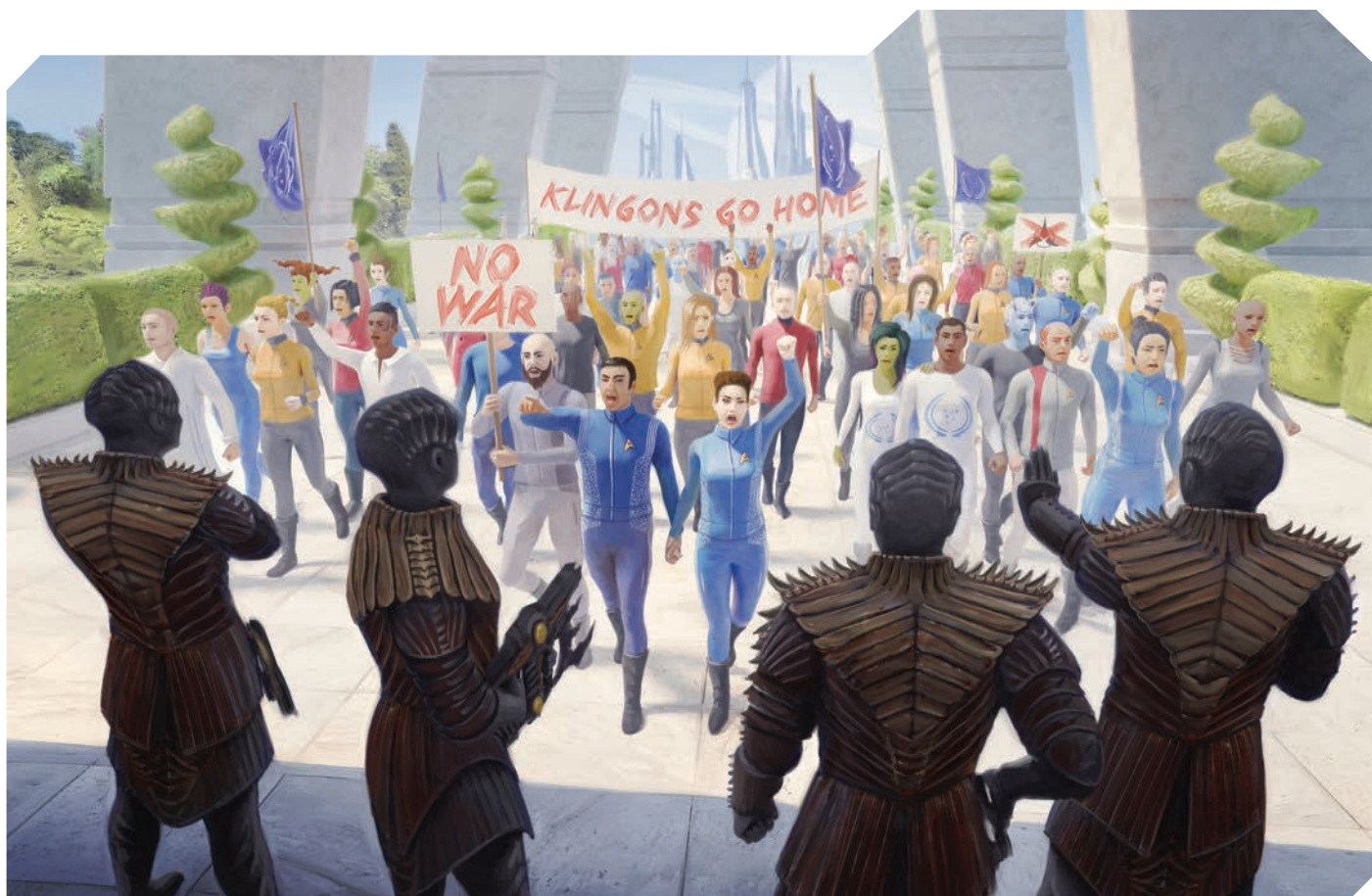
Klingons that would see thousands of starships built, numerous long-range observation posts placed in strategic sections of the Alpha and Beta Quadrants, and later involve hundreds of species both inside and outside the Federation and Empire.

This is the timeline of events for the Federation-Klingon War. It lists the major events of the conflict, though a full catalog of the war's events can be accessed at the Starfleet Military Memorial Museum in San Francisco. The following account will try to portray the most important events of the war from the perspective of both belligerents.

PRESENTING A SCRIPTED EVENT

How scripted events are presented to the characters is up to you. The key to successfully presenting these events is to know your characters. Some crew members may have connections to these events and will have deeper character development if they learn about the events differently than others. Some ideas of how to present a scripted event include:

- An admiral tells the bridge crew on the main screen.
- A character gets a message from a friend or family member.
- The captain presents the information during a meeting.
- An NPC learned information from a friend before the ship did and drops the event into dialogue with a player character.



CAMPAIGN STAGES

Throughout history, wars have been fought in multiple stages. From the initial assault to the final confrontation, the tides of war ebb and flow. Military strategists can define wars based on specific events that happened and how those events changed the campaign for better or worse. In all of these cases, the stages of war defined different circumstances for all involved, as well as innocent civilians caught in the war's path.

The Federation-Klingon War tactical campaign is divided into three main stages dubbed Early War, Mid-War, and Late War. Each of these stages is bookended by major events that occurred in the first season of *Star Trek: Discovery*. To represent these bookends, the tactical campaign uses **scripted events** which are major moments that occurred and are presented as news broadcasts to the fleet. These scripted events should be woven into your narrative based on missions the player characters are involved in.

In addition to the scripted events at the start and end of each stage, a full mission is also provided which gives a group of player characters a chance to play through scenarios that are either connected to the scripted events they learn about or occur around the same time as the scripted event. Each of these missions has the potential to provide bonuses in the form of Momentum, assets, or other benefits for the players to use during the campaign, depending on their degree of success.

CAMPAIGN TURNS

Wedge between the stage bookends are the **campaign turns**. Each stage of the Klingon War is divided into three campaign turns. These turns represent the time between scripted events and reveal more events that occur throughout the war. During each turn, players will follow the rules for generating points of interest, generating and assigning assets, and solving conflicts. In addition, the players will assign their own ship to a single point of interest and play out a scenario in place of what the point of interest says.

If the players wish to run a scenario during a campaign turn, you may use any of the mission briefs provided or create a mission of your own that would be applicable. Each time the players run one of these missions, a reward is provided for them to add to the campaign. These rewards can range from Progression Points, assets, or Campaign Momentum and can help change the course of the war. These mission briefs are labelled with the point of interest type they represent and are divided into Early War, Mid-War, and Late War to help make the narrative more seamless.

THE EBB AND FLOW OF WAR

As the players progress from one campaign stage to the next, it is important to note the mechanical changes that occur in the campaign. These changes only affect the campaign and not any missions or briefs played.

When the campaign progresses to Mid-War, the number of points of interest generated each turn is increased to 6, and when resolving conflicts, Flawed Successes and Serious Setbacks occur on rolls of 19-20. This represents the toll the war has taken on the Federation.

When the campaign progresses to Late War, the number of points of interest generated each turn decreases back to 5; however, when resolving conflicts, Flawed Successes and Serious Setbacks occur on rolls of 18-20.

ADAPTING THE WAR

The numbers of stages and campaign turns presented *Chapter 3* of this book are suggestions and are designed to capture the feel and stresses of waging war against the Klingon Empire. If your players wish to extend or reduce the number of stages and/or turns, feel free to do so as their play experience is more important than any rules in this book.

In addition, if the players would like to play out more than one scenario in any campaign turn, let them. These are the characters' stories – allow them to blaze the path they'd like and carve out their own niche in the war.

TRACKING THE CAMPAIGN

Being organized is one of the most important ways of creating engagement and buy-in. Many gamemasters choose to use their trusty notebooks or digital supports to keep track of what is going on in their campaign. Because this book involves both player-level and campaign-level engagement, you may find that there is more to keep track of than in other campaigns. For this reason, it is suggested that you use the Gamemaster Tracking Sheet in the Appendix. The tracking sheet is divided into points of interest and allows for documenting their type, their Difficulty, their Urgency, and any other rules that may come into effect. In addition to the Gamemaster Tracking Sheet, a Player Tracking Sheet is also included in the Appendix. As the organizer of the group, it is important for you to encourage the players to utilize this tool as it can help them stay engaged. By knowing what assets the players have available and where they're assigned, the time it takes to play through a campaign turn should decrease, which will help keep everyone engaged in the story.

TIMELINE OF KEY EVENTS

(MAY 11, STARDATE 1207.3)

BATTLE AT THE BINARY STARS

After years of falling into discord and seeing the Great Houses of the Empire continuously war with each other, the Klingon Empire is a pale shadow of its former self. The Klingon prophet T'Kuvma manages to ignite the *Beacon of Kahless*, a galactic broadcasting beacon built sometime in the Empire's past, and summons ships belonging to the 24 Great Houses to the Gamma Hydra system, where they inflict heavy losses upon the Federation and mark the onset of the conflict.

(OCTOBER 20TH, 1207.9)

BATTLE OF TRAFALGAR MINOR

After five months of conflict, the Federation has lost every major engagement with the Klingons and has seen its forces sent into retreat or completely destroyed. Trafalgar Minor is used as a rallying cry for Starfleet forces as the garrison on this colony manages to hold out for a month against repeated Klingon advances. The garrison is slaughtered to the last, with the Klingon general in charge of the attack sending their bodies home with full honors out of respect for their gallantry.

(NOVEMBER 13TH, 1208.2)

BATTLE OF CORVAN II

Klingon ships surprise the fleet protecting the critical dilithium producing world of Corvan II. The magnetic shield protecting the colony comes under constant bombardment by Klingon forces and the colony is nearly lost. Meanwhile, Captain Gabriel Lorca, operating under direct orders from the Starfleet Commander-in-Chief to win the war at all costs, engages in a risky project to develop an experimental spore drive which enables the *U.S.S. Discovery* to transport to anywhere in the Galaxy at a moment's notice. This advantage allows the *Discovery* to surprise the Klingon attackers at Corvan II and destroy them.

(FEBRUARY 13TH, 2257)

THE FEDERATION RALLIES

After breaking the siege of Corvan II, the Federation wins a series of victories thanks to *U.S.S. Discovery's* spore drive. The Klingon Empire pulls back its forces to reassess its strategy when Kol, leader of House Kor, makes a deal with several of the Great Houses to share advanced weaponry, supplies, and – more crucially – advanced cloaking technology with them. The two powers strive to find any advantage over each other as the war enters a stalemate.

(MARCH 21ST, 2257)

THE DESTRUCTION OF THE SARCOPHAGUS

Seeking a means to neutralize Klingon cloaking technology, the crew of the *U.S.S. Discovery* accidentally brings about the attention of the *I.K.S. Sarcophagus*, an ancient Klingon vessel functioning as the flagship for the Empire. Though the *Discovery* destroys the *Sarcophagus* and its captain, the Klingon General Kol, *Discovery* inadvertently switches places with its Terran Universe counterpart. Klingon forces destroy the *I.S.S. Discovery*, leaving Starfleet to assume the vessel had been lost.

(MARCH-JULY, 2257)

THE RAVAGES OF WAR

After the loss of the Federation's secret weapon and the Empire's commander, the conflict enters into a brutal phase as both sides engage in all out warfare. Command of Imperial forces is split between the Great Houses, who decide among themselves that the next Chancellor of the Empire will go to the commander who inflicts the most damage upon Federation forces. The conflict's savagery escalates as civilian targets, previously off limits to the honorable Klingons, are now considered prized targets ripe for the slaughter.

(JULY 7TH, 2257)

SIEGE OF STARBASE 1

Starfleet's primary base of operations and a beacon of the Federation's success comes under attack by forces belonging to the Klingon House of D'Gor. The station falls after three days of heavy fighting and seeing the loss of an entire fleet of Starfleet vessels. The Klingons triumphantly raise their banner outside of the station and spend weeks defacing the interior of the station with Klingon glyphs and iconography. After the war ends, the station undergoes heavy reconstruction for over a year.

(SEPTEMBER 14TH, 2257)

THE FEDERATION-KLINGON WAR ENDS

Though the Federation managed to inflict heavy losses upon the Klingons, hundreds of thousands of lives were lost and the Klingons united under a new High Council. Fearing another attack, the Federation devotes the majority of its resources into Starfleet and the construction of defenses in preparation for the next conflict with the Klingons.

▶▶▶▶▶▶▶▶▶▶ ***RUNNING THE CAMPAIGN***

“We have no weapons, no warp, no countermove at all. The Klingons have us.”

– CAPTAIN PHILIPPA GEORGIU

TYPES OF MISSIONS

230001

It might be easy to assume that every mission Starfleet takes part in during times of war revolves around the war itself. In reality, most wars that break out impact a small fraction of the Federation’s space. In other regions, ships are still exploring, conducting science experiments, and finding strange new worlds. Because of this, it is important to utilize these non-combat missions to help a group of players have a break from the stresses of constant battle. In *Star Trek*, while combat missions may be exhilarating, it is often during

the less stressful missions that we learn the most about the characters.

War brings a time of great change. Even the Federation, dedicated as it is to the betterment of alliances throughout the Galaxy, finds their ideals and objectives forced to adapt to the tides of conflict. At most times, officers in Starfleet can expect to find their pursuit dedicated toward exploration throughout space, forming first contact with new life, and uncovering new scientific discoveries. In times of war, needs dictate different approaches and new priorities. Due to this, the missions you’ll be expected to undertake will be significantly different in many ways.



COVERT OPERATIONS

Officially, Starfleet maintains a strong ideological model which acts as a code of ethical behavior for their officers. This model ensures their members act to uphold the best aspects of the Federation at all times. However, there remain certain sections within the Federation who believe that not all challenges can be dealt with while remaining true to such bonds. At times, an admiral may choose to act unilaterally for the overall greater good, choosing a course of action which others might consider dubious. Missions such as these tend to routinely fall under the purview of Section 31, who aren't hesitant to provide the kind of strategic oversight they would otherwise lack. Captains may receive missions such as these with instructions to not share the details with the crew, or to complete their true objective under the guise of other (often more innocuous) tasks. For covert operations, the primary point of importance is the completion of the task; secondary is to ensure all details of the mission remain secret lest their revelation bring disgrace to the participants as a whole.

Missions of this type might include:

- Kidnap an enemy commander for interrogation
- Recover an opponent's weapon and adapt it for improved lethality
- Infiltrate enemy territory and convince a high-ranking official to mutiny

MILITARY DEFENSE

Klingon battle tactics are highly aggressive, making strong and forceful pushes into their enemy's territory in order to batter the defenses, seize territory, and inch toward victory. Starfleet often finds itself on the back foot, but that doesn't mean it is any weaker. A strong defense is often required to not only stem the tide, but push against it until it breaks. The United Federation of Planets recognizes locations of key strategic importance which require heavy defense, and ships are often drafted into the duty of protecting them. These may be anything from entire worlds to recon satellites, resource shipments, vessels containing secret research of military importance, and so on. It may also be defending a line drawn in the sand, refusing to give another inch against imperialist aggression.

Missions of this type might include:

- Protect a strategically placed colony from bombardment until all civilians have fled
- Join an armada of vessels to blockade enemy encroachment
- Ensure a scientist's shuttle can get to a friendly base despite opposition

PEACEKEEPING

Despite their dedication to peace, Starfleet's formative roots are as a military organization. While officers are trained to avoid violence when possible, they understand that, at times, conflict resolution requires proactive action, especially in the defense of vulnerable peoples. During times of war, ships may receive orders to strike against enemy forces. This is often done preventatively, in order to ensure future conflict doesn't occur; targets are therefore typically objectives such as military bases, supply depots, and weapon bases, while taking considerable effort to avoid non-combatant fatalities.

Missions of this type might include:

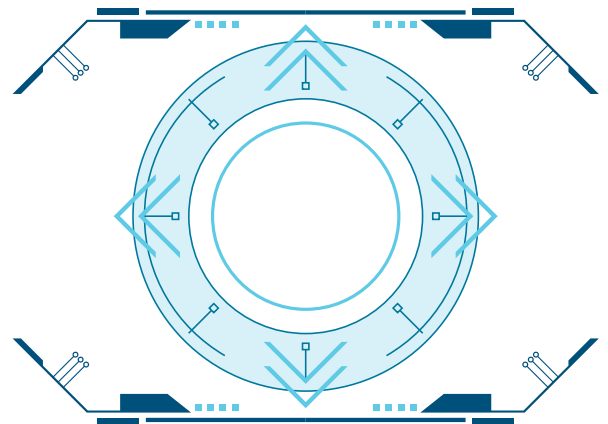
- Defeat a battlecruiser before it launches from spaceport
- Destroy a communication-jamming satellite network
- Damage an enemy vessel and extract an important military leader

RESCUE

Relief missions are a standard operation for Starfleet crews, including assignments such as supplying cargo including foodstuffs and energy for colonies and spaceports, and administering aid for victims of natural disasters and disease. In times of war, the latter becomes even more important; entire vessels are often dedicated for treating injured combatants. In worse cases, they can be necessary to help provide shelter for those who've lost their homes, and even treat victims of bacterial agents. They might even be asked to provide aid for those caught behind enemy lines, necessitating the use of stealth or violence to rescue victims of battles. Even though it's uncommon for Klingons to take prisoners, there are no rules in war and many Starfleet crews find themselves captured, necessitating missions such as these for their eventual liberation.

Missions of this type might include:

- Overthrow enemy control of a slave labor camp
- Run a blockade to supply aid to wounded civilians
- Discover what happened to a downed vessel and recover any survivors



RESEARCH AND DEVELOPMENT

The Federation's greatest challenge may not be simply surviving and beating the Klingons' aggression but learning to understand them at all. Everything from their armaments, energy sources, construction of their vessels, and physiology begins as a mystery which must be understood if Starfleet is to have any chance of overcoming them. These types of missions tend to be just as important, if not more, than those which draw ships to the front line. Deciphering coded transmissions, developing means to resist Klingon weaponry, researching new technologies to evade enemy sensors, harnessing experimental science in ways to gain a military advantage – these missions tend to be just as demanding as those fought by Starfleet's military class vessels. Any skilled engineer understands that the true decider of war isn't simply strength of arms or ideologies, but which side can develop the best tools before their opposition. For this reason, missions such as these are almost always up against the clock, demanding positive results before the enemy; the lives of thousands are often at stake.

Missions of this type might include:

- Enter a downed enemy vessel and recover samples from the warp core
- Steal all data on theoretical wormhole weaponry from a science base
- Test a newly-developed piece of technology assigned from Starfleet

WARTIME DIPLOMACY

No war is won by one tribe alone. Careful alliances are required at every step of a military conflict. Humanity discovered the benefits of mutual defense pacts between nations long ago, and while they are a core part of the United Federation of Planets, they are not maintained by monolithic might alone. The maintenance of peace hinges on agreements and understandings between groups, and during war those agreements are not easily maintained. Trade disputes can arise easily due to supply routes becoming suddenly unavailable or materials abruptly becoming rare; profiteers can rise to make demands from desperate peoples and trust can easily be frayed. Missions based around maintaining diplomatic relations can be just as frantic and harried as ones dedicated to bringing new allies into the battle on your side, as fear of becoming a victim in the ongoing conflict can force even the best of people to react without forethought.

Missions of this type might include:

- Negotiate a route for refugees through space occupied by unknown aliens
- Convince a fearful ally who sustained harm in the war of Starfleet's good intent
- Barter a trade in exchange for bringing a potent new ally into the conflict

POINTS OF INTEREST

230002

In the campaign overlay, these different mission concepts are divided into **points of interest**. Each point of interest represents different challenges that need to be completed by the players using their assets. However, if the players choose to roleplay a mission in place of the challenge rolled at the point of interest, feel free to use whatever mission brief you'd like. For ease of planning, the mission briefs in this book are divided into four categories, each representing one of the four point of interest types, detailed below.

TACTICAL

Many tactical points of interest will include some form of conflict, ranging from space battles to political summits. These points of interest often have a direct connection to the war and impact the political or military landscape.

If a group of players chooses to roleplay a tactical point of interest instead of assigning an asset to it, the mission may be to investigate a Klingon weapons facility or the destruction of a Klingon blockade. Additionally, the mission may also include a diplomatic or political debate with a species considering which side of the war they are going to back. While the threat of combat is always present during a tactical point of interest, it can be avoided by cagey Starfleet officers.

Each tactical point of interest has an Urgency score assigned to it. This number represents how likely a situation will escalate if it isn't dealt with. Not dealing with a tactical point of interest can often lead to additional points of interest being generated the next turn and even increased Difficulty levels during the campaign turn.

USE TACTICAL POINTS OF INTEREST IF:

- The players enjoy starship combat.
- The players enjoy ground combat.
- The players enjoy talking their way out of a scenario.
- The players enjoy debate and politics.

EXPLORATION

Exploration points of interest often occur off the front lines of the war, but in rare cases may be attached to an objective that directly affects the war. These types of missions usually include using a ship's sensors to learn about what is going on or using away teams to explore the surface of a celestial body. In both of these cases, there is usually no military threat, though it is possible an enemy is exploring the same place that you are.

Exploration points of interest have a big impact on the campaign; for each point that is resolved, the players gain three Progression Points. These points can be traded in to gain assets

or other bonuses that can be applied to the campaign. These points of interest need to be investigated quickly though; if they aren't, their Difficulty increases and then they disappear.

USE EXPLORATION POINTS OF INTEREST IF:

- The players enjoy working together to solve puzzles.
- The players enjoy trekknobabble.
- The players enjoy exploring new worlds.
- The players enjoy interacting with new species and social structures.

ROUTINE

Even during wartime, the rest of the Starfleet machine continues to operate. These routine tasks may seem menial, but without them, entire planets can be impacted. From transportation of assets to testing experimental technology, these missions must continue.

If these missions don't occur, resources that may be dedicated to the war have to be reassigned and moved to support. This could potentially leave some on the front line without the resources they need, and with less defense. This is represented in the campaign by making assets not useable in the next turn if a routine point of interest wasn't taken care of. To make things worse, these assets are chosen at random, which means the players may lose their most useful character or ship for a turn.

USE ROUTINE POINTS OF INTEREST IF:

- The players enjoy the inner workings of Starfleet.
- The players need a break from combat.
- The players want to conserve their assets for the next turn.
- The players enjoy missions that affect the big picture.

UNKNOWN

Every now and then, Starfleet vessels receive bits of information or intelligence, but don't know what they'll be experiencing when they arrive to investigate. These are the situations that unknown points of interest represent. This means that Starfleet must assign assets to investigate these things without really knowing what will happen when they get there.

During each campaign turn, the players choose to assign ship, character, or resource assets to the point of interest and then, once all assignments are made for the turn, the unknown problem is revealed. If the players choose to not investigate an unknown point of interest, or if they fail in their encounter with it, it is removed from play. If this happens, the next turn an extra point of interest is revealed and, to make things more dire, its Difficulty is increased by 1.

USE UNKNOWN POINTS OF INTEREST IF:

- The players enjoy a surprise.
- The players enjoy strategizing with their assets.
- You wish to introduce a new plot piece that ties into a previous campaign.
- The players are having an easy go of assigning their assets appropriately.



USING EVENTS

230003

When an episode of *Star Trek* begins, unexpected circumstances often arise to throw a wrench into the crew's plans. The Klingon War campaign uses **events** to represent unexpected plot turns. From random acts of nature to secretive rebellious groups, these events add an additional layer of complexity to the plot and often push the characters to their very edge.

After the players have assigned their assets, the gamemaster selects a point of interest at random and then rolls on or chooses from the Events table. The effects that are mentioned are then applied to the point of interest. If the event would be assigned to the point of interest the players are sending their crew to, consider adding a trait or scene that reflects the event to the mission they play.

TURN CHECKLIST

- Generate points of interest.
- Players assign assets.
- Unknown points of interest revealed to players.
- A random event is assigned to a random point of interest.
- Players resolve conflicts.
- Players roll for any losses.
- Determine outcomes.
- Award Progression Points and make Progression Rolls.
- Players gain two assets.

MORE CONTENT

230004

While all the missions that you will need to conduct the campaign are included in this book, some players may wish to explore more of the Klingon War and participate in more stories than what are offered here. In some other cases, players may have already played many of the missions and briefs included in this book. If either of these situations arise, you may use the content from the ***Star Trek: Discovery* (2256-2258) Campaign Guide** to enhance the experience. If you do, make the simple adjustments noted here to adapt them to the Federation-Klingon War tactical campaign.

MISSION BRIEF: "FORMING GLORY"

Suggested Campaign Stage: Post War/Aftermath

Suggested Point of Interest: Exploration

Suggested Changes: None. Run as written. While technically Post War/Aftermath doesn't use the Tactical Campaign rules, this mission brief is a great way to help wrap up the war story.

MISSION BRIEF: "WHAT FOLLOWS"

Suggested Campaign Stage: Early War

Suggested Point of Interest: Routine

Success: If the crew succeeds in stopping Tolpek, they gain 1 Campaign Momentum.

Failure: If the crew doesn't stop Tolpek, one random ship asset may not participate in the next campaign turn as it is dealing with the fallout of the logic extremists.

MISSION BRIEF: "GORMAGANDER MIGRATION"

Suggested Campaign Stage: Any

Suggested Point of Interest: Routine

Success: If the crew succeeds in drawing the gormaganders away, a Kakarak reporter becomes interested in the ship and offers to report on their missions. The reporter is treated as a resource asset with the following ability: Persuade the Masses – The Difficulty of social challenges are reduced by 1 to a minimum of 1.

Failure: If the crew is unable to draw the gormaganders away in a reasonable amount of time, the players must discard a resource asset of their choosing at the start of the next turn.

MISSION BRIEF: "MIRRORED ASPIRATIONS"

Suggested Campaign Stage: Mid-War

Suggested Point of Interest: Tactical

Success: If the crew gets proof that it wasn't their ship that did the raid, they gain 1 Campaign Momentum.

Failure: If the crew is unable to get proof that a Mirror version of their ship did the raiding, the gamemaster starts the next mission with 2 additional Threat.

MISSION BRIEF:
"TRIUMVERATE GAME"

Suggested Campaign Stage: Mid-War

Suggested Point of Interest: Routine

Success: If the crew gets the Tulesians and Arboki to work together and keep their interest in joining the Federation, they gain 1 Campaign Momentum.

Failure: If the crew is unable to get the Tulesians and Arboki to keep their interest in the Federation, the difficulties of challenges at a random point of interest are increased by 1 next turn.

MISSION BRIEF:
"CONTAMINANT"

Suggested Campaign Stage: Late War

Suggested Point of Interest: Exploration

Success: If the crew saves Dai'Nath, they gain her as an asset with the following Powers: Medical 9/1, Military 14/3, Personal 13/3, Science 7/0, Social 11/2.

Failure: If the crew is unable to save Dai'Nath, they must choose a random character asset and roll on the loss table for it.

MISSION BRIEF:
"TARDIGRADE TRIP"

Suggested Campaign Stage: Early War



Suggested Point of Interest: Exploration

Success: If the crew tells Starfleet about the tardigrades or decides to capture them, they get the following resource asset: Tardigrade Genetic Sequence – If a character operates a spore drive, they suffer a loss of 3 Stress and may use their Science instead of Medicine on the task attempt.

Failure: If the crew is unable to save the tardigrades, the next time they would operate a spore drive, they suffer 1 automatic complication.

As written, the three-mission campaign included in the **Star Trek: Discovery (2256-2258) Campaign Guide** occurs during the Klingon War and can also be easily adapted to the tactical campaign. If you wish to include this story in your tactical campaign, it is recommended that each mission is played out during one turn during the Mid-War Stage in place of the provided mission briefs. The missions occur regardless of the point of interest type and may be adapted as follows:

MISSION:
"A BRIDGE TO EVERYWHERE"

Suggested Campaign Stage: Mid-War

Suggested Point of Interest: Any

Success: If the crew succeeds in getting the colony creature back into the mycelial network, they gain 1 Campaign Momentum.

Failure: If the crew is unable to be beamed to safety, a random character asset becomes missing in action.

MISSION:
"HOME AND HEARTH"

Suggested Campaign Stage: Mid-War

Suggested Point of Interest: Any

Success: If the crew succeeds in evacuating everyone from Greenpoint Cove, they gain 1 Campaign Momentum.

Failure: If the crew is unable to evacuate everyone from Greenpoint Cove, they lose 1 Campaign Momentum.

MISSION:
"ONE STEP BEYOND"

Suggested Campaign Stage: Mid-War

Suggested Point of Interest: Any

Success: If the crew doesn't free the fungal enzymes, they gain the following resource asset: Protospore Drive – A ship asset with a Science Power of 14/1 or higher may be assigned to two points of interest this turn. The ship rolls for each point of interest separately.

Failure: If the crew frees the fungal enzymes, they gain 1 Campaign Momentum.

AVOIDING BURNOUT

230005

The span of Human history is full of stories of gallant heroes struggling against overwhelming odds. For some player groups, it can be strongly appealing to play a game set during a conflict between the forces of good and evil with some players wanting to face an insurmountable challenge and come out as the victor. The backdrop of a galactic conflict can be a great starting point for stories, but managing these stories can quickly overwhelm even the most experienced gamemasters and players. It's not just the fear of seeing their characters killed in action; it's the toll that telling stories set among bloodshed and loss can have on a player.

Telling stories based around war can be stressful for both the players and the gamemaster. It's not just a matter of sensitivity regarding the subject matter; while it can be agreed that war is a serious subject, it goes beyond just making sure everyone sitting down at the table is comfortable with what is going on. It is important to make sure players continue to enjoy the story the gamemaster wants to tell and for the gamemaster not to feel like what they are doing is monotonous or dull.

It's far easier to avoid becoming burned out than it is to deal with the after-effects. When you are burned out, you usually need a break from the game in order to recharge your batteries and remember why you enjoyed playing it. In some instances, getting burned out can cause friction between friends and cause the campaign to fail. It's important for both the players and the gamemaster to ask questions about what they want from the story, to help manage expectations and let players know what they can look forward to as the story progresses.

AVOIDING PLAYER BURNOUT

"WHAT DO I WANT FOR MY CHARACTER OUT OF THE WAR?"

War can be brutal. War can see friends become enemies, planets lost to invaders, and even the bravest and fiercest of soldiers can lose their lives in seemingly random circumstances. Some players will want to see their characters be challenged at every turn and enjoy overcoming dangerous threats. Others may have more specific circumstances in mind and hope to see their characters go from being a lieutenant at the beginning of the war to captain of their own vessel by the end. Having goals to work toward can help define how a character can grow and evolve throughout the conflict.

"WHAT LINES DO I NOT WANT TO CROSS?"

Just as soldiers have lines they would not cross in a war, the same applies toward players. For some players, they find enjoyment in portraying the stoic and skilled warrior who will do anything for their side, but even these soldiers will know what their limits are. Not every solution is solved by firing plasma torpedoes into innocent refugee vessels, and some players will strongly object to stories that require them to do so.

Knowing what your character's limits are can help you inform the gamemaster about what kind of story you would enjoy playing and what would quickly sour the campaign for you.

"DO I HAVE TO BE A SOLDIER?"

Not all stories are told from the perspective of soldiers in the trenches. War is often fought across the bargaining table, where officials and couriers carry messages between their governments and seek to find compromises that may end the war sooner. Researchers toil away in laboratories seeking to perfect new weapons and doctors work to find cures for diseases that spread throughout war zones. For players who do not imagine their characters as aggressive or warlike, there are plenty of stories that keep them away from the fighting.

AVOIDING GAMEMASTER BURNOUT

"INCORPORATE YOUR PLAYERS' DESIRES FOR THE GAME WITH THE STORY YOU DESIRE TO TELL."

The players should know going into the campaign that they will be fighting in a war for more than a few sessions. While short conflicts happen in the *Star Trek* universe, the type of campaign depicted in this book suggest that the Klingon War and other conflicts will span the length of the campaign. Players whose backstories include traveling to planets outside of the theater of war or achieving breakthroughs in scientific research may find themselves upset if their characters are given a phaser rifle and expected to fight every session. Likewise, a player hoping to rescue a family member lost behind enemy lines or engage in an honor duel with a Klingon marauder may be disappointed if the scope of the story consists primarily of negotiating treaties and ferrying diplomats between planets.

"IF IT IS NO LONGER FUN FOR YOU, IT MAY NOT BE FUN FOR YOUR PLAYERS."

Your players may be excited to go into battle guns blazing, but if the story starts to become a chore for you to run for them, then it will show. Your enjoyment is just as important. It is harder to improvise and come up with creative encounters for your players if you are not interested in seeing how they play out. Consulting with your players when the story becomes difficult for you is important because you can see how they are feeling and figure out new stories. It could be that you need to fast forward through the war toward the end, or perhaps have the characters travel away from the fighting. Do not be afraid to talk about how the story is developing with the players.

"NON-STOP WAR MAY NOT BE AS FUN AS YOU THINK."

Players can thrive under pressure, but it is important to remember that this is a game. While real war may be uncompromising and challenging for those fighting in it, players who are looking forward to relaxing may not enjoy going from one challenge to the next. Make sure to include stories that focus on the players' backstories and that can allow them to have a break from the carnage. Stories that take place away from the conflict can also help ease the tension the players may be feeling as well.

NOTABLE STAR SYSTEMS

"Jumping a massive starship inside a cave of impenetrable rock does seem...challenging."

-COMMANDER SARU

In this section, a major star system is described for you to use as a setting for many of your war-based missions or adventures. One is provided for the Federation and another for the Klingon Empire. In addition, two other star systems are detailed in a way that may give you, as a gamemaster, ideas for how to design your own star systems for use in your own campaign and how to present them to your players.

FEDERATION STAR SYSTEMS

240001

Use or adapt the following Federation systems and add them to your campaign.

ADELPHOUS

An unremarkable K4V (orange main-sequence) star, the Adelphous system was overlooked for many centuries by the Vulcan Confederacy and the Romulan Empire. It was in the 18th century that Romulan starships patrolling the recently conquered system of Unroth detected weak radio signals emanating from a planet in the system. Romulan infiltration began at once, manipulating the native late 19th century Earth equivalent societies for nearly a decade before roving Vulcan starships detected the same radio signals.

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Adelphous IV became a sparring ground, and the Vulcans and Romulans both used the native Adelphians as pawns. The 20th and 21st centuries saw Adelphous IV broken into two primary polities, one controlled by each faction, their relative strength often depending on the events in orbit that were obvious to native observers weren't controlled by the great powers of the time. This stalemate ended with the rise of United Earth in the late 21st and 22nd centuries. The Earth-Romulan War settled the debate of control for the system firmly into the hands of the Vulcan Confederacy, and eventually the Federation.

By the mid-23rd century, Adelphous was a prosperous addition to the Federation, her native people discarding their martial practices much like their Vulcan protectors. This would be tested with the outbreak of the Federation-Klingon War.

SYSTEM OVERVIEW

Primary Star – Adelphous (K4V). Surface Temperature: 4640K Mass: 0.75 Sol Luminosity: 0.23 Sol Habitable Zone: 0.50-0.89 AU

Planets – 6 Major, 12 Dwarf

Political Alignment – United Federations of Planets (Member admitted in 2215), Adelphian Confederacy (formed 2171)

System Population (2250 Federation Census): 5.71 billion Adelphians, 6.2 million Vulcans, 4.0 million other Federation Member species.

ADELPHOUS I

Type: Class E (Geoplastic)

Orbital Distance: 0.08 AU (12 million kilometers)

Orbital and Rotational Period: 9.5 standard days, tidally locked

Mass: 0.12 Earth (7.17×10^{23} kilograms)

Atmosphere: Near Vacuum

Notes: Adelphous I is known as “Shadow” to the natives of this system, as it was only ever seen in silhouette against the disc of the primary until the natives developed technology for better telescopes able to filter out the glare of their star. There is little Federation or local presence on Shadow, with just a small research facility along the terminator of the planet perched on a tectonically stable basalt mesa.

ADELPHOUS II

Type: Class A (Geothermal)

Orbital Distance: 0.105 AU (15.7 million kilometers)

Orbital and Rotational Period: 14.3 standard days, tidally locked. 3:2 orbital resonance with Adelphous I.

Mass: 0.11 Earth (6.57×10^{23} kilograms)

Atmosphere: Trace gases. Hydrogen and Helium stemming from radioactive decay.

Notes: Tidally locked to its primary and in a 3:2 orbital resonance with Shadow, “Matari” has a sizable nickel-iron core that has not slowed its interior rotation like the crust, generating a magnetic field and also producing force on the planet's mantle to allow for limited volcanism. A large Vulcan Science Academy presence is on the surface, specializing in geological research and planetary sciences.

ADELPHOUS III

Type: Class D (Rocky)

Orbital Distance: 0.233 AU (34.9 million kilometers)

Orbital and Rotational Period: 47.5 standard days, tidally locked. 5:3:2 orbital resonance with Adelphous II and I.

Mass: 0.25 Earth (1.49×10^{24} kilograms)

Atmosphere: Trace gases. Helium, Argon, Sulphur Dioxide.

Notes: “Safehold” was thought to be lined with gold in Adelphian legends due to the bright sulphur deposits across its surface from ancient volcanic activity. Safehold was the first planetary body settled by the Adelphians after official first contact was made, and a combined Vulcan Science Academy and Confederacy research institute facility was built there.

ADELPHOUS IV

Type: Class M (Terrestrial)

Orbital Distance: 0.65 AU (97.2 million kilometers)

Orbital and Rotational Period: 220.9 standard days, 29.4 Hours (Local Day)

Mass: 0.89 Earth (5.32×10^{24} kilograms)

Atmosphere: Standard Breathable. Nitrogen, Oxygen, Argon, trace gases.

Moons: 1 – Gam (0.3 Luna Mass, Class D)

Notes: Adelphous IV is the primary inhabited world of the system, and is known as Bastal in the primary language of the planet, translated as “Ours.” Prior to the Earth-Romulan War, the planet consisted of multiple small city-states or kingdoms that were covertly brought together by Vulcan and Romulan assets in their proxy war for control of influencing the planet as a safe haven for their forces. Formal first contact was made in 2170, with a planetary government quickly coalescing after. Bastal has four large continents scattered about its surface and one minor continent near its north polar region. Many small outposts have been built in orbit and on the small moon but there is one Federation manufactured starbase in high orbit, and a Vulcan Science Academy Outpost that follows the planet in its orbit at Lagrange Point 5.

ADELPHOUS V

Type: Class P (Glaciated)

Orbital Distance: 2.15 AU (332.6 million kilometers)

Orbital and Rotational Period: 3.64 standard years, 32.4 hours (day)

Mass: 1.70 Earth (1.02*10²⁵ kilograms)

Atmosphere: Thin. Nitrogen, Argon, Carbon Dioxide.

Moons: 1 – Kaya (1.5 Luna Mass, Class C)

Notes: A bright and icy world, “Newa” began its life as a Class O world covered by warm oceans, but quickly froze as its star cooled after entering the main sequence. Few rocky peaks poke above the ice plains, and there are small pockets of briny water deep below the ice. Some of these pockets contain simple life forms that evolved on Bastal and were brought here through panspermia.

ADELPHOUS VI

Type: Class J (Jovian / Ice Giant)

Orbital Distance: 7.55 AU (1.129 billion kilometers)

Orbital and Rotational Period: 23.95 years (year), 14.1 hours (day)

Mass: 14.5 Earth / 0.05 Jupiter (8.66*10²⁵ kilograms)

Atmosphere: Gas Giant. Hydrogen, Helium, Methane, Ammonia, Carbon Dioxide.

Moons: 6 Major – Taraf (C), Rantalio (C), Wanara (C), Navlk (D), T’ghans (D), Dabca (D). Dozens of minor moons

Notes: Green-blue like the Sol System’s Uranus, Foj’Lak is circled by a thin ring system. The Federation has small refueling outposts on the icy moons to process out deuterium for fusion reactors, and many small fuel haulers can be found always moving back and forth between Bastal and Foj’Lak.

FSC M5V-77719

"THE BIG EAR" SYSTEM

Located between Korvat and Omega Leonis, this uninhabited star system had always been strategically important as it lay almost in a direct line between Sol and Qo’noS. Due to this, a Starfleet Intelligence listening facility had been constructed there in 2228. “The Big Ear,” as it was called by the four hundred personnel living and working there, is a small starbase located at the core of kilometers-long subspace transceiver arrays, listening into signals emanating from the Klingon Empire, attempting to decode them, and transmitting them back to other intelligence facilities deeper in Federation space. This facility orbits far from the primary, nearly fifty AUs distant with an orbital period measured at more than a millennium.

The Big Ear system is centered on a small red dwarf with only two worlds. The innermost world is a hot Jupiter-like

(Class-J) planet orbiting around the star every three standard days. The world has no natural moons, but a small Starfleet facility sits at the gravitationally stable point behind the gas giant, collecting atmospheric material being blown away by the star’s wind. The second and last planet is a large Class-D world nearly three times Earth’s mass, with a significant atmosphere of carbon dioxide, methane, and ethane.

A moderate (by mid-23rd century standards) logistical point is located opposite the subspace facility in orbit around the primary. Consisting of five blocky storehouses the size of Constitution-class vessels, these containers hold non-perishable goods for starship crews, such as water, deuterium, RCS fuel, and replacement parts.

FSC M9V-196441

CARRANIDE

The primary of this system is almost considered a brown dwarf, and was passed by for many decades by Starfleet crews exploring the region between the Hromi Cluster and the Klingon border. When finally surveyed in 2248, it was given the name “Carranide” by the Starfleet crew, a term for a lush and varied place from an ancient Tellar culture. The system contains a single Class-J gas giant twice the mass of Sol’s Jupiter, circled by fifteen major moons ranging in mass from Luna to half of Earth, along with dozens of smaller captured bodies.

The system was named after this lush ideal due to each of the major moons having subsurface oceans rich in multicellular life, the most advanced of which being similar to the soft-bodied corals of Earth’s saltwater oceans, but feeding on volcanic emissions rather than photosynthesis. While there is evidence of panspermia occurring between these moons, five distinct genetic patterns suggest that life evolved separately on different moons, spreading to them all over the millennia.

The Federation Science Council quickly established biological research stations on three of the moons and small outposts on the surface of the other life-bearing moons. Nominally self-sufficient due to the abundance of hydrocarbons that can be synthesized into foodstuffs, the personnel in system are only visited by a supply vessel every two standard months. Starfleet has little presence here, though a heavy presence would be quickly brought into action if the nearby Klingon Empire attacked and put the civilian researchers and their vital studies at risk.



KLINGON STAR SYSTEMS

240002

Use or adapt the following Klingon systems and add them to your campaign.

MATARAI PRIME

When the Matarai system was first visited by explorers from House D'Ghor in 2122, the Klingon Great House knew that this system would improve the prospects of their House immensely. Not only was there a small Hur'q orbital facility circling the sole habitable world in the system that contained dozens of smaller dormant vessels, the habitable world had a sentient species capable of tool use, the Mataraians. This species was a mollusk-like species that had a hard shell on their backs that grew as they aged and could retreat into. They used their mouth parts at the front of their soft bodies to manipulate tools.

The Hur'q hadn't made planetfall on Matarai II and enslaved the population like they had on Qo'noS, so the native tribal cultures had survived intact. This luck did not continue as House D'Ghor would invade several months later. The native peoples had an Iron Age-level culture in 2122 and stood no chance to defend themselves against disruptor-armed Klingon warriors. While the Mataraians never truly surrendered to the forces of House D'Ghor due to many of the tribal polities seeing the invading Klingons as just another tribe to spar with, House D'Ghor considered the world conquered and a part of the Klingon Empire in the years after.

By the mid-23rd century, Matarai II occupied a strange place in the Empire as both a curiosity of having a species that survived the Hur'q invasion of the sector, a system that held a subject species, and one in which the subject species seemed to not mind the Klingon presence among them.

SYSTEM OVERVIEW

Primary Star – Matarai Prime (K0V). Surface Temperature: 5270K Mass: 0.88 Sol Luminosity: 0.56 Sol Habitable Zone: 0.73-1.31 AU

Planets – 8 Major, 9 Dwarf

Political Alignment – Matarai Tribal Organizations (pre-2122), Klingon Empire / House D'Ghor-ruled Subject Species (2122-present)

System Population (Starfleet Intelligence Estimates): 1.55 billion Matarai, 130,000 Klingon

MATARAI I

Type: Class F (Geometallic)

Orbital Distance: 0.47 AU (70.3 million kilometers)

Orbital and Rotational Period: 125.4 standard days (year), 18.4 hours (day)

Mass: 0.61 Earth (3.64×10^{24} kilograms)

Atmosphere: Very thin. Carbon Dioxide, Sulphur Dioxide.

Notes: Matarai I is called "Bobbie" by the natives of this system, and "Forge of Matarai" by House D'Ghor. This world is extremely rich in heavy metals, and small Hur'q mining facilities had begun being constructed before that species mysteriously disappeared. These were completed by House D'Ghor and are manned only by Klingon technicians as the environment is unable to sustain the Matarai people.

MATARAI II

Type: Class M (Habitable)

Orbital Distance: 0.89 AU (133.1 million kilometers)

Orbital and Rotational Period: 326.9 standard days (year), 15.8 hours (day)

Mass: 1.15 Earth (6.87×10^{24} kilograms)

Atmosphere: Standard Breathable. Nitrogen, Oxygen, Argon, trace gases. Slightly denser than Earth standard.

Moons: Two. Both are small captured asteroids 90km (Oklaja) and 64km (Bophot) in diameter.

Notes: Matarai II is the homeworld of the Matarai people. Much of the landmass of the planet is concentrated around the tropics of the world, with its continents having wide shelves of slowly sloping seabed that gives this world a rich variety of shallow ocean and freshwater species. Mataraians themselves are semi-aquatic and mate in the coral beds common on this world. Matarai cities often straddle both land and sea, with buildings having wet floors and dry floors, though the Klingon occupiers prefer the driest of all. Some aspects of Matarai life have been advanced by the Klingon occupation, such as technology in the hands of engineers and physicians, but society has remained steadfastly tribal. It is common for some native polities to declare war on others, and even House D'Ghor, sometimes even resulting in deaths of unlucky Klingon warriors.

MATARAI III

Type: Class N (Greenhouse)

Orbital Distance: 1.68 AU (251.3 million kilometers)

Orbital and Rotational Period: 2.32 standard years (year), 39.5 hours (day)

Mass: 3.25 Earth (1.94×10^{25} kilograms)

Atmosphere: Extremely High. Carbon Dioxide, Nitrogen, Water Vapor.

Moons: One. Captured Asteroid (Mabv) 33km in diameter.

Notes: Matarai III is a massive world nearly the same composition as the inhabited world of the system, but much larger and more volcanically active. Like Venus of the Sol system, this world is densely shrouded in a blanket of gas that traps the little sunlight it does receive. Its brightness in the night sky meant many Matarai tribes referred to with

names translating as “torch” or “lighthouse,” but House D’Ghor doesn’t have a name for it as the conditions on its surface make it unable to be exploited.

MATARAI IV

Type: Class P (Glaciated, Lifeless)

Orbital Distance: 3.76 AU (562.5 million kilometers)

Orbital and Rotational Period: 7.77 standard years (year), 31.0 hours (day)

Mass: 1.52 Earth (9.08×10^{24} kilograms)

Atmosphere: Very Thin. Helium, water vapor from exposed under ice water pockets.

Moons: One – Gat’a (Class P, Lifeless)

Notes: “Kagah” was another world that had begun to be utilized by the Hur’q before their disappearance. Three large water ice processing facilities were built, powered by larger fusion plants that drew water from deep under the frozen surface and purified it. One of these facilities was also built on this world’s moon Gat’a. When the Hur’q disappeared, the water purified spilled out onto the surface and quickly froze, making highly reflective and smooth areas of the planet visible across this star system.

MATARAI V

Type: Class I (Ice Supergiant)

Orbital Distance: 38.15 AUs (5.707 billion kilometers)

Orbital and Rotational Period: 251.16 standard years (year), 14.5 hours (day)

Mass: 4.53 Jupiter Mass (8.599×10^{27} kilograms)

Atmosphere: Gas Giant. Hydrogen, Helium, Methane, Nitrogen.

Moons: Five Major – Taganiu (Class C), Sanavat (Class C), Yraew (Class D), Lopiop (Class D), F’qat (Class D). Eighteen Minor.

Notes: “Queen Silin” is named after a common divinity from approximately one third of the tribes of the Mataraians. It was not visible to the naked eye to native astronomers and was “discovered” by House D’Ghor when it invaded this star system. The massive ice giant has a deep blue-green hue, and a truly colossal ring system that consists of carbon coated ice, making it darker than other ring systems of comparable worlds. House D’Ghor has positioned two small ice refineries orbiting through the system to pull out deuterium and other rare isotopes that are then shipped in system.

FSC DA4-1877 KLINGON NAME: "CURSED EYE"

White dwarf star systems are often overlooked by explorers due to their being little left after the star blew off its outer envelope of gas. Most habitable worlds have been made cinders, and far-flung gas giants have been thrown from the system by close stellar encounters. The Klingon Empire has made a practice of surveying white dwarf star systems because of evidence from old Hur’q archives detailing that they used such stars as a means to bridge space-time. Federation astronomers would assume the strange shadows moving across the dim glow of DA4-1877 were just debris from the dead star system, but would learn differently during the Federation-Klingon War.

Orbiting closely to the white dwarf is a debris field of Hur’q starships and structures. While the pieces have been eroded over the centuries by collisions, evidence remains that much of what remains suffered massive gravimetric distortions that twisted and pulled the vessels and structures apart. This destructive event allowed antimatter to be released from containment systems and further annihilated whatever undertaking the Hur’q were completing. Dating the event showed a close correlation between it and the Hur’q leaving Qo’noS. What this event was and why it occurred is unknown to the best researchers from the Empire.

FSC ABV-473 KLINGON NAME: "FORTRESS M'AQAS"

Located between Amar and Cursa, the planetless white main sequence star of Fortress M’aqas has an importance far above what it should. Surveyed in 2237, this star system was found to contain a massive asteroid field stretching in a wide band from 1.5 to 6 AUs in radius. Inside this rocky band was the largest single find of dilithium made by the Empire since the resettlement of Praxis in the years after the Hur’q retreat. The difficulty was that it wasn’t concentrated in one spot; rather it was spread through the entire volume of the asteroid field.

The Empire began to construct small processing facilities and automated mining barges to be used throughout the system, but when the Federation began making claims to star systems near Sherman’s Planet, also close by to the M’aqas system, the Empire began two separate projects. The first was to pressure the Federation into leaving the region so they wouldn’t discover the riches of the system at a distance. The second was to construct massive battle stations in close proximity to the refining bases. By the time of the war, Starfleet vessels had yet to discover the dilithium reserves of this system, but had detected the transits of dozens of starships and increasing comms traffic emanating from the system, making Federation analysts interested in just what was happening.



OPTIONAL RULES

“Universal law is for lackeys. Context is for kings.”

— CAPTAIN GABRIEL LORCA

The additional rules and styles of play in this chapter provide alternative ways to explore the dark frontiers of space during the Klingon-Federation War. While the ruleset used is typically chosen by the gamemaster, the styles of play substantially impact everyone's experience of the game, so it is worth agreeing them with your whole group in advance.

BIGGER PICTURE: THE ADMIRALTY GAME

250001

The Klingon War campaign overlay already empowers players to make decisions on a strategic scale, beyond the scope of a single starship. In the fiction, you can justify this in a number of ways:

- The players control starship bridge officers in both missions and campaign turns. Bridge officers rarely have this sort of control over big strategic decisions, but perhaps the main characters, like Captain Lorca, have been afforded much more responsibility than usual about how they choose to prosecute the war.
- The players control different characters during different parts of the campaign – Admirals during the campaign turns, bridge officers during missions.
- The players choose to play an admiralty game, controlling admirals and senior staff during both stages of the campaign – a decision that dramatically impacts the kinds of adventures the main characters will be attempting in “up-time”.

When playing an admiralty game, at least one character should choose the role of an admiral (even if it's an NPC), which provides the role ability below:

- Select three additional Focuses, reflecting areas of expertise or subjects that pertain to your assignment. At the start of each mission, chooses one of these three Focuses – every main character receives that as an additional Focus for the mission, due to additional briefings and instructional resources.

Other players are encouraged to choose roles for their main characters that would be appropriate for an admiral's staff. Ambassadors (page 21), intelligence agents (page 25), and political liaisons (page 26) are especially useful in this style of play, but science officers and chiefs of security are no less relevant than in a normal game. Additional support staff roles like adjutants and strategic operations officers, along with rules for commanding whole squadrons, can be found in the Command Division supplemental rulebook. Advice on how to get the most from this style of play, including suggested focuses and values, can be found in the *Player's Guide*.

ADMIRALTY MISSIONS

The campaign overlay rules on pages 74-90 are already a great way to reflect the big picture strategic decisions that admirals must make when conducting the defense of the Federation in wartime. However, the mission an admiral selects as their main focus for a campaign turn will likely be very different from that chosen by a starship captain. Barring exceptional circumstances, admirals do not respond to routine distress calls or go hunting for Klingon raiders. Such duties are delegated to starship crews, who are trusted to get the job done without oversight. Rather, admirals respond personally to big-picture flashpoints – critical diplomatic negotiations, starbase defenses, and major fleet actions. Gamemasters should bear this in mind when fleshing out mission prompts into full adventures. Not every point of interest should harbor a quadrant-level crisis (players might appreciate having some smaller issues their subordinates can handle “off-screen”), but at least some problems should be large-scale enough to be worthy of the main characters' office.

It's a good idea for admiralty campaigns to have a “base of operations” which the players can feel a sense of ownership over. This could be a starbase, a deep space outpost, an office on a Federation planet, or even a starship if your Admiral's role calls for constant mobility. The players are encouraged to make use of their headquarters during missions – hosting negotiations, trials, strategy meetings, etc. – much as the starship is central to most missions during conventional *Star Trek Adventures* play. Some missions may force the characters to defend their HQ from hostile attack. Starbases are highly valued targeted for Klingon raiders during the war, especially if they have a Starfleet admiral on board!

That said, **Star Trek Adventures** is not always a game about logistics and bureaucracy, and players should look for opportunities to get stuck in, even if it exposes their characters to risk. This is especially appropriate during war, when as many officers as possible are needed on the front lines overseeing combat. As an example, Admiral Cornwell's experiences during the Klingon War included visiting frontline starships in person, attending negotiations in border territories, escaping from Klingon captivity, and at one point taking direct command of the *U.S.S. Discovery*. Players should use this as a model for the sort of trouble their admiral and staff could up to. Even in situations where they cannot justify their main characters' direct involvement, they can always generate a party of bridge officers as supporting characters, and pilot them into the action.

DELETED MESSAGE

FOUND IN THE MEMORY STORAGE OF THE *I.S.S. SHENZHOU*

I offer this information only for the glory of the Terran Empire rather than my own position, but the *I.S.S. Discovery* is not what it appears. We encountered the *Discovery* when Commander Burnham returned from the dead (itself somewhat suspicious) with the arch traitor Lorca. As my loyalty demanded I made a point of scanning the *Discovery* when we encountered it to make sure it was what it appeared to be. While it was identical in every way, I could not help but notice its quantum signature had been masked.

I took what scans I could for later analysis, and after a week of work I uncovered the true quantum signature, which proves the vessel was not from our universe. The scans also revealed damage from Klingon weaponry, but not Vulcan, and at a superior phase variance than the rebellion is currently using. While this damage was extensive it was not all recent, and not what would be expected from the *Discovery's* most recent known engagement. There was also a mycelial signature I've not seen since working with Commander Stamets before my current posting.

I believe this *I.S.S. Discovery* is from a parallel universe and swapped places with ours in some form of freak accident. They may well have a functioning spore drive, which would facilitate this under the right conditions. The weapons markings suggest the Terrans are currently at war with the Klingons, but as a rival power rather than a group of itinerant rebels. As such our *Discovery* may well have been easily destroyed if it was as damaged as I believe it was when the accident occurred. This means the people of the other universe may not realize an exchange has taken place unless they think to analyze the wreckage for a quantum signature.

At this point I recommend vigilance in case this new *Discovery* is the vanguard of an invasion. Currently, Commander Burnham has taken command of the *Shenzhou*, so I cannot take this to her. So instead, my loyalty demands I sent it to you. I ask for no reward but to serve. But should anything untoward happen to Commander Stamets I would be honored to serve in his place.

WAR-PROFITEERING: THE TRADING GAME

250002

As the Federation and the Klingon Empire carve up the Galaxy between them, there are plenty of communities aligned with neither faction who find themselves caught in the middle. These "little guys below" are uniquely vulnerable to exploitation by warring powers, but despite this indignity, some trailblazers sense an opportunity. If an entrepreneur is already resigned to working outside the Federation's laws and isn't picky about what they're selling or to whom, the Klingon War has the potential to be very good for business.

The trading game is for players who want to navigate the Klingon War as a merchant, criminal gang, arms-dealer, or naked opportunist – the likes of Harry Mudd, Baron Grimes, or black marketeers at Qo'noS' Orion outpost. The characters are not helpless civilians, nor neutral third parties, but proactive deal-brokers who choose to brave the dangers of a war-torn Galaxy voluntarily. The characters do not have a direct involvement in the war, but must constantly remain abreast of its course, to seize valuable opportunities and avoid deadly risks. If they play the game well, the characters may earn a small fortune, enough to fulfil their dreams of independence and escape the devastating conflict. If they play the game badly, the characters will just be another statistic, one more bystander killed in the crossfire.

If a gaming group is interested in playing a trading game, it is strongly recommended that they take advantage of the alternate character types, roles, and lifepaths included in *Chapter 6* of the **Player's Guide**.

CAMPAIGN TURNS IN THE TRADING GAME

Since the characters in a trading game are not active participants in the war, they do not play out the campaign turns described on pages 74-90. Instead, the gamemaster resolves every stage of the campaign turn – generating Problems, assigning whatever Federation assets seem appropriate, and rolling to resolve the Problems and determine outcomes. Since the gamemaster plays this part of the campaign by themselves, they are encouraged to resolve the action between sessions, and simplify the system as much or as little as they'd like. The purpose of these campaign turns in a trading game is to bring the war to life – to involve the characters in large-scale events outside their control and empower canny operators to turn the situation to their advantage.

After the gamemaster has assigned assets, the players choose where they would like to attempt their next job. This could be an unaddressed Problem the characters hope to target in Starfleet's absence, a Problem with an Asset

that the characters intend to play off against each other, or an unassigned Asset the characters hope to target whilst vulnerable. This “mission” is played out as a normal roleplaying game scenario. When the job is done, the gamemaster resolves all other parts of the campaign turn, to set-up the range of options available for the crew’s next scheme.

Example: After preparing a suite of Problems between sessions, and assigning Federation assets to respond to them, the gamemaster invites their misfit crew of scoundrels to decide their next job. Of the several options available, three immediately stand out. The gamemaster has an unassigned “prototype technology” Resource Asset, which the crew consider stealing with an elaborate heist. An Exploration threat indicates that a starbase has gone radio silent; the gamemaster didn’t have Personal assets spare to resolve the Problem, so the crew could rescue its inhabitants for a reward (or just loot the station). Finally, the gamemaster generated an Unknown threat, which is always a tantalizing prospect. Though the U.S.S Farragut has been assigned to investigate the Point of Interest, the players can’t say no to a mystery, and eventually decide their job will be to investigate the Unknown threat.

The threat turns out to be a strange cosmic bubble, which quickly entangles both the Farragut and the characters’ vessel. The characters could work with the Starfleet crew to escape the environmental hazard... or they could focus on gathering what scientific data they can about the phenomenon and sell that information to the Klingons. It depends on how scrupulous the characters feel about abandoning the crew of the Farragut to enslavement and possible death!

GETTING MORE INVOLVED

The characters in a trading game are operating without the infrastructure of the Federation or Empire behind them – they do not begin with any campaign assets **and** must respond to each potential opportunity in person. However, as the campaign continues, the characters may be successful enough to purchase means of exerting more influence on the universe around them. Gamemasters can reflect this with campaign assets – hired guns, extra ships, or other resources the characters can use to exploit more opportunities at once. Players can send these assets to resolve Problems in their absence, just like in the normal campaign rules. If both Federation assets and player assets are resolved to a Problem, the Problem is resolved as an opposed task. The characters’ Asset must generate at least as many successes as the Federation assets and the Problem’s Difficulty (separately, not combined) in order for the job to generate profit. The traders always count as active characters on these jobs, breaking ties with Federation assets in their favor.

It is likely when a trading game begins that the characters find themselves doing more work for the Klingons than the Federation. The Federation is traditionally more discerning

about who it will and won’t do business with than the Empire, and most characters in the party are likely to be fugitives from the Federation already. However, as the campaign proceeds, the increasing desperation of the Federation and the indiscriminate violence of rampaging Klingon houses may tempt the characters to prefer working with the Federation instead. Perhaps the characters will even develop a conscience! If the players are amenable to helping (or even joining) the Federation, the gamemaster may permit them to have a more direct role in subsequent campaign turns, perhaps helping to decide where Federation assets are deployed, and making rolls to resolve Problems.

REMAIN KLINGON OR DIE: THE KLINGON GAME

250003

There are two sides to every story. Whilst the Klingon War campaign is written to be viewed from Starfleet’s perspective, game groups with access to **The Klingon Empire Core Rulebook** may choose to fight the war as members of a Klingon house and strive to destroy the Federation. Gamemasters should expect to creatively interpret the Problems and assets they generate to make them fit and will need to create more Missions to replace those designed for Starfleet characters specifically.

When flipping the campaign to the Klingon’s perspective, the Pace of the Early War is increased to 6, and the Pace of the Mid-War is reduced to 5. The Pace of the Late War is unaffected.

The gamemaster generates Problems and Escalations (and players generate assets and Progressions) in the same way as in the usual campaign. However, more so than in the usual game, the results generated in the corresponding tables should be considered starting points only, with gamemasters working out whatever the closest Klingon equivalent of a Starfleet Problem or Asset would be. Obviously, none of the listed Ship or Character assets will be appropriate for a Klingon game but substituting them with a Klingon Ship or Character with similar power values is a relatively straightforward process.

One of the main differences of a Klingon game is that characters are not just in conflict with one opposing faction. By the Late War especially, the Klingon Empire is so fragmented that the characters could find themselves competing with rival Klingon houses, especially those who commit atrocities the player characters cannot countenance. Gamemasters should bear this in mind when interpreting Problems. Whilst a Tactical Threat like “Klingon fleet movements are spotted in this sector” could be instead characterized as Starfleet maneuvers, it could just as easily be resolved as an offensive from an enemy house.

Truly ambitious groups may decide to pitch two gaming groups against one another in a “PvP” campaign, with each side generating half the usual assets and Problems and combining them into one single mega-campaign. Such an undertaking is far outside the intended play experience for the Klingon War campaign but could be hugely rewarding for a pair of gamemasters with the commitment to pull it off!

DEFEAT IN VICTORY

Any day now, Earth shall be conquered, and the Federation destroyed. But this violence against the Federation is a mere prelude. The inevitable civil war that tears our Empire in half shall be the true slaughter.

Hate burns in my heart for the fools who enabled this self-destructive stupidity. I denounce the short-sightedness of T’Kuvma, who thought anything as simple as a common enemy would be enough to resolve our divisions. I despise the arrogance of the Federation, whose meddling interference and superior posturing made this rush to battle an inevitability. I spit on the names of D’Ghor, Mo’kai, Kor, and all the great houses, who fight only for short-term self-aggrandizement, whatever the cost to our people in the long-term.

We have no choice. We fight not just for glory, but for survival – our own, and the Empire’s. We must seize what ground we can from the crumbling Federation and be prepared to hold it against the other houses, if we’re to maintain a voice in the next era of Imperial politics. We didn’t start this fight, but we’ll sure as hell finish it.

Molgon, General of House Moltang



REACTIONS

250004

On the field of battle, advanced tactics will help a squad be a dangerous arm of Starfleet. As such, your players may wish to use reactions as an optional rule to help explore the importance of tactical acumen in a quadrant at war.

In addition to their own actions taken on their turns, characters have some ability to respond to the actions of others, especially if those actions are dangerous or aggressive. Thus, characters may attempt reactions in response to actions taken outside of their turn.

A character may attempt one reaction during each round, and they may not perform it during their own turn.

Reactions each have a specific condition or circumstance that allow them to be used, and they must be declared immediately as soon as that condition applies. If responding to another character’s major action, it must be declared when the action is declared, but before any dice are rolled for tasks.

One reaction is available to all characters. Characters may gain other reactions from talents or other special abilities:

Dive for Cover: When you are the target of a ranged attack, but before any dice are rolled for the attack, you dive to the ground bracing yourself. You can immediately move to any point within Close range and drop prone (adding +1 to the difficulty of ranged attacks that target you). In addition to the normal effects of being prone, you gain +2 **Cover** until the start of your next turn.

INITIATIVE VARIANTS

250005

The *Star Trek Adventures* core rules use a narrative form of initiative where whomever engages or instigates a conflict acts first and then the players and gamemaster each alternate back and forth; choosing which character or enemy that are in the conflict. This type of initiative system typically allows for the player character or enemy who has the maximum impact on the narrative to be the next who activates.

In your campaign, you and your players may wish to represent the chaos of war and battles to rely more on skill and knowledge of individual characters as opposed to simply choosing the best possible character to activate next. If this is something you decide you’d like to do during your session 0, choose from one of the two variant initiative systems provided here. If you test either of the systems out and don’t feel they’re providing what you want for the game, feel free to switch to another of the initiative systems available.

SET INITIATIVE SCORES

In this variant, characters have a set Initiative score which determines the order in which they act during a conflict scene. When a conflict scene begins, the character who initiated the conflict takes the first turn, but after they have acted, all remaining characters act in order of their initiative scores, from highest to lowest. Once the round is complete, the next round begins with the character with the highest initiative score. If the conflict is combat, the score used to determine initiative is Fitness while if the conflict is social, the score used to determine initiative is Insight.

If two characters on the same side have the same initiative score, they choose the order in which they act amongst themselves. If two characters on opposing sides have the same initiative score, then a player character will act before any NPCs, but the gamemaster may spend 1 Threat to have an NPC act before a player character instead. When using this type of initiative, the *Keep the Initiative* Momentum spend cannot be used, though the players gain access to the *Seize the Initiative* Momentum Spend.

VARIABLE INITIATIVE SCORES

In this variant, each character rolls Δ equal to the higher of their Fitness or Insight scores and use the total number rolled as their initiative score for that conflict. If one side has a significant advantage over the other, such as an ambush, then each Delta Icon rolled adds an additional +1 to their total. The gamemaster may, at their discretion, allow other benefits to come from Icons rolled, as a result of talents, traits, advantages, complications, or focuses. If another conflict arises, initiative is rolled again. As above, when using this type of initiative, the *Keep the Initiative* Momentum spend cannot be used, though the players gain access to the *Seize the Initiative* Momentum Spend.

New Combat Momentum Spend: *Seize the Initiative*

Cost: 2 Momentum

Effect: At the end of another player character or NPC's turn, a character may spend 2 Momentum to interrupt the initiative order and take their turn immediately instead of when they normally would in initiative order. Each character may only use this Momentum Spend once per round. In addition, the gamemaster may use this Momentum Spend by spending Threat to do the same thing for an adversary.

SET SHIP INITIATIVE

In the chaos of space combat, speed and size mean everything. With this optional rule, ships controlled by both the gamemaster and the players each act based on their swiftness on the battlefield. This rules variant provides a more tactical conflict where the order in which actions are taken matter immensely.

When using set ship initiative, once ship combat has begun, a character on board a ship with the lowest Scale takes an action first. Then, ships of larger scales do the same from lowest to

DELAYING A TASK

When using the set initiative or variable initiative options, there may be a point in time when it comes to someone's turn and they don't have anything to do, but do have a better opportunity late in the round. In these cases, a player character or NPC can choose to "delay a task." Delaying a task is a new minor action that can be taken while in combat. When using this minor action, the character taking it declares two things; an instigating event, and a task they wish to complete. If the instigating event happens before the character's next turn, they immediately attempt the task they delayed. If the instigating event doesn't happen before the character's next turn, the delayed task doesn't happen, and the action is lost.

If also using the reaction optional rules, you cannot use a reaction while you are delaying a task. Additionally, if your delayed task is used, it counts as having used your reaction until your next turn.

Example: *Constable Odo is in a shoot-out with a Jem'Hadar warrior who is ducking behind trees. Odo decides to delay a ranged attack task. He uses a minor action to declare that he is doing so and that the instigating event is the Jem'Hadar stepping out from behind a tree. When the Jem'Hadar darts out to move to another zone for cover, Odo is able to get a ranged attack off in which the Jem'Hadar receives no cover added to its Resistance.*

highest. Once each ship has taken a single action, the ship with the lowest scale takes a second action and so on, until each ship has used all of its actions.

At the gamemaster's discretion, a ship's set initiative can be modified based on other factors. If one of these factors is applicable to a ship in the encounter, it treats its Scale as though it is higher or lower than normal. This adjustment to Scale is only for the purposes of set initiative and does not affect other derived attributes tied to it. If several of these factors apply, their modifications to a ship's scale Stack. Some examples of Scale modifiers for set ship initiative are:

- Improved Reaction Control Systems Talent – Scale -1
- Improved Impulse Drive Talent – Scale -1
- Stuck in a gravity well – Scale +1
- Engine Systems Damaged – Scale +1
- Engine Systems Disabled – Scale +1

BREAKING TIES

If multiple ships in combat have the same Scale, their attribute and department scores will determine which ship activates first. The initiative tiebreakers are to be considered in a specific order detailed below. If two ships are tied, move on to the next. If there is still a tie once all tiebreakers are considered, either roll randomly to see which ship gets the first action, or the gamemaster considers all traits, damage, and breaches and decides.

1. Highest Command Score
2. Highest Conn Score
3. Highest Engines Score

SIMPLIFIED MULTIPLE SHIP COMBAT

During a tactical campaign, large-scale space combats can break out. Often these scenarios involve dozens and sometimes even hundreds of ships. Usually, the narrative will dictate how these encounters play out, but the players may wish to play through different parts of the battle that they may have direct influence over. These scenes often focus on the ships themselves and the characters are often removed from the action.

The simplest way to manage encounters with multiple ships is to have each player take control of an individual ship on the battlefield. In these cases, instead of using the stats of characters on the ships, the players use the stats and the Crew Quality of the ship when tasks are taken. The Crew Quality of the ship gives a general summary of the crew on board and dictates what the Attributes and Discipline scores are for the ship as noted in the table below. The gamemaster and players should work together to determine what the Crew Quality of their ship is.

Crew Quality	Attribute	Discipline
Basic	8	1
Proficient	9	2
Talented	10	3
Exceptional	11	4

During this type of scenario, just like NPC ships, each player's ship may activate a number of times per round equal to its Scale. During a multiple ship engagement, Initiative passes back and forth between the gamemaster and players just as it does with regular ship combat. In addition, just like NPC ships, each task attempted by a ship after its first in the round increases in Difficulty by 1.

DIRECT TASK VARIANTS

Normally, a commanding officer on the bridge of a ship may use the Direct task to push their crew harder to outwit an opponent however, during wartime, this leadership may be executed in places that are not the bridge of the ship. In addition, in the heat of battle, these directions may not come from a commanding officer, but from someone of higher rank. With the gamemaster's permission, the Direct task may be changed to the following:

DIRECT: Once per scene, you can command an ally of lesser rank than you to attempt a specific task. This requires no task from you, and the commanded ally may immediately attempt the commanded task and you may assist them.

DIRECT AND REACTIONS: If using the optional rule for reactions, when the ally attempts the commanded task, the character's reaction for that round is spent. If a character has already used their reaction this round, they may not be the target of a Direct task.

ASSIGNING SHIP POWER

250006

The basic rules use Power as an abstract resource that is pulled from for different tasks. This rule variant adds an exciting level of minutiae to the Power mechanic that ensures that every engineer always has something to do while their ship is in a conflict.

ASSIGNED SYSTEMS

Each ship has six systems as part of their profile along with an amount of Power equal to its Engines score plus any talents that it has. When the ship enters red alert, the Engineer divides the ship's Power among its six systems. A system may only have an amount of Power assigned up to its system score. Once the Power has been assigned, any further tasks that are assisted by the ship subtract 1 Power from the system used for the task. If a talent requires more than 1 Power to attempt, this amount of Power is subtracted instead. If the system doesn't have enough Power assigned to it to execute the assist, the task can still be attempted, but the ship cannot assist. In addition, if a task assisted by the ship would allow for multiple Power Spends, those Power Spends must also come from the system used for the assist.

SYSTEM OFFLINE

If a system ever has 0 Power allocated to it, the system is **Offline**. An Offline system may not be used to assist with any tasks that would use that system. If a task is attempted when system is Offline, its Complication Range is increased by 1. The represents savvy Starfleet officers finding rerouting small amounts of power from other places to make sure the task can still be attempted.

RESTORING POWER

There are two ways to restore Power to a system, each requiring a task to accomplish:

- **Power Management:** This is a **Daring or Control + Engineering task with a Difficulty of 2**, which can Succeed at Cost. On a success, assign 1 Power to any system plus 1 additional Power for each Momentum spent. Additional Power may be distributed among any number of systems.
- **Redirect Power:** This is an **Insight + Engineering task with a Difficulty of 0**, which can Succeed at Cost. On a success, transfer 1 Power from any system to another plus 1 additional Power for each Momentum spent. Additional Power must come from the same system as the initial transfer.

SMALL CRAFT

Small Craft are capable of generating excess power in regard to their systems due to their small internal volume and relative size of power generation plants. Because of this, when using this variant, Scale 1 and 2 ships have an amount of Power equal to twice their Engines. This power gets assigned as normal to the ship's systems if it ever enters red alert status.

CHASES AND PURSUIT

250007

A chase is like combat in many ways: it's a physical conflict scene, filled with movement and action. However, the biggest difference is in outcomes: a chase is about movement, specifically one character or group of characters reaching a place of safety before they can be caught.

A chase can use the normal conflict rules already described, with the distinction between chase and combat blurring as characters snap off shots while running, riding, driving, etc. This often creates a sort of running battle, where the environment is long, thin, and has countless twists, turns, obstacles, and tricky short-cuts.

However, a chase can also be run in a more abstract manner, focussed on the narrative beats, obstacles, and sequential events of a pursuit rather than on the moment-to-moment action.

Both these approaches are discussed in this section.

PURSUIT IN BATTLES

The most direct approach is to simply use the existing rules for zones and environments. While this can be satisfying, it does require a considerable degree of planning on the part of the gamemaster. An environment well-suited to a pursuit is long and narrow – perhaps 15 or so zones long, and 2-3 zones wide in most places – and overall represents a route (or several routes) to an important destination. The goal, then, is simple: if the pursued party reaches the destination first, they succeed; if they are stopped before they can reach their destination, they have failed.

Populating that environment, however, is the important part. Most zones should contain some manner of obstacle or hazard that makes it more difficult to traverse at speed, at which point the skill of both the pursuer and the pursued become important, as it allows them to overcome these problems and travel more swiftly. At the simplest level, these obstacles and hazards can be the physical terrain itself.

It is important not to make the route too linear – twists and turns are good, as are alternate-but-parallel routes, such as being on two different sections of road headed the same way. Often, the gamemaster may wish to include shortcuts – zones that allow for faster travel or bypassing a section of the route – but these should only be accessible by overcoming a more difficult or dangerous obstacle, granting swift progress in exchange for a greater risk. This might be a tight alleyway that allows a motorcycle to pass but is inaccessible to a car, or an impromptu ramp onto a nearby rooftop, or driving over the side of an overpass to get onto the road below, or something similarly impactful.

Similarly, the gamemaster may wish to include extra interactive elements: these are features that characters on either side can influence to change the situation, such as causing traffic to collide, or similar activities to add or remove obstacles from the route.

When running this type of pursuit, it is important not to get too bogged down in peripheral matters. Bystanders and traffic should be abstracted into obstacles and terrain features, rather than treated as individual vehicles and characters, as this allows the gamemaster to be more cinematic in their descriptions as well as keep the important part of the scene – the pursuit itself – in central focus.

Note that, as this uses the normal rules for environments, characters can still attempt all the things they'd normally be able to do during an action scene, such as attacking. This can make for exciting running battles, mixing gunfire with high-speed pursuit.

ABSTRACT PURSUIT

A more abstract way to handle pursuits is the Pursuit Track, which borrows a few concepts from the stress and injury mechanics (and from Extended tasks and Extended Consequences) and repurposes them to represent how the pursuer and the pursued gain and lose distance. This doesn't require as much forward planning and requires no mapping – simply a few numbers that will adjust in response to skill tasks.

This is designed for a single pursuer, and a single quarry – the character or ship being pursued. If there's more than one character or ship on a side, choose a 'lead' for that side, and then have the others assist: several pursuers can encircle and corner a single quarry, while a quarry with allies can split up and create distractions and diversions that make them difficult to follow.

A pursuit track is composed of several components:

- **PACE:** The Pace score for a Pursuit Track is akin to the maximum Stress for a character. As Pace changes, the advantage shifts between the pursuer and the quarry – the pursuer benefits when Pace increases, while the quarry benefits when Pace decreases. A Pursuit Track normally has a maximum Pace of between 8 and 20, and the starting Pace will be half that, rounded as the gamemaster sees fit.
- **DISTANCE:** The Pursuit Track has several points of Distance, representing the space between the Pursuer and the Pursued. The Pursuer will attempt to reduce Distance, while the Pursued will attempt to increase it. If the Distance reaches 0, then the Pursuer has caught the Pursued. If the Distance exceeds the maximum (normally 5), then the Pursued has managed to escape. The starting Distance should be about half-way between 0 and the maximum.

- **RESISTANCE:** The Pursuit Track will have Resistance that represents the obstacles along the route that could slow down and impede movement. 0 Resistance represents a clear path between, while higher Resistance represents increasingly difficult terrain and other impediments.

When the gamemaster lays out the Pursuit Track, they must define three things: the maximum (and starting) Pace, the maximum and starting Distance, and the Resistance. Both the pursuer and the pursued roll on this track on their respective turns, adding or subtracting from the Pace and Distance along the way.

RESOLVING THE PURSUIT

The Pursuit Track is resolved as a series of opposed skill tasks between the pursuer and the quarry, with both rolling **Fitness + Conn** tasks with a Difficulty of 0, or **Engines + Conn** tasks with a Difficulty of 0 if using a ship or other vehicle.

Whichever side wins the opposed skill task then makes a pursuit roll – in essence, a damage roll. In the case of a draw, neither side makes any progress. A pursuit roll is 2▲, with additional ▲ equal to the character or ship's Conn. The total of the pursuit roll is then reduced by one for each point of Resistance. This final total is then applied to the Pace on the Pursuit Track.

- If the Pursuer was the winner, then increase the Pace by 1 for each point of the final total. If the final total was five or more, if the Pace increases to the maximum, or if the Pace was already at the maximum before the pursuit roll was made, then reduce the Distance by 1. If multiple of those conditions occur, reduce the Distance by 1 for each.
- If the Pursued was the winner, then reduce the Pace by 1 for each point of the final total. If the final total was five or more, if the Pace reduces to 0, or if the Pace was already at 0 before the pursuit roll was made, then increase the Distance by 1. If multiple of those conditions occur, increase the Distance by 1 for each.

If the Distance increases beyond the maximum, then the quarry escapes and the pursuit is over. If the distance is reduced to 0, then the pursuer catches up with their quarry, and the pursuit is over.

Momentum and Threat can be spent to influence the pursuit in the following ways:

- **BONUS PACE**
Cost: 1 Momentum/Threat (Repeatable)
Effect: A character can increase the total from the pursuit roll. Each Momentum spent increases the total of the pursuit roll by +1.

EVASION

Cost: 1 Momentum/Threat (Repeatable)

Effect: The Resistance of this pursuit roll is reduced by 2 per Momentum spent.

REROLL PURSUIT

Cost: 1 Momentum/Threat

Effect: The player may reroll any number of ▲ from the current pursuit roll.

CREATE HINDERANCE

Cost: 1 Momentum/Threat (Repeatable)

Effect: Increase the Resistance of the Pursuit Track by +1 per Momentum Spent; this only affects the opponent's next pursuit roll and lasts only for that roll.

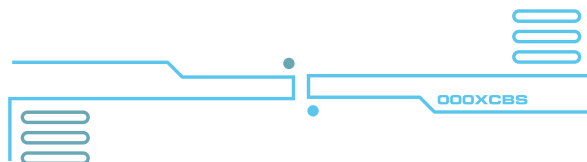
***Example:** The U.S.S. Thunderbird was conducting a routine patrol at the edge of Federation space when it detected a Klingon Na'Qjej-class ship on long range scanners. When the Klingon ship changed course to the Thunderbird's location, Captain Caprici knew they'd be outmatched and gave the order to fall back deeper into Federation space.*

The gamemaster decides to make this a Pursuit encounter by assigning a Maximum Pace of 10 and a Starting Pace of 5. In addition, the gamemaster assigns the Maximum Distance as 5 and the Starting Distance at 3. Because there is a small asteroid field in the path of the pursuit, the gamemaster also assigns a Resistance of 1 to the pursuit. For this encounter, the Starfleet crew are the Pursued and the Klingon vessel is the Pursuer.

*In the first round, the ships both rolls an opposed **Engines + Conn** task with the Starfleet vessel rolls 2 successes while the Klingon ship rolls 3. The Klingon ship then rolls 6▲ and rolls 4 Pace which increases the Pace track to 9 but because the Distance is not changed because the Klingon ship didn't roll 5 or more Pace nor did it increase the pace to 10 or more.*

*In the second round, the Starfleet ship decides to buy two dice with Momentum for the opposed **Engines + Conn** task. The Momentum spend pays off as the Starfleet vessel wins the opposed task and then proceeds to roll its 5▲ and rolls 6 Pace. The Pace is then reduced to 3 and the Distance is increased to 4.*

These opposed rolls continue until the Distance is reduced to 0 and the Klingons catch the Starfleet ship or until the Distance reaches 5 and the Starfleet vessel escapes.



STEALTH AND INFILTRATION

250008

Some of the most intense conflict scenes revolve around avoiding the enemy, rather than confronting them. A stealth scene revolves around characters' ability to avoid notice and escape detection, and upon their enemies' ability to detect and locate intruders.

The key to this is making stealth and observation less "all-or-nothing" than they might be otherwise – a character who fails a task to be stealthy is not automatically discovered, but may instead have drawn attention to themselves, making things more difficult or forcing them to make a choice about how to proceed.

STEALTH STATES

Stealth is not purely a matter of remaining hidden or being quiet, but of managing the attention of those who are nearby. A skilled infiltrator learns to move unnoticed at will, rather than relying purely on shadows and silence, while an inexperienced sneak assumes that any amount of noise or light can foil them.

There are three states a character can switch between as they attempt to pass unnoticed, which influence and are influenced by the actions characters take as they move around. These are as follows:

- A **hidden** character is one who the enemy does not know the location of at all. They may even be unaware of the character's presence entirely if the character has not yet been detected.
- A **detected** character is one whose presence is known to enemies, but whose precise location remains unknown. The enemy may know a detected character's rough location, or even know where the detected character was last seen, but they don't know where the character is *right now*.
- A **revealed** character is one whose presence and location are known to the opposition. This might be because stealth has already failed, or because the character has not even attempted to move unnoticed. A character may even be trying to draw attention to themselves to distract enemies and give an opportunity for allies.

At any given moment, a sneaking character will be in one of these three states. Characters who aren't attempting to sneak will be in the revealed state unless otherwise noted by the gamemaster.

STEALTH TASKS

There is no one way to succeed with stealth, and characters seeking to avoid notice should be flexible in how they avoid notice. A character attempting to remain unseen, or to escape from enemy attention when detected, may be called upon to use one of the following combinations:

- **FITNESS + CONN:** Use this combination when moving rapidly, or scaling is most important.
- **CONTROL + CONN:** Use this combination when moving precisely and carefully is most important.
- **INSIGHT + SECURITY:** Use this combination when the character tries to be observant about enemy movements when timing their movement.
- **REASON + SECURITY:** Use this combination when the character's movement relies on methodical planning and careful timing.

Where the Stealth rules call for a Stealth task, any of these combinations may be appropriate, though the gamemaster has the final say as to which is the most fitting.

CHANGING STEALTH STATE

A character's stealth state is liable to change periodically during a scene. A stealth state can be reduced, moving to a worse state, or increased, moving to a better one.

A hidden character whose stealth state is reduced will normally become detected: enemies become aware of the character's presence and have an idea as to the sneaking character's location. A hidden character's stealth state cannot be increased.

A detected character whose stealth state is reduced will become revealed: enemies discover the character's actual location. A detected character cannot become revealed if no enemy is able to see the character – no amount of observation can see through a solid wall. A detected character whose stealth state is increased will become hidden, as enemies lose track of the character's location.

A revealed character's stealth state can't be reduced. A revealed character whose stealth state is increased becomes detected, as enemies know that an enemy is nearby, but can't accurately determine where they are without scans.

A variety of circumstances will cause a character's stealth state to be reduced. A character's stealth state can also be increased in only a few ways. A character may, as a major action, attempt a Stealth task when in a zone that fulfils the following criteria: there must not be any enemies in that zone, enemies cannot see clearly into the zone, and it cannot be the zone where the character last entered the detected state

(you must move somewhere away from enemies and away from your 'last known position'). Alternatively, if a character is detected in a scene, and no enemies remain, the character may automatically choose to become either hidden or revealed should new enemies arrive.

STEALTH STATES AND ACTIONS

Whenever a sneaking character takes an action, the character's stealth state needs to be considered in how the action is undertaken, and how the action affects the character's stealth state.

Actions come in three rough categories, which determine the way they interact with a character's stealth state.

Free Actions

Drop an Object	Silent/Gamemaster Discretion
Speak	Noisy

Minor Actions

Minor Actions	Stealth Category
Aim	Silent
Draw Item	Silent
Drop Prone/Stand	Silent
Interact	Gamemaster Discretion
Movement	Silent
Prepare	Silent

Major Actions / Tasks

Major Actions / Tasks	Stealth Category
Assist	As action assisted
Attack	Noisy
Create Advantage	Sneaky
Direct	Noisy
First Aid	Sneaky
Guard	Sneaky
Pass	Silent
Ready	Silent
Recover	Silent
Sprint	Sneaky
Other Tasks	Gamemaster Discretion

SILENT: These actions don't particularly generate noise or draw attention; they don't change the stealth state of a character performing them.

SNEAKY: These actions can generate noise or draw attention, but skill and cunning can minimise the amount of disturbance they cause. When a character attempts a Sneaky action, they may choose to increase the Difficulty of any associated task by +1 to try and perform the action silently; this also increases the Complication range by 1. Choosing not to take this Difficulty increase, or taking the Difficulty increase but rolling a Complication, means the character reduces their stealth state at the end of the action.

NOISY: Noisy actions always generate noise or draw attention, and no amount of skill or cunning can change that. When a character attempts a Noisy action, their stealth state is reduced at the end of the action. Reactions are always Noisy – such is the cost of such rapid, desperate responses.

Which actions fall into which categories is detailed on the tables to the left. Instances where the action is marked * have additional considerations, described later in this section. In all cases, the gamemaster may overrule the category provided on the table if the circumstances dictate – for example, while dropping an item is listed as silent, if the item being dropped would make a significant noise (say, it's a tricorder being dropped onto a hard floor), the gamemaster is free to change the action to a noisy one.

SPEAK

Under normal circumstances, speaking is a noisy action. However, if the character is speaking with someone within Reach, they may choose to whisper instead; this counts the Speak action as Silent instead.

ATTACK

Attacking from stealth has extra considerations:

- If the attacker is hidden, and you are using the Reaction optional rules, the defender may not attempt a reaction against that attack and gains the Surprised trait.
- If the attacker is detected, and you are using the Reaction optional rules, the defender increases the Difficulty of reactions against the attack by two.
- Melee attacks made with melee weapons are considered Sneaky instead; however, if the target of the attack is not Defeated, then they will automatically become aware of the attacker, and the attacker will become revealed immediately.

OBSERVERS

Stealth isn't a purely one-sided matter. It is easy to move unnoticed through an area where nobody else is present. Therefore, the enemy in a location is likely to have made a

OBSERVATION TASKS

variety of Stealth tasks before a sneaking character arrives in the scene. These observers can also provide more direct opposition to sneaking characters, actively searching for them, and turning normal tasks into opposed tasks.

Whenever a sneaking character attempts a Stealth task, a nearby opponent may spend 1 Momentum (or spend 1 Threat) to make this into an opposed task if they are sufficiently alert or wary. Normally, this will be the nearest opponent to the sneaking character, or otherwise the one best positioned to see or hear where the sneaking character is. If the Threat pool is large, this means that NPC adversaries may be alert and vigilant, making it harder to sneak around, while a diminished Threat Pool makes for dull-witted and inattentive NPCs.

During the observing characters' own turns, they may attempt a Search task; the observing character nominates a single zone that they can perceive. If there is a sneaking character in that zone, then the observing character attempts an **Insight + Security** task, with a Difficulty of 0, modified as normal by distance and environmental factors. If this task is successful, then the sneaking character's stealth state is immediately reduced. If the sneaking character is aware that the observer is attempting the task, may make a last-ditch attempt to hide themselves by adding 1 to Threat, turning the **Insight + Security** task into an opposed task, resisted by the sneaking character's Stealth task.

TRACKING AN ENEMY

If there isn't a sneaking character in the target zone when an observing character searches, there is still a chance of noticing the traces they've left. This only applies if the observing character is using sight or smell to locate the character – you can't hear sounds after the fact.

The Difficulty of the task is one higher than it would normally be, though this can be reduced if the target has left tracks or other traces left behind, such as by suffering a Complication on a previous task. Success on this task provides proof that the sneaking character was nearby recently and spending one Momentum can determine the direction the sneaking character went. This doesn't affect the sneaking character's stealth state, but it does give the observers a better idea of where to look next.

This only covers the most basic form of tracking, spotting a sign and getting a direction from it. Gaining any more meaningful information, or tracking over longer distances, is a more involved prospect, normally requiring a series Reason or **Insight + Security** tasks and using the *Obtain Information* Momentum option to learn more about their target.

SENSES AND ENVIRONMENTAL FACTORS

For many people, sight and hearing are the predominant ways of perceiving their surroundings, and thus remaining unseen and unheard are the typical ways of avoiding

Just as there is no one way to succeed with stealth, being observant and watchful is not defined by a single discipline. Different characters observe and interpret the world and information differently. A character attempting to locate a hidden enemy may use one of the following combinations based on what they are doing:

- **INSIGHT + CONN:** Use this combination when watching or searching by looking for places a person could hide.
- **INSIGHT + ENGINEERING:** Use this combination to survey an area by technological means.
- **INSIGHT + SECURITY:** Use this combination to rely on instincts and gut feeling to anticipate a threat or hazard.
- **REASON + SECURITY:** Use this combination to study an area thoroughly or search it methodically.

Where the stealth rules call for an observation task, any of these combinations (or others, at gamemaster's discretion) may be appropriate, though the gamemaster has the final say as to which is the most fitting.

detection. However, they're not the only senses that matter; many species rely as much on scent or telepathy as they do upon sight and hearing.

Each sense, naturally, has distinct factors that affect their performance and their use. Skilled sneaks know how to best capitalize on the factors that benefit them, while trackers, hunters, and vigilant guards know what advantages they can capitalize on. These factors will affect the difficulty of Stealth and Observation tasks that characters attempt.

Whenever a character attempts a Stealth task or an Observation task, that character should declare which sense they are primarily relying upon – a sneaking character takes different actions to remain unheard than those undertaken to remain unseen. This choice of sense applies to the character's task, and any task made to oppose it in an opposed task, and it determines the factors that will determine the difficulty of the task.

One common factor that applies regardless of the sense being used is distance. Another common factor that should be considered as well is whether the observer is paying attention; inattentive characters increase the difficulty of Observation tasks by one or more depending on how much focus they're paying to their surroundings. These adjustments are summarized on the table on page 72.

Distance

Observation Difficulty

Within Reach	-1
Within Close Range	No adjustment
Within Medium Range	+1
Within Long Range	+2
Beyond Long Range	+3

Attention

Observation Difficulty

Observer is focused and attentive	-1
Observer is not distracted	No adjustment
Observer is slightly distracted or bored	+1
Observer is lazy, distracted, or doesn't care	+2
Observer is in a negatively altered mental state or is otherwise paying little attention	+3
Observer is unconscious, asleep, or completely oblivious.	+4

SIGHT

Sight is dependent upon light and other factors that impact visibility. While some creatures may be able to see wider bands of the electromagnetic spectrum, sudden shifts in the amount of light seen can still play havoc with senses.

Traits that represent lighting or darkness will most often affect the Difficulty of an observer's tasks. A sudden change of lighting such as going from darkness to light, or vice versa, has an increased effect, adding +1 Difficulty to the observers' tasks as their eyes struggle to adjust. Mist and fog are like darkness but cannot be countered by light and have little effect over shorter distances.

Traits that represent the presence of things that will conceal a character, such as smoke or people however, will affect the Difficulty of Stealth tasks. Meanwhile, an area devoid of objects or people, a distinctive appearance, an area being closely scrutinised, or moving in a disruptive manner can make Stealth more difficult. As with any trait, stacking extra copies of these traits can represent greater effects.

SOUND

Awareness of sound is important when moving stealthily, and when keeping watch. A sound can alert you to things outside of your field of vision and being wary of the sounds around you can be crucial.

Traits that represent background noise such as mining drills or opera music make observation more difficult. The sounds of a crowded city, a busy restaurant, or calamitous battlefield can all drown out the sounds of intruders. The noisier the environment, the more traits are stacked to represent it and the more challenging it becomes to hear things.

Conversely, environments that make a lot of noise when moved through – such as hard floors, dry leaves, shallow water, gravel, broken glass, and so forth make stealth more difficult, as each motion creates noises that could draw attention to a sneaking character's presence. Such effects can make a path impossible to cross silently or require time or effort to clear out or circumvent.

SMELL

While not a significant concern for people, who can typically only detect odours that are very close, particularly pungent, or both, many species rely on their noses to find prey as much as they do their eyes and ears.

For most player characters and NPCs, a scent can't be detected unless it is especially strong or distinctive – and worth representing by a trait. This trait can often be masked by other strong smells nearby (scene traits in their own right).

For species with stronger senses of smell, however, scent is a key component of the way they perceive their environment. Their ability to detect smells allows them to detect and track others in the area in ways that people cannot. Just as with light and vision, sudden changes in the scents of an area can be distracting for species who rely on scent receptors to build a complete picture of their surroundings.

OTHER SENSES

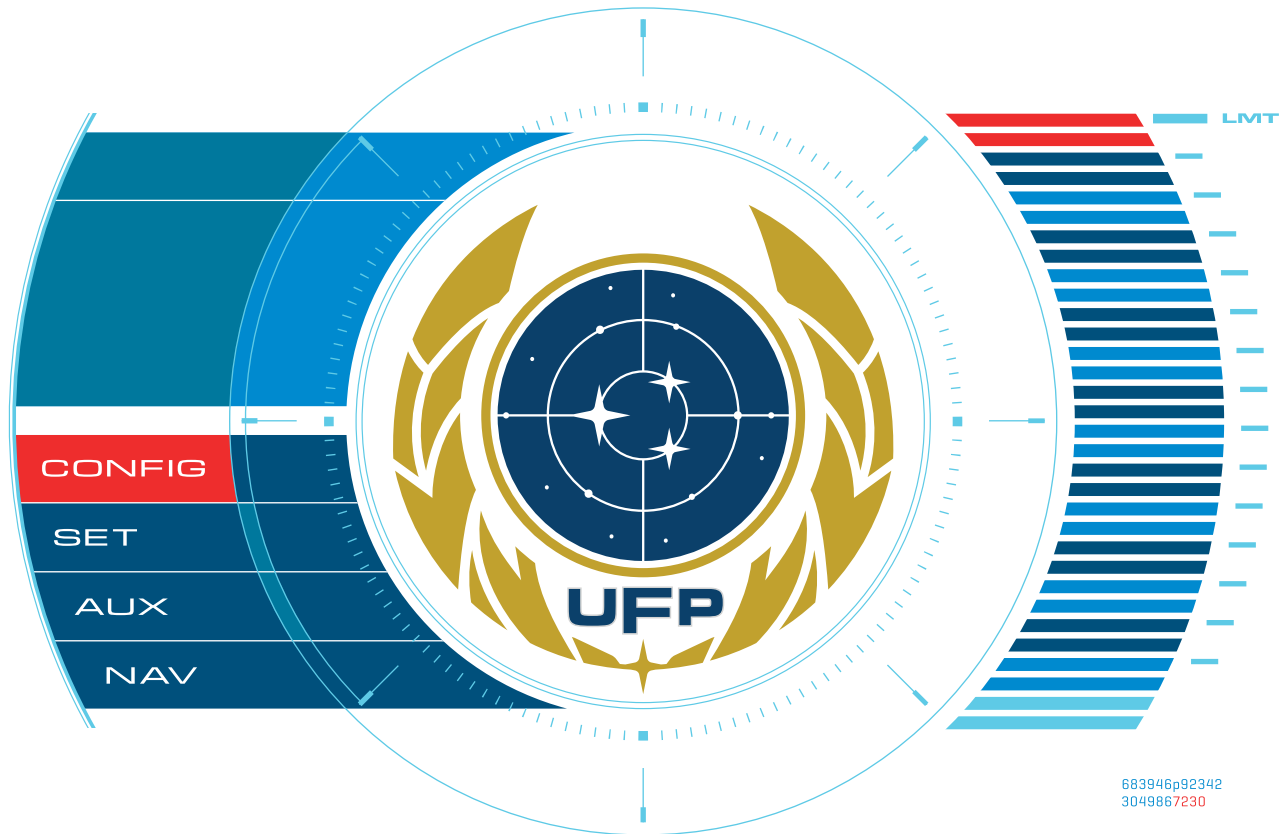
In a universe of infinite diversity in infinite combinations, it is possible that both observers and characters attempting to use stealth have unique, different senses that most species experience. These senses should be considered traits for the scene that interact with both the observers and the sneakers accordingly. An enemy with telepathic or empathic skills for example will change the difficulty of attempting to surprise them or may make some actions "noisier" than they normally would be.

SENSORS

Stealth becomes increasingly more difficult when the observer is using advanced technology such as tricorders or other scanning implements. These advantages can often reveal a character attempting to sneak with relative ease so consider the degree of scanning taking place in a scene where characters are attempting to sneak. Perhaps the scans only occur every five standard minutes or maybe the combat engineer has cobbled together scrambling field emitters to ensure that the characters attempting stealth aren't immediately caught.

CHAPTER 03.00

CAMPAIGN RULES



03.10 Rules of Play..... 074

RULES OF PLAY



"Klingons have tasted your blood. Conquer us, or we will never relent."

- L'RELL, OF THE HOUSE OF MO'KAI

CAMPAIGN STRUCTURE

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In this campaign, your gaming group will fight a desperate war against the Klingon Empire, trying to hold the line while the Galaxy is on fire.

The campaign is played in a series of campaign turns, each of which represents a period in the overall timeline of the Federation-Klingon War from a few days to several weeks. Think of each campaign turn as an episode in a television series where the crew tackles new problems and deals with the consequences of old ones.

The campaign consists of three distinct elements: procedural story, the campaign engine, and the roleplaying scenarios.

These rules allow you to combine a procedurally generated strategic campaign with the roleplay mechanics you are already familiar with, creating a unique experience where you can encounter events on both a galactic scale and on a deeply personal level. Your characters will conduct daring missions and face the enemy head on, while you will also be commanding Federation forces in the strategic layer of the campaign, with each mode of play feeding back into the other.

Every campaign turn, the gamemaster uses the tables and tools in this book to generate a set of problems that are reported to the Federation. Many of these are linked to the Klingon war, while some are independent issues that need to be addressed. Some may be of vital importance while others may grant the opportunity to obtain valuable aid and resources.

The players then use the game engine to deploy assets, each representing ships, Federation resources, or talented individuals, to attempt to overcome these problems. The choice of what assets to deploy where and which resources to use when will allow the players to manage the strategic level.

Finally, the group will engage in conventional role-playing scenarios inspired by the events of the campaign turn.

Just like the group can commit fleet resources, their characters become directly involved in events. The Klingon war is not simply something that happens in the background: the player characters are a part of it, not only at the strategic level but at the personal level as well. When the Klingons launch a major offensive, your characters get to be the ones to attempt to turn them back through wits, bravery, or technology.

CAMPAIGN STAGES

The campaign runs concurrently with the events of the first season of *Star Trek: Discovery*, with special scenarios and events linking your campaign to the events depicted in the series.

As you play, you will progress through stages which increase the stakes and challenges you are facing. The campaign rules will explain when to move to the next stage.

SETTING UP THE CAMPAIGN

Before setting up the campaign, the gamemaster should read through the material carefully. This section is addressed to the gamemaster directly.

You will want to pay particular attention to the special scenarios and general timeline to make sure you understand the overall thrust of the campaign, as well as how you can combine it with your own ideas for an exciting adventure in the *Star Trek* universe. You will want to take notes about where and how you can personalize the campaign to fit your group.

Make sure you have a good understanding of how the campaign works. It is often helpful to roll up the first turn of problems in advance, so you have a chance to prepare for them in more detail. If you prefer, you may opt to handpick the first turn of problems using the tables as inspiration, then use the random tables going forward. This can be especially helpful if your group does not have a lot of experience with strategic games or prefers a more relaxed experience.

GENERATE INITIAL ASSETS

The gamemaster should prepare the initial set of **assets** available to the players. Assets are discussed later in these rules, on page 76, but in simple terms, they are

the important resources – ships, people, raw materials, specialized supplies, vital information, and tactical advantages – the player characters can use to address problems during the campaign.

If you are incorporating this tactical campaign into an ongoing game, you may opt to pick or create unique assets that fit the campaign events so far. If this is the start of a new campaign, you can pick or roll for the initial player assets. You might even opt to promote a beloved ship or character to give the players a meaningful connection to their last campaign.

THE TURN SEQUENCE

In each turn of the campaign, resolve these phases in order.

PHASE 1: GENERATE PROBLEMS

During this phase, the gamemaster uses the tables in this book to create the problems facing the group during this campaign turn.

This sets the stage for the turn's events. If there is a campaign event taking place as part of the timeline, it also happens here.

In this phase, the group takes on the role of admirals, considering the problems which have arisen, and assigns assets to resolve those problems as they see fit. They may choose to deal with one of those problems directly, playing it out as a standard mission or scenario.

The players will need to use their strategic foresight to decide how to use their assets, especially if they lack resources to deal with everything in an optimal solution.

PHASE 2: RESOLVE PROBLEMS AND SCENARIO

During this phase, dice rolls are made to resolve all asset assignments. Assigned assets may succeed or fail and they may suffer damage or become permanently lost.

The group then plays through the scenario for any problem they've chosen to deal with directly. Alternatively, you may play out the scenario first, and then resolve other problems afterwards, in whichever order makes the most sense for the story.

PHASE 3: DETERMINE OUTCOMES

The results of Phase 2 may result in additional challenges or losses to the Federation or the acquisition of new assets. The players may have earned unique rewards from the scenario they played out. This is all resolved during this phase.

Once you have completed all three phases, you are ready to begin a new turn.

Each phase is discussed in more detail on the following pages.

STARTING ASSET COUNT

It is recommended that the group begins with a number of assets equal to the Pace you select for the campaign. For the Federation-Klingon War, the starting Pace is 5 so the players start with 5 random assets.

In addition, note the players have a Supply Priority equal to half the campaign's starting Pace, rounded down. If the game is Pace 5, then the players will have a Supply Priority of 2. This determines how many assets the group receives each turn during Phase 3. Supply Priority does not change as the players move through the campaign stages.

TIMING THE CAMPAIGN TURN

It may be useful to split a campaign turn among multiple sessions to give yourself enough time to prepare and work with the results given. At the start of the campaign, it may be beneficial to run through Phase 1 and 2 for the first campaign turn during Session 0, so that the first session of play begins with the scenario chosen in Phase 2.

Similarly, when that first scenario is completed, wrap up the session by rolling for problems and assigning assets (Phase 1 and 2) for the next campaign turn, so you have time before the next session to prepare a roleplaying scenario.

Gamemasters more accustomed to improvising most of their sessions might instead prefer to have a single campaign turn and a single session be synonymous, but you should apply the campaign turn in whatever way is most comfortable for you and your group.

GENERATE INITIAL ASSETS

PHASE 1

PHASE 2

PHASE 3

ASSETS

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Assets are the tools with which the players engage with the campaign system.

Each asset represents a single ship, a significant character, or a resource. As you play, assets are committed to deal with problems as they arise with new assets being acquired and old ones being lost as the campaign progresses.

ASSET POWER

Every asset is rated in up to 5 Power values, which serve as the target number and focus for conflict tasks, which are resolved in a similar way to tasks in the core rulebook. These determine how well the asset performs at certain types of missions. A warship carries considerable firepower but is not always the best suited to solving complex diplomatic solutions for example.

An asset's Power ratings are all listed as X/Y where X is the target number for all tasks using that rating, and Y is the focus. Each asset is always considered to have a focus when dice are rolled and any rolls that are equal to or less than Y count as two successes.

Each problem that requires solving will require certain asset Powers to overcome it.

Certain assets, such as Resources, lack some Powers. If so, the asset is unable to perform that type of action and will automatically fail if assigned to a problem it cannot attempt to solve. For example, an asset with no Social Power will automatically fail to resolve a Social conflict. The Powers are defined as follows:

MEDICAL: The ability to resolve a plague, famine, or similar.

MILITARY: The ability to engage enemy forces in armed combat, whether through firepower or strategic capability.

PERSONAL: The ability to counter a powerful individual threat, such as a rival, assassination attempt, or character intrigue. This Power also describes a ship's mobility on a battlefield.

SCIENCE: The ability to resolve problems such as exploding suns, de-orbiting space stations, and homicidal computers.

SOCIAL: The ability to resolve social problems, get wayward civilizations on track, and outwit strange customs.

PRIMARY POWER

Ships and characters have a purpose within Starfleet and the Federation. Whether it is exploring deep space or supporting a colony, different ships have primary jobs that they must fulfill. The same is true for characters. Characters may have generalized training to be well-rounded, but most have a primary purpose in Starfleet or the Federation.

The primary role a ship or Character asset has is represented by their Primary Power. This Power is denoted by being bolded in an asset's Power list. If a Ship or Character asset are assigned to a point of interest and is required to use their Primary Power, they get to reroll 1d20 when they attempt to overcome the problem's Difficulty.

If an asset is assisting, it never gains the benefit of a reroll, even if it is helping with a problem using its Primary Power. In addition, Resources do not have a Primary Power as they often arrive where they're needed at the last possible moment.

ADJUSTING ASSET POWER

At some point in time, an ability may cause an increase or decrease to an asset's Power. When this occurs, both X and Y are either increased or decreased by the amount required. For example, if all ships at a point of interest gain +1 Military Power, a ship with a Military Power of 11/3 would instead treat it as 12/4 when at that point of interest.

ASSET TYPES

Assets fall into one of three types: **Ships**, **Characters**, and **Resources**.

Ship assets represent a single ship and her crew. Ship assets are persistent and remain available to the players unless lost in some way. When a Ship asset is deployed to a problem, the ship, her crew, and/or her commanding officer all contribute to the outcome.

Character assets represent either a single exceptional character (an admiral, ambassador, a specific scientist, or similar figure) or a team of specialists (medical team, ground troops, research group, or similar). Character assets are persistent and remain available to the players unless lost in some way. When deployed, characters are assumed to have any transportation and tools needed to carry out their assigned mission.

Resource assets represent resources that can be drawn upon in exceptional circumstances, often through the Federation applying diplomatic or political influence, or drawing upon emergency stockpiles. They can be employed in a variety of ways with many having special functions or abilities. Resource assets can only be used once.

Resources commonly only have some of the five Power ratings, and some may only have one of the five. Resources can only be used to assist during an encounter; they may not be deployed on their own.

SPECIAL ABILITIES

Many assets have special abilities that apply to the campaign in some way. Unless otherwise stated, these abilities can only be applied to the point of interest they're assigned to.

ASSET GENERATION

When the group is granted a new asset, it can be assigned in one of the following manners:

- You may give them a specific asset based on the events that unfolded or what you feel the group needs at this particular moment. This may be picked from the tables or created from scratch.
- You or your players may roll on the asset selection table on the opposite page. If the players have done particularly well, the gamemaster may permit rolling twice and picking which asset they wish to receive.

NARRATING ASSETS

You and the players should narrate through what actually happens when an asset is deployed. For example, deploying a single captain against a Klingon army obviously does not mean the captain single-handedly defeats thousands of Klingon warriors with their bare hands, but it might mean interfacing with local resistance, inspiring scattered Federation forces to regroup, or spearheading a commando raid on the bridge of an enemy vessel. Be creative!

CUSTOM ASSETS

You may have custom ships or beloved characters from your own roleplay campaigns. If the gamemaster permits, you can turn any known character or ship into an asset using the tables given below. This can also be used for any custom rewards the gamemaster wants to issue as a result of roleplay scenarios.

D20 Asset Type

1–5	1 Resource asset
6–10	1 Ship asset
11–15	1 Character asset if you currently have 2 or fewer Character assets. Otherwise 1 Ship asset.
16–20	1 Character asset

RESOURCE ASSETS

D20 Resource Asset	Power Levels				
	Med.	Mil.	Per.	Sci.	Soc.
1 FEDERATION DIPLOMATIC PRESSURE	-	10/1	-	-	12/3
2 FEDERATION MILITARY SUPPLIES	-	12/4	-	9/1	-
3 CUNNING PLOY	-	13/4	14/5	12/3	-
4 LOCAL RESISTANCE GROUP <i>Notes: If committed to a Tactical point of interest, the Intensity does not increase on a failure.</i>	-	12/3	-	-	-
5 DIPLOMATIC AID FROM ALLIES	-	-	-	-	13/3
6 ALLIED MILITARY EXPEDITION	-	14/5	-	-	-
7 PROTOTYPE TECHNOLOGY <i>Notes: At the end of the turn, 3 Progression points may be spent to add +1 to the Science or Military Power of a ship.</i>	-	12/2	-	12/2	-
8 SECRET OPERATIONS TEAM	-	12/3	13/3	-	-
9 CRIMINAL CONTACTS <i>Notes: Receive 1 less Progression point this turn.</i>	-	-	12/3	-	10/2
10 CUTTING EDGE SCIENTIFIC THEORY	-	-	-	13/3	-
11 ENTERPRISING FREELANCER	10/2	-	12/3	-	11/2
12 FEDERATION STOCKPILES	14/4	12/3	-	-	-
13 UNEXPECTED LOCAL HERO <i>Notes: You may prevent a Loss roll to a Character asset at the same point of interest.</i>	-	13/3	13/3	-	11/2
14 FEDERATION AGENTS	-	-	13/3	-	13/3
15 RETIRED FEDERATION SHIP	13/3	12/2	-	-	-
16 FEDERATION DIPLOMATIC TALENT	-	-	-	-	14/4
17 FEDERATION SUPPLY CHAIN	13/3	12/2	-	-	-
18 FEDERATION DIPLOMATIC MANEUVERS	11/2	-	-	-	13/3
19 SURPRISING CREW MEMBER	-	-	13/3	13/3	-
20 CELEBRATED OFFICER OUT OF RETIREMENT FOR ONE LAST MISSION	11/2	14/5	11/2	14/4	14/5

SHIP ASSETS

If you wish to create your own Ship asset, you can do so by using a ship's stat block to generate the five types of Powers. The basic formula for each is as follows:

- **MEDICAL:** Computers + Medicine
- **MILITARY:** Weapon + Security
- **PERSONAL:** Engines + Conn
- **SCIENCE:** Sensors + Science
- **SOCIAL:** Communications + Command

A Ship asset's focus is the same as the ship's department score used to determine a Power. In addition, use the ship's mission profile to determine an appropriate Primary Power. This Power may or may not be the ship's highest score, the key is that it should directly relate to the ship's original purpose.

D20	Ship Name & Class	Power Levels				
		Med.	Mil.	Per.	Sci.	Soc.
1	U.S.S. THUNDERBIRD - WALKER CLASS <i>Advanced Sensors:</i> The Difficulty of Science problems is reduced by 1 to a minimum of 1.	9/2	8/2	11/3	13/3	10/2
2	U.S.S. LAIKA - SHEPHERD CLASS <i>Rugged Design:</i> If this ship would be heavily damaged, it is treated as having Only Minor Damage instead.	10/2	9/3	8/2	12/3	9/2
3	U.S.S. OLDS - MAGEE CLASS	10/2	7/1	10/2	12/3	9/2
4	U.S.S. JERVIS - CARDENAS CLASS	8/1	12/4	13/3	10/3	9/2
5	U.S.S. NEGRELLI - HOOVER CLASS <i>Improve Hull:</i> If this ship rolls on the ship loss table, roll 2 dice and take the highest.	9/2	11/3	10/2	11/3	9/2
6	U.S.S. RASKOVA - MALACHOWSKI CLASS	8/2	14/5	9/3	9/2	9/2
7	U.S.S. RICKENBACKER - ENGLE CLASS <i>Advanced Sickbay:</i> If a character would be seriously injured, they are treated as though nothing happened.	12/4	8/2	12/3	9/2	9/2
8	U.S.S. FLETCHER - NIMITZ CLASS <i>Command Ship:</i> The Difficulty of Social problems is reduced by 1 to a minimum of 1.	8/1	10/3	10/2	10/3	12/4
9	U.S.S. DOVE'S DREAM - HIAWATHA CLASS	14/5	7/1	7/1	12/4	10/2
10	U.S.S. CYGNUS - SCOUT TYPE <i>Notes:</i> When assigned to an Exploration point of interest, treat this ship's Science Power as 12/4.	7/1	8/2	15/5	11/3	10/2
11	U.S.S. MERRIMAC - CONSTITUTION CLASS	8/1	9/2	13/5	11/3	10/2
12	U.S.S. KAE NEMOTO - OBERTH CLASS PROTOTYPE <i>Notes:</i> If this ship would be Heavily Damaged, it is instead Beyond Recovery.	12/2	8/1	11/3	15/5	11/2
13	U.S.S. CROSSFIELD - CROSSFIELD CLASS	10/2	11/2	10/2	12/4	9/2
14	U.S.S. WALLABY - INTREPID CLASS (22ND CENTURY)	9/2	10/4	12/2	9/2	9/2
15	U.S.S. SAN JUAN - DAEDALUS CLASS <i>Advanced Sickbay:</i> If a character would be seriously injured, they are treated as though nothing happened.	10/3	9/2	10/2	11/3	9/2
16	U.S.S. MONTANA - ARCHER CLASS	10/2	12/3	12/4	10/2	10/3
17	U.S.S. REPUBLIC - CONSTITUTION CLASS	10/2	10/2	11/3	12/3	10/3
18	U.S.S. ANTARES - ANTARES CLASS <i>Notes:</i> When assigned to a Routine point of interest, treat all Powers as Primary.	11/3	8/2	9/2	11/3	10/2
19	CLASSIFIED - HOU-YI CLASS <i>Blackout Mines:</i> When an Unknown point of interest is revealed, this ship may be assigned to a different point of interest if it wishes to.	9/2	12/4	11/3	11/4	10/3
20	CLASSIFIED - SHIVA CLASS <i>Cloaking Device:</i> The Difficulty of Military problems is reduced by 1 to a minimum of 1.	11/2	10/3	12/5	9/2	12/4

CHARACTER ASSETS

If you wish to create your own Character asset that isn't on the table you can do so by using a character's stat block to generate the five types of Powers. The basic formula for each is as follows:

- **MEDICAL:** Insight + Medicine
- **MILITARY:** Daring + Security
- **PERSONAL:** Control + Security
- **SCIENCE:** Reason + Science
- **SOCIAL:** Presence + Command

A Character asset's focus is the same as the character's discipline score used to determine a Power. In addition, use a character's traits or training to determine an appropriate Primary Power. This Power may or may not be the character's highest score, the key is that it should directly relate to the character's schooling and training.

D20	Character Name	Power Levels				
		Med.	Mil.	Per.	Sci.	Soc.
1	LIEUTENANT JAMES T. KIRK <i>Weapons Specialist: Ships assigned to the same point of interest increase their Military Power by 1.</i>	10/1	13/3	12/3	10/2	12/3
2	DOCTOR JOSEPH M'BENGA	15/4	8/1	10/2	10/2	12/3
3	MACO SQUAD LEADER <i>Notes: Other characters treat their Military Power as Primary in addition to any other Primary Powers they already have.</i>	10/2	15/4	4/4	8/1	10/2
4	CAROL MARCUS <i>Genesis Thesis: If a character would be Missing in Action, they are instead Seriously Injured.</i>	10/2	8/1	12/2	14/4	9/1
5	JANET WALLACE	14/4	7/1	11/1	13/3	11/2
6	ENSIGN J.T. ESTEBAN	9/1	12/3	15/3	14/4	10/2
7	LIEUTENANT LAWRENCE STYLES <i>Need For Speed: Ship assets assigned with Styles may choose to treat their Personal Power as Primary instead of the Primary Power they typically have.</i>	8/1	13/2	12/2	8/1	12/2
8	CONSUL ST. JOHN TALBOT	12/2	11/3	12/3	8/1	14/3
9	AMBASSADOR ROBERT FOX <i>Notes: If assigned with a Ship asset, Fox may use his Social Power in place of his Military Power.</i>	11/1	10/2	12/2	10/2	14/3
10	DOCTOR LEONARD MCCOY	16/5	10/2	11/2	14/4	11/2
11	LIEUTENANT MONTGOMERY SCOTT <i>Notes: If a ship would be Heavily Damaged, it has Only Minor Damage instead.</i>	10/2	11/2	13/2	14/3	12/2
12	CAPTAIN MATT DECKER	12/2	14/3	12/3	10/2	15/5
13	ADMIRAL TERRAL	11/1	10/2	14/2	15/5	16/4
14	ADMIRAL SHUKAR	8/1	14/4	13/3	10/1	16/5
15	COMMODORE JAMES KORMACK	12/1	11/3	13/3	10/1	16/5
16	COMMODORE ROBERT APRIL	10/1	12/2	12/2	10/1	17/5
17	VICE ADMIRAL CORNWELL <i>Noble Sacrifice: If a Ship asset would be Beyond Recovery, you may choose to lose Vice Admiral Cornwell instead. If you do, treat the ship as Heavily Damaged.</i>	13/3	11/2	11/3	9/1	13/3
18	ADMINISTRATOR NANCY HEDFORD <i>Notes: The first time a Tactical point of interest would escalate, it doesn't, and Nancy Hedford cannot be used on the next campaign turn.</i>	12/2	9/2	9/1	9/1	12/2
19	SAREK	10/2	11/2	17/5	14/3	15/5
20	OPERATIVE LELAND <i>Notes: Reduce the Difficulty of Personal Conflicts by 1 to a minimum of 1.</i>	8/3	10/3	12/2	10/1	11/2

PHASE 1: GENERATE PROBLEMS

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In the first phase of each turn, the gamemaster generates the problems to be dealt with during the current campaign turn. Each problem is generated by rolling on the tables provided. Simply follow the steps in order.

CAMPAIGN PACE

The number of problems generated each campaign turn is used to set the Pace. If you generate fewer problems, the players will have a surplus of resources to allocate, making the game easier and less stressful. Conversely, with many problems, players will be making harder choices and be under more stress.

You can adjust this as you see fit, but we recommend starting with a base of 5 points of interest generated in the first phase. This base Pace may be adjusted as the campaign progresses.

The Federation-Klingon War has a starting Pace of 5. This increases to 6 during the Mid-War Stage and drops back down to 5 during the Late War Stage.

STEP A: GENERATE A POINT OF INTEREST

A **point of interest** can be a distress signal, a known location that has gone radio silent, an intercepted transmission, or the last known location of a Federation vessel. It represents a possible hazard that must be investigated, resolved, or contained. In the timeframe of the campaign, it is likely to be a part of the ongoing war, but that doesn't have to be the case – even amidst war, other things will be happening in the Galaxy.

Points of interest can be marked on a suitable map of the Galaxy, or simply tracked in your notes as you prefer. The Gamemaster Tracking Sheet in the Appendix is a great tool for keeping track of points of interest.

For each point of interest, roll a d20 on the table below to determine the general type of problem the characters will be dealing with. You can have each player roll for one point of interest or just roll a handful of dice all at once.

You may narrate how each point of interest is discovered and communicated to the players. For example, through a briefing or transmission from Federation officials, a distress signal received, or some other means.

ADJUSTING OR SELECTING RESULTS

If you find it would make sense to have specific points of interest appear in a turn in your ongoing story, or that certain types should not appear, or even a specific combination to appear, you may simply dictate what happens rather than roll. The random tables are prompts to suggest ideas, and shouldn't take the place of other ideas that may spring to mind.

D20 Point of Interest Type

TACTICAL THREAT: The war is spreading. These problems typically involve the Klingon forces or the outcomes of the war and tend to require military responses. Failing to contain military threats result in impacts to the war effort as the war escalates and new problems arise.

Tactical Threats are often reported by the Federation but may also be discovered through refugees or distress signals.

EXPLORATION: Cosmic phenomena that require investigation. These missions are often scientific or diplomatic in nature and may allow new resources to be obtained, or new scientific discoveries to be made.

Exploration missions may come in scientific reports or through long-range scans reporting strange incidents.

ROUTINE: Even with a war on, the normal day-to-day duties of the Federation and Starfleet remain. These missions can require a variety of responses and, if they are not attended to, resources will be withdrawn to meet the requirements.

Routine missions are almost always provided to the crew directly by Starfleet or other agencies within the Federation.

UNKNOWN: A mysterious situation requires investigation. The expeditionary force should be prepared for any eventuality. Unlike other points of interest, the roll for the exact type of problem is not made until after the players have assigned assets to investigate. As such, the players will have to be prepared for anything.

Unknown points of interest may be strange reports, garbled transmissions, or a crew member having a hunch about something being amiss.

STEP B: DETERMINE MISSION DETAILS

For each point of interest, roll a d20 on the tables below to determine the specific challenge facing the players. These should be known to the players except for Unknown points of interest, which are not generated until after the players have committed assets to investigate them.

On the tables below, each result will list the nature of the threat, the Difficulty, the Urgency, and any additional notes.

DIFFICULTY: The type of conflict task needed to overcome the threat (Military, Social, Medical, etc.), and the Difficulty (number of successes needed) on that task. If multiple options are listed, the players may choose whichever one they wish.

REPETITION

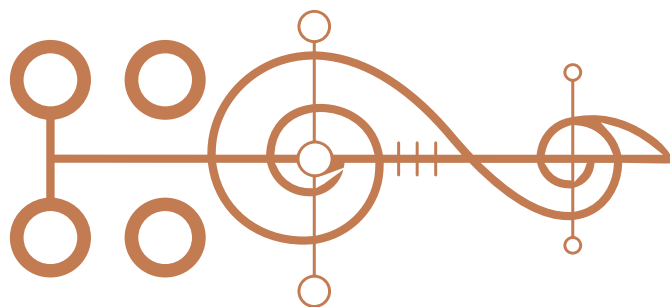
If you or your players wish to avoid repeating types of encounters, feel free to substitute another entry on the table instead. Once all results have been used once, simply start the count over.

URGENCY: How big a problem the threat is, and the consequences for failing to overcome it. Urgency is rated from 1 to 3, with 3 meaning that the threat is an imminent catastrophe. Choosing not to address the threat, or failing to address it, means the Urgency increases by 1, to a maximum of 3. Urgency appears only on **Tactical Threats**. Players should know what the Urgency is before they assign assets.

D20	Points of Interest - Tactical Threat	Diff.	Urgency
1	An enemy flagship is conducting a military patrol.	Military 3	1
2	Merchant shipping has come under attacks in this sector.	Military 1	1
3	A secret research site is testing illegal weapons.	Personal 1	2
4	Reports indicate frequent enemy patrols in this system.	Military 2	1
5	Several enemy scouts have been reported in this sector. Find out what they are searching for.	Science 2	1
6	A Federation-friendly world is threatening to defect to the Klingons.	Social 2	1
7	An infamous Klingon captain has been spotted on an occupied world. <i>Notes: If this mission succeeds, gain 2 Campaign Momentum.</i>	Personal 3	1
8	An independent world is requesting military aid.	Military 2 / Social 3	1
9	Enemy agents are attempting a large-scale sabotage mission.	Personal 2	3
10	An independent world is weighing whether to side with the Federation or Klingons.	Social 2 / Medical 2 / Science 2	1
11	Klingon fleet movements are spotted in this sector.	Military 3	1
12	Scouts report that the enemy is using this system as a staging ground.	Military 2	1
13	An advanced enemy ship has crashed and needs to be recovered. <i>Notes: If this mission is failed, it does not escalate. Instead, the gamemaster may create a new Military 2, Urgency 1 point of interest next turn as the ship returns to service.</i>	Personal 2 / Science 2	-
14	A Klingon attack has resulted in widespread damage to civilian infrastructure.	Medical 1	1
15	A prototype weapon requires field testing. <i>Notes: If successful, receive 2 Progression points.</i>	Science 2	1
16	A starbase is reporting inbound enemy forces.	Military 3	3
17	A renowned enemy captain is operating in this sector.	Military 4	1
18	Beleaguered ground forces require relief. <i>Notes: If this mission succeeds, add +1 to the Military and Personal values of one Character asset that was assigned to it.</i>	Medical 2	2
19	A recon mission is required to determine enemy plans.	Science 2	1
20	The Federation requires a new tactical doctrine to be tested. <i>Notes: If this mission succeeds, receive +2 Progression points.</i>	Military 2 / Science 3	1

D20	Points of Interest - Exploration	Diff.
1	Investigate a potential source of mineral resources. Notes: Any Campaign Momentum generated from this challenge is immediately converted to Progression points instead.	Science 3
2	A region of space is producing strange effects on navigation signals.	Science 2
3	A Federation ship is drifting through space but is completely silent.	Personal 2
4	A populated world is suddenly experiencing an unexpected decaying orbit.	Science 3
5	A previously unknown civilization wishes to negotiate with the Federation. Notes: If resolved, receive a random Resource asset.	Social 2
6	Ships traveling through a specific region report experiencing time distortion.	Science 2
7	A Federation scientific mission needs rescuing. Notes: If resolved, increase the Science Power of any one asset by +1.	Medical 2 Personal 2
8	A starbase reports strange psychic phenomena.	Science 3 Personal 3
9	Strange and ancient alien devices have been discovered on an airless moon.	Science 2 Personal 3
10	A mysterious "ghost ship" has been reported in several systems.	Personal 2 Military 2
11	The last signal from a Federation ship reported an alien intrusion. Notes: Solving this using Medical Power cannot generate any Campaign Momentum, but no assets risk a Loss either.	Personal 2 Medical 2
12	The asteroids of a particular planetary system have begun moving in a unique pattern.	Science 2
13	A resource-rich planet has ceased all shipments of resources and threatens to fire on any approaching ships. Notes: If this encounter is not removed from play without resolution, the players must discard one asset of their choice.	Military 3 Personal 2 Social 2
14	All signals received from a Federation world are incoherent gibberish.	Social 3
15	Enigmatic energy readings have been detected in deep space.	Science 1
16	Federation warship unexpectedly self-destructs.	Science 2 Military 3
17	A planet has mysteriously disappeared.	Science 4 Social 3
18	Radio signals have been detected from an unexplored region of space.	Science 1 Social 1
19	A star is showing strange fluctuations.	Science 1
20	A starbase has gone radio silent.	Personal 3

D20	Points of Interest - Routine	Diff.
1	Flight test: New computer system Notes: If achieved by a ship, generate no Campaign Momentum but increase Science Power by 1.	Science 1
2	Inspection by Federation officials Notes: All Campaign Momentum gained from this encounter is converted to Progression points.	Personal 2
3	Visit Federation-allied world to show the colors	Social 1
4	Patrol mission in Federation space	Military 1
5	Routine military exercise	Military 1
6	Transportation mission: Medical supplies	Medical 1
7	Provide training environment for cadet crew	Social 1 Personal 1
8	Act as Opposing Force in military exercise	Military 2
9	Inspection tour with high-ranking Federation officer	Personal 2
10	Flight test: New communications system Notes: If achieved by a ship, gain no Campaign Momentum but increase its Social Power by +1.	Science 1
11	Patrol mission in contested space Notes: If failed, increase the Urgency of a Military problem at any point of interest by +1 next turn.	Military 2
12	Transportation mission: Military supplies	Military 1
13	Transport Federation official	Social 1
14	Hearts and minds mission to beleaguered planet	Medical 1
15	Deep space patrol	Military 1
16	Flight test: New drive system Notes: If achieved by a ship, gain no Campaign Momentum but increase Military Power by +1.	Science 1
17	Transportation mission: Resources	Military 1
18	Act as courier for Federation materials	Personal 1
19	Conduct routine scientific scans: Notes: Gain +1 Progression point if this mission is achieved.	Science 2
20	Supply run to research facility	Military 1



D20 Points of Interest - Unknown

Diff.

1	While exploring, an alien entity gets into the vessel.	Personal 2
2	A conflict breaks out among the crew of the vessel.	Social 2
3	Unexpected enemy encounter. <i>Notes: If the encounter fails, generate a random Tactical point of interest to replace it next turn.</i>	Military 2
4	Conflicting orders from Federation authorities lead to command paralysis	Social 1
5	An emergency shuttle is picked up with survivors from a ship disaster. <i>Notes: If completed, receive +2 Progression points.</i>	Medical 3
6	An enemy assassin strikes after a lengthy infiltration mission.	Personal 3
7	Unexpected solar flare.	Science 2
8	Klingon troops beam onboard the vessel.	Personal 2
9	The vessel and crew are caught in a strange cosmic bubble.	Science 3
10	All electronics on the ship suddenly fail. <i>Notes: No Loss roll required for characters in the event of a failure.</i>	Science 2
11	Klingon patrol lies in ambush.	Military 2
12	A damaged ship requires assistance.	Medical 1
13	Unexpected meteor storm.	Science 2
14	An unknown alien species attacks.	Military 3
15	Low crew morale is threatening a mutiny. <i>Notes: If the encounter fails, a Loss roll is not made but a Ship asset at any point of interest must reduce one Power score chosen by the gamemaster by 1.</i>	Social 2
16	Mysterious disease breaks out among the crew.	Medical 1
17	Distress call from a planet suffering from a virus.	Medical 2
18	A wrecked starship turns out to be an enemy military vessel in disguise.	Military 2
19	A crew member is caught in a strange alien trap. <i>Notes: If this encounter is completed, any Character asset committed becomes unavailable next campaign turn. When they return in the following campaign turn, their lowest Power score is increased by +1.</i>	Personal 2
20	A world is paralyzed by an intense doctrinal dispute.	Social 2

ASSIGNING ASSETS AND SELECTING SCENARIO

Next, two things take place which can be done in any order:

- The group decides which of the generated points of interest they wish to play as a scenario. This can be done in any way the group prefers but must include consulting with the gamemaster.
- The players determine which assets they wish to deploy against each point of interest. If the group does not have sufficient assets to match every point of interest, some must be left alone, incurring whatever consequences will happen. In addition, all assets do not need to be assigned each turn.

The group should discuss how they want to use their available assets.

DEPLOYMENT LIMITS

A point of interest can have up to two total assets assigned to it in any combination of characters, ships, and resources. Resource assets may only be assigned to a point of interest with either a ship or character and may not be assigned on their own.

COMMITTING

Once the players have made their deployments, the gamemaster should take a moment to look over everything and make sure it all makes reasonable sense. If assets have been deployed that could not reasonably affect the situation, make sure it was intentional and get the players to explain how the asset helps that situation. The Player Tracking Sheet in the Appendix is a great way to keep track of assets and where they are assigned.

Once the players have confirmed their deployments, the phase is over.

GAMEMASTER ADVICE

Be careful that a quiet player does not get overlooked during this process. Groups often have one or two players that are more energetic when it comes to strategic segments like this. While some groups are happy leaving this to the tactical players, others may not be.

If the gamemaster prefers, consider issuing assets directly to specific players and then having them make their deployments, one at a time.

EVENTS

After assets have been assigned, select a single point of interest at random and roll on the Events table below. This event complicates that point of interest by adding some unforeseen issue that must be dealt with, or some other quirk of the situation.

Note that an event may end up not being applicable (for example it may modify a Power score that isn't used in the challenge in question). If so, it is simply background flavor.



PHASE 2: RESOLVE PROBLEMS AND SCENARIO

310004

CONFLICT

Every point of interest that has assets deployed to it will result in a conflict. This is played out using a conflict task, which works much like a normal task as described in the core rulebook.

The mission you have generated will indicate what asset Powers are required to overcome the problem and what the Difficulty will be (how many successes you require). For example, if the challenge is listed as Military 2 it requires a roll of Military Power and 2 successes to progress.

D20 Event

Notes

1	The local language is nearly impossible to translate.	Social Difficulties +1
2	Navigational hazards	A Ship asset committed to this encounter is unavailable next campaign turn.
3	An old enemy has laid a trap	If a Character asset is committed here, the character must immediately make a Personal 2 challenge. Campaign Momentum and Loss is applied before the mission is undertaken.
4	Opportunity for promotion	If a Character asset is committed here and the mission succeeds, increase one Power rating of choice by +1.
5	Under enemy surveillance	Reduce Military and Social Power ratings by 1 this mission.
6	The system is completely cut off from outside communications	Any Resource committed here fails to take effect. It is not used up.
7	Betrayal from a crew member	Increase all Personal and Military Difficulties by 1.
8	Electro-magnetic interference	All Ship Power ratings are reduced by 1 for this mission.
9	Planning ahead	After revealing the Complication, you may swap each committed asset for any available, non-committed asset if desired.
10	The local sun is collapsing rapidly	Change the challenge to be a Science challenge of the same difficulty as before.
11	Crew morale is low	All Ship Power ratings are reduced by 1 for this mission.
12	Skirmish action	Replace any Military or Social challenge with Personal challenges instead.
13	Federation scout vessels are in the region	Add +1 to all Military and Science Power ratings for this mission.
14	Intel was wrong	If facing a Tactical point of interest of Intensity 1 or 2, increase Intensity by 1. If facing an Intensity 3 challenge, increase Difficulty by 1 instead.
15	An enemy captain wishes to defect.	You may carry out an optional Personal 2 challenge before or after the mission. If it succeeds, gain 3 Progression points. If you have any Character assets that were not committed this turn, they may be committed now to handle this.
16	Unexpected difficulties	Increase all Difficulties by 1
17	A well-oiled crew	If you succeed at this problem, gain 2 Campaign Momentum.
18	Sudden illness	If any Character was assigned, make a Medical 2 check for any committed asset. If any of the checks fail, the character is unavailable this mission.
19	Element of surprise	If affecting a Military problem, gain +1 Campaign Momentum immediately.
20	Hostile aliens are interfering.	Increase all Personal and Social Difficulties by +1

Many problems can be solved in one of several different ways, using a different asset Power rating and a different Difficulty for each approach. The players may choose which approach they want to use.

ASSISTING

If two assets are assigned to the same point of interest, one will lead the conflict, and the other can assist. The conflict lead rolls 2d20 and the assist rolls a d20. In addition, only the conflict lead gains the benefit of a reroll from using their primary Power.

RESOLVING CONFLICTS

Conflicts can be resolved in any order the players want.

Resolving a conflict is similar to resolving a normal task. Roll 2d20 and compare them to the chosen asset Power (the score before the slash) for the asset being used. Each die that rolls equal to or lower than the asset Power scores 1 success; each die that rolls equal to or under the asset Power focus (the number after the slash) scores a critical success, which is worth two successes. Then, count the number of successes scored, and compare that to the Difficulty of the conflict. If using an asset's Primary Power, you may reroll one of their d20s if you wish.

In addition, note whether any of your dice roll a natural 20.

Regardless of the outcome, any Resource used during a conflict is expended after use.

SUCCESS: If the number of successes equals or exceeds the Difficulty of the conflict, the players have succeeded, the challenge is overcome, and the point of interest is resolved successfully. Each success scored beyond the Difficulty become points of Momentum, which can be used as described in Campaign Momentum, below.

FLAWED SUCCESS: If the number of successes equals or exceeds the Difficulty of the conflict, but one or more dice rolled a natural 20, the players have succeeded as above, but there was some cost or consequence to that success, chosen by the gamemaster:

- Generate one additional point of interest next campaign turn.
- Roll to determine a Loss for a Ship or Character asset used in this conflict.
- Increase the starting Threat for the scenario being played out this campaign turn by an amount equal to twice the Difficulty of the conflict.

FAILURE: If the number of successes scored was less than the Difficulty of the conflict, then the players have failed. The players may decide to withdraw in failure, or to succeed at a cost.

- If they withdraw, the assets remain intact, but the mission fails.
- If they succeed at cost, the mission counts as a flawed success (as above).

SERIOUS SETBACK: If the number of successes scored was less than the Difficulty of the conflict and one or more dice rolled a natural 20, then the players have suffered a serious setback. The conflict fails, and one of the following happens, chosen by the gamemaster:

- Generate one additional point of interest next campaign turn.
- Roll to determine a Loss for a Ship or Character asset used in this conflict.
- Increase the starting Threat for the scenario being played out this campaign turn by an amount equal to twice the Difficulty of the conflict.

CAMPAIGN MOMENTUM

Momentum is built up normally in the campaign system, but Campaign Momentum is separate from Momentum generated during normal play, and the two cannot be interchanged freely.

A successful conflict will generate Campaign Momentum from scoring extra successes beyond the Difficulty, and some problems will generate extra Campaign Momentum when they're overcome. Campaign Momentum can be used in the following ways:

- Purchase additional d20s on a conflict. The first extra d20 costs 1 Campaign Momentum, the second costs 2, and the third costs 3.
- After succeeding at a conflict, spend 1 Campaign Momentum to keep a single Resource from being discarded.
- At the end of the campaign turn, buy additional assets, costing 2 Campaign Momentum each.

At the end of a campaign turn, any Campaign Momentum remaining can be saved to be used next turn, up to a maximum Campaign Momentum equal to the campaign's Pace.



ASSET LOSSES

If an asset is required to roll for a Loss, roll a d20 on the relevant table.

D20 Character Losses

1–2 **Missing In Action:** The character is lost, and they are dead, captured, or their fate is unknown.

3–10 **Seriously injured:** The character is unavailable next campaign turn while recovering from their wounds.

11–20 **Nothing Serious:** Available next game turn.

D20 Ship Losses

1 **Lost with all hands:** The ship and any Character assets that were assigned to the same mission are lost.

2–4 **Beyond recovery:** The ship is lost, but much of the crew survived. Add +1 to a single Power rating on another ship as the crew are transferred.

5–12 **Heavily damaged:** The ship is unavailable next campaign turn, as it must undergo repairs.

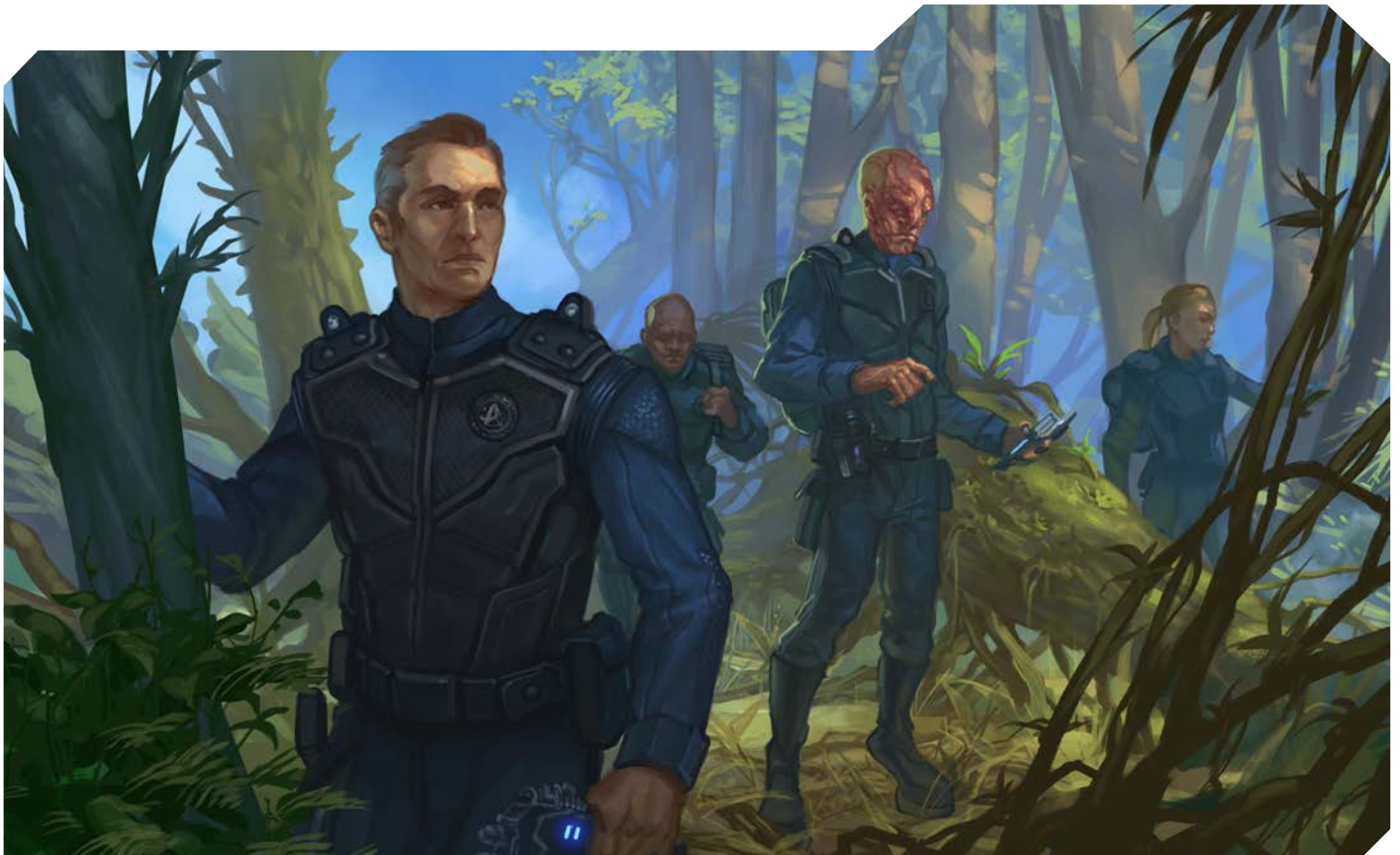
13–20 **Only Minor Damage:** The ship is available next game turn.

HEROIC RESCUE

If the gamemaster agrees, a lost Character asset may be recovered as part of a session. This may involve breaking them free from Klingon captivity, rescuing them on a world where they crashed, or any number of other exciting missions.

This may take the place of the normal roleplay session (and thus require the players to rely on their assets that turn) or it may be a bonus session to deal with that objective specifically.

You might even roleplay a set of completely different characters for a one-shot adventure. Be creative!



PHASE 3: DETERMINE OUTCOMES

310005

In this phase, the campaign consequences of any actions taken are determined and played out.

A: REMOVE POINTS OF INTEREST AFTER SUCCESSFUL MISSIONS

Any points of interest that were investigated and had a successful conflict roll have been dealt with. The enemy plan was foiled, the crisis was averted, and the diplomatic dilemma has been cunningly navigated. The point of interest is removed from play, and you gain any benefits for successfully resolving it.

B: UNRESOLVED TACTICAL POINTS OF INTEREST

Each Tactical Threat challenge features an Intensity level, which determines how urgent the problem is. If a Tactical point of interest was either ignored or the mission failed, it will escalate based on the current Intensity level:

- **INTENSITY 1:** The problem becomes worse: The enemy entrench themselves or the situation spirals out of control. Increase the Intensity to 2, then raise all Difficulties for this point of interest by 1.
- **INTENSITY 2:** The problem is spreading. The players must roll on the Escalation table. Increase the Intensity to 3.
- **INTENSITY 3:** The problem becomes catastrophic. The point of interest is removed from play as it escalates beyond a point of resolution. Next turn, increase the Pace of the campaign by 1, and add a new tactical point of interest determined randomly. The players must roll on the Escalation table.

D20 Escalation

Notes

1	Enemy strikes	A randomly selected Ship asset must make a Loss roll.
2	The enemy gathers	Generate an additional Tactical point of interest next campaign turn.
3	Demotion	A randomly selected Character asset must make a Loss roll.
4	Enemies entrench	The gamemaster selects a Tactical point of interest. All difficulties are increased by +1.
5	Resource drain	Lose 2 Progression points.
6	Wear and tear	The gamemaster selects a Ship asset and reduces any one Power rating by 1.
7	Enemy play	Generate an additional Tactical point of interest next campaign turn with its Intensity set to 3.
8	Enemy breakthrough	Players select a Ship asset and makes a Military 2 challenge. No Momentum can be used or saved for this challenge, but Loss rolls are applied normally. If no Ship assets are available, an additional Tactical point of interest is generated next turn.
9	Major enemy plans are unfolding	The campaign Pace is increased by 1 for the rest of the campaign.
10	Malaise	All asset Power ratings are temporarily reduced by 1 next turn.
11	Enemy spearhead	Generate an additional Tactical point of interest next campaign turn. If the difficulty would be less than 3, raise it to a 3.
12	Fog of war	Next turn, the gamemaster chooses a Tactical point of interest. Its challenge must be defeated twice that turn for the players to be successful.
13	Opportunities slipping away	If any Exploration Points of Interest are generated next campaign turn, the first rolled is discarded.
14	Trouble everywhere	Generate an additional point of interest next campaign turn.
15	Enemy infiltration.	Generate an additional Tactical point of interest next campaign turn with its Intensity set to 2.
16	Infrastructure collapse	All Progression points generated this turn are lost.
17	Major offensive	Next campaign turn, all Intensity 1 Military threats rolled are increased to Intensity 2.
18	Extensive damage	The gamemaster may select one Ship asset undergoing repairs due to a Loss roll. Reduce one Power of choice by 1.
19	Stretched thin	The players must surrender a Ship or Character asset, which is returned at the start of the next campaign stage.
20	Time is running out	After generating Points of Interest next turn, the gamemaster selects one and increases Difficulties by +1.

C: UNRESOLVED ROUTINE POINTS OF INTEREST – TOURS OF DUTY

If a Routine point of interest was not resolved by an asset, Federation command will step in to commandeer available resources to help meet the ever-increasing wartime needs. A randomly selected asset becomes unavailable next campaign turn. If the selected asset is a Resource, it is discarded.

D: UNRESOLVED EXPLORATION POINTS OF INTEREST – FLEETING OPPORTUNITIES

If an Exploration point of interest was failed or not investigated, the chance to resolve it effectively will begin to fade. Increase all of the problem's Difficulties by 1 the first time this happens. If this happens a second time, the point of interest is removed from play.

E: UNRESOLVED UNKNOWN POINTS OF INTEREST – TROUBLE BREWING

If an Unknown point of interest was failed or not investigated, it is removed from play.

Next campaign turn, an additional point of interest is generated and each Difficulty for any challenge tied to that point of interest is increased by 1.

F: GAIN PROGRESSION

The players may be rewarded with Progression Points as follows:

- Every Exploration point of interest resolved this turn: +3
- Every point of Campaign Momentum unused at the end of the turn: +1
- Roleplay scenario – As written in the “Success” section of each mission or brief. Gamemaster may also choose to reward more points for exceptional successes.

For every 5 points of Progression accumulated, one roll is permitted on the Progression table. Unused points are accumulated for future campaign turns.

MAKE PROGRESSION ROLLS

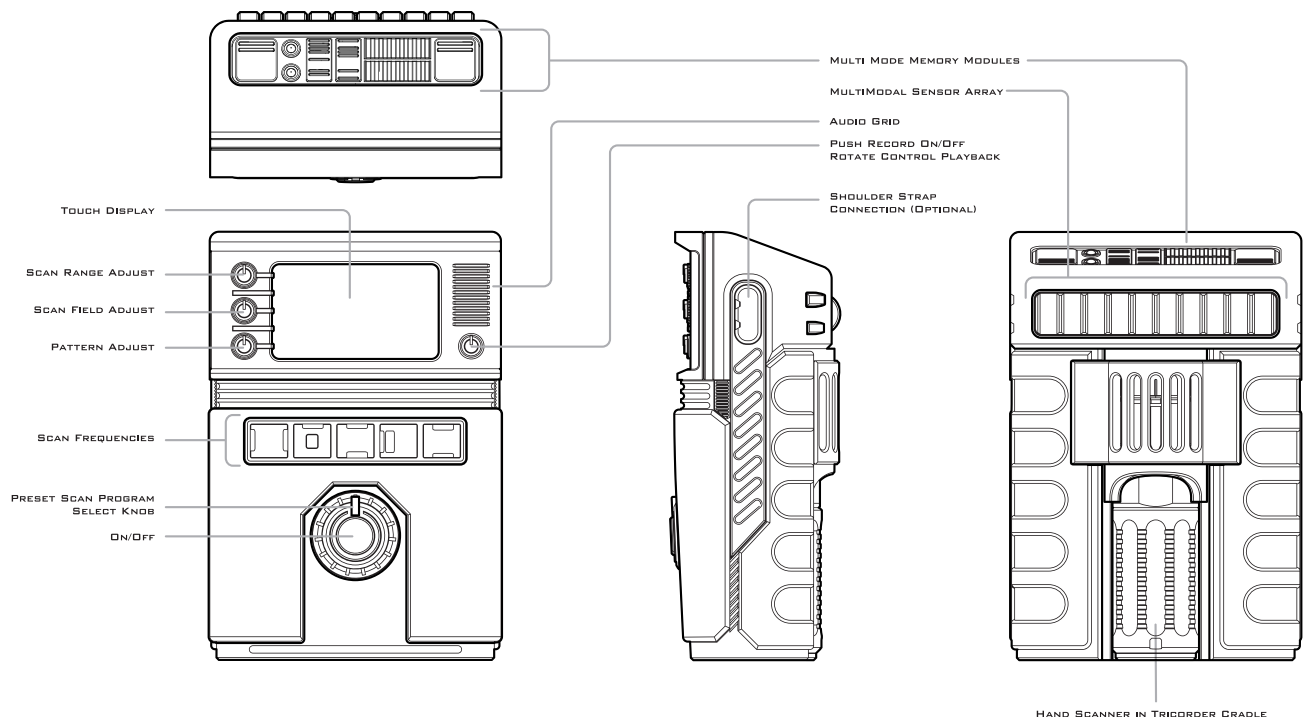
To make a roll on the Progression table, deduct 5 Progression points from your total. Roll a d20 and consult the table below. Results marked as Saved should be written down and used at a point determined by the players, rather than taking effect immediately.

It is possible a result is not applicable (such as rolling ship refit when no ships are available). If so, the points are returned and can be spent normally next turn.



D20 Progression Saved? Notes

1	Ship refit	-	One Ship asset may increase any one Power below 14 by +1.
2	New asset gained	-	Gain a random asset.
3	Favor owed	Yes	Can be spent during an RPG session to obtain a benefit from an important individual.
4	Ally gained	Yes	One free additional d20 on a single conflict.
5	Lull in the fighting	Yes	Select any Military threat and reduce the Intensity by 1 (to a minimum of 1).
6	Ship upgrades	-	Every Ship asset may increase the lowest Power rating by +1. Player choice in the event of a draw.
7	Training course	-	One Character asset may increase any one Power below 14 by +1.
8	Federation commits resources	-	Gain a Resource asset.
9	Careful planning	Yes	Negate a challenge roll.
10	Reconfiguration	-	A Ship asset of choice may reduce any one Power rating by 1 and increase another Power rating by 1.
11	Character joins ranks	-	Gain a Character asset.
12	Emergency aid	Yes	During any encounter where a Ship or Character was committed, generate a random Resource asset and commit it immediately.
13	New ship commissioned	-	Gain a random Ship asset.
14	Damage control systems	Yes	Ignore a roll on the Ship Loss table.
15	Adapting to circumstances	-	Any one Ship or Character asset of choice may increase one Power rating by +1.
16	Flexible deployments	Yes	For an entire campaign turn, each Resource may be used twice, rather than once.
17	Miraculous escape	Yes	Ignore a roll on the Character Loss table.
18	Focused resources	-	A Resource asset of choice increases all Power ratings by +1.
19	Priority assignments	-	Next turn, increase Supply Priority by +1.
20	Reviewing forces	-	The players may discard any assets of choice then roll new ones of the same class (Ship, Character, Resource).



G: REINFORCEMENTS AND RESUPPLY

The players receive a number of new assets equal to their Supply Priority. At the start of a campaign, the players' Supply Priority is equal to half the starting Pace of the campaign, rounded down. (So, a campaign which began with Pace 5 means the players have a Supply Priority of 2.)

These new assets can be rolled randomly or created by the gamemaster.

H: THE WAR RAGES ON...

If the campaign turn you just completed was number 3, 6, or 9, consult and play through the scripted event and closing mission, then progress the campaign to the next stage.

CAMPAIGN STAGES

The campaign takes place in a series of three stages, each of which corresponds to a specific timeframe within the war's overall story. As the stages progress, the Federation comes under increasing pressure as the players try to hold everything together on the front lines.

Each stage consists of two scripted events, two missions, and three campaign turns. These missions are special roleplay scenarios that correspond to the ongoing events in the bigger story. The scripted events come in the form of mission update logs and are presented to the crew when indicated to provide a larger picture of the war's key events.

When progressing to the next stage, the conditions of the campaign may change. The table below indicates the changes made to the campaign Pace and other factors.

GOING SOLO

While the campaign overlay presented in this chapter was written considering a team of players taking on the role of assigning Federation assets and the gamemaster setting up the Points of Interest, the overlay can also be played as a solo game if you wish.

During solo play, you keep track of both the assets that have been generated and the points of interest that arise. Using the tracking sheets in the Appendix will be especially helpful in keeping track of everything that is in play during a turn.

During solo play, it is always important to be honest with yourself and the story, especially with your dice rolls when confronting a problem at a point of interest. After all, failures make the story more interesting and help tell the true story of the Federation-Klingon war.

It is also important to consider that the campaign overlay assumes that the players are participating in the missions and briefs during each phase. If you are converting these to play solo, you can maintain the rewards given at the end of the missions as normal. If you are not playing through the roleplaying missions during a phase, you should still randomly roll for the rewards at the end of each mission to ensure you have enough assets as you progress through the Phases of the war.

Stage	Campaign Turns	Pace	Notes
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Early War	3	5	None
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Mid-War	3	6	When Resolving conflicts, Flawed Successes and Serious Setbacks occur on rolls of 19-20.
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Late War	3	5	When Resolving conflicts, Flawed Successes and Serious Setbacks occur on rolls of 18-20.
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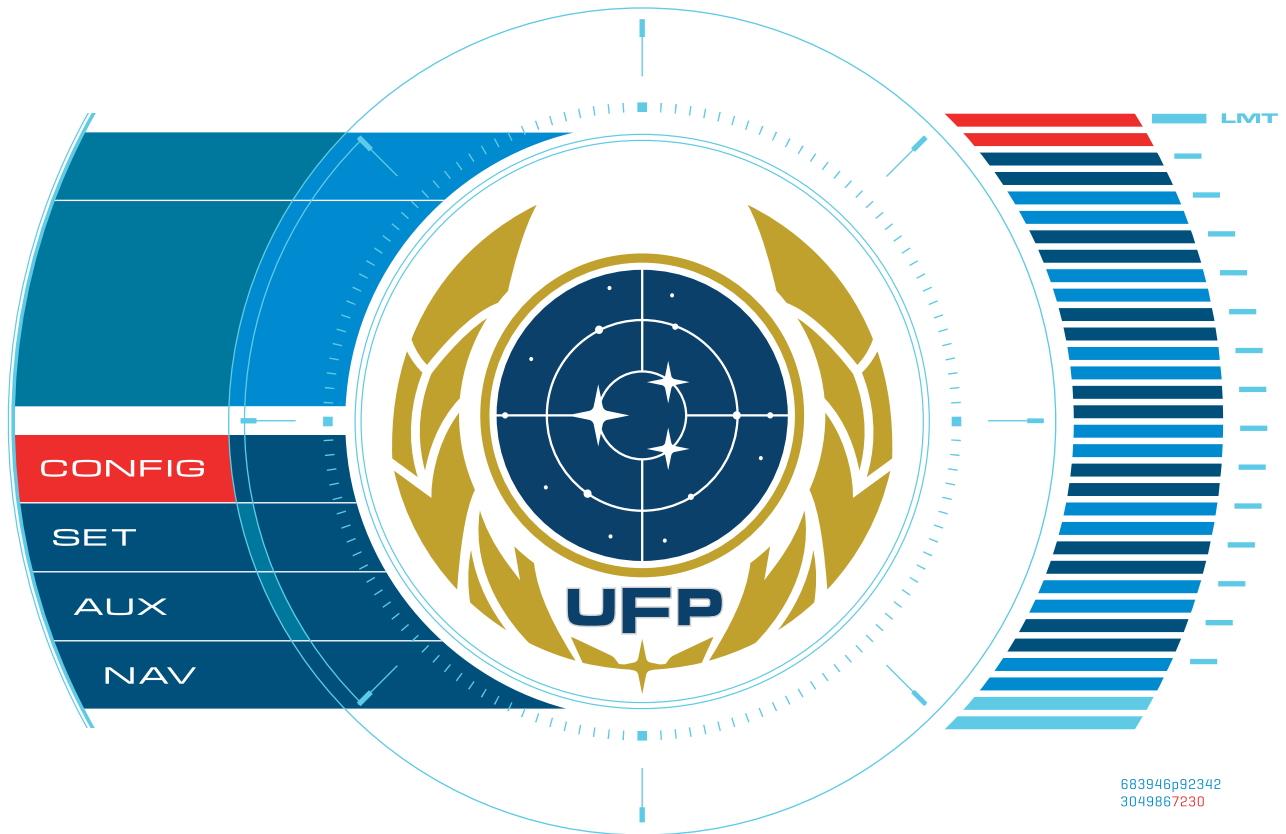
B3



MAIN SYSTEMS STATUS PING FEEDBACK TEST:
ERROR FOUND! SECTOR 06AF
MAUNAL REBOOT RECOMMENDED
092381-2385915-26738-06AF

CHAPTER 04.00

EARLY WAR



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SCRIPTED EVENT

"THE BATTLE AT THE BINARY STARS"

INTERNAL MEMO - OFFICE OF ADMIRAL CORNWELL TO STARFLEET INTELLIGENCE

Before I start issuing charges, can I clarify I have the correct information about how a routine maintenance mission turned into a war with a species we've not seen for a decade? Let's also not forget the first occurrence of a mutiny (a mutiny!) aboard a Starfleet vessel in active service and the loss of one of our most experienced and respected captains.

As I understand it, the *U.S.S. Shenzhou*, commanded by Captain Philippa Georgiou, answered a routine call to investigate an interstellar relay that had failed. Unfortunately, it turned out the relay had been sabotaged by a rogue Klingon faction, specifically to lure a Starfleet vessel to the area. I appreciate this put Captain Georgiou in a difficult position, but the chaos of what came afterwards defies belief. If I am correct, Georgiou and her first officer, Commander Michael Burnham, disagreed on the best way to deal with the Klingon saber rattling. I've read Burnham's file and it's pretty impressive. But with an arrogance and lack of respect for the chain of command that I'd imagined impossible in a Starfleet officer, Burnham disobeyed her captain and started a mutiny. Her reasoning was that firing first on the Klingons would be the best way to prove the strength of Starfleet to them. Supposedly it's how the Vulcans (of all people) have been known to deal with aggressive species, if you can believe that.

It sounds to me that Burnham cracked under the pressure. She was certainly wound pretty tightly and she chose just the wrong moment to become disregulated. From there things went from bad to worse. The Klingons had ships from each of its great Houses waiting to see how this played out. When they appeared, the *Shenzhou* called for backup and ten of our ships answered. The two fleets sat on a knife's edge to avoid war, and it's no surprise to me given the reports that someone opened fire. More Klingons arrived to fight our already outnumbered ships, and pretty soon it was all over and we'd lost the first battle of a new war.

As a postscript, I understand the crew of the disabled *Shenzhou* managed to trick the Klingon flagship into taking a photon torpedo aboard and tore it in half. But then Burnham and Georgiou beamed aboard and killed the leader T'Kuvma (who I now hear is a unifying martyr to his people) at the cost of the life of Captain Georgiou. I've seen Burnham's statement from her trial and frankly they can't bury the key to her cell deep enough.

I'd appreciate as much confirmation on the facts as you can provide. I've got to make some sense of this situation and court martial some people. But most of them are dead and as we're at war and we need everyone we can get, we'll have to see if any of them come back from the front to face charges anyway.



“THE INCIDENTS AT CORVAN II”

SYNOPSIS

420001

As the war begins across the Federation, the newly unified Klingon Empire begins to take its toll upon the Federation. Although the Federation had built a powerful navy to protect itself from outside threats, they were unprepared for the efficiency and brutality of the Klingons, who were not only ruthless but cunning as well. As months of ambushes, surprise attacks, and bold offensives take their toll, the Federation attempted to protect its essential assets from the Klingons while seeking a way to gain the upper hand. Starfleet deployed defensive cordons around those worlds most at risk to the Klingons in an attempt to preserve their supply lines.

Unfortunately, the Klingons managed to gain the upper hand when they destroyed the fleet protecting Corvan II. The patrol ships tasked with protecting the Corvan system were attempting to redeploy in more fortified defensive lines when Klingon vessels under the command of Colonel Y'grekka decloaked and destroyed the ships in a swift assault that soon left the colony defenseless. Nearby Federation vessels were contacted in an attempt to resupply Corvan II but by the time Starfleet ships were able to make it to the system it was hopeless. Y'grekka's ships destroyed all vessels that arrived and began systematically destroying all orbital emplacements before turning their attention to Corvan II itself.

The players are part of a crew tasked with helping assist in the defense of the Corvan system. By the time their vessel arrives the battle is nearly over, and all they can do is assist in the withdrawal of Federation crews from orbital platforms over the planet. The players' ship is able to survive the conflict by warping to safety, but the players are forced to abandon the beleaguered orbital shipyards and transport planetside. There they do their best to protect the colony while the planet's magnetic field protects Corvan II from orbital bombardment.

The Klingon fleet in orbit is hardly their only concern, as Y'grekka seeks to destroy the colony through any means necessary. While the Federation's forces are pinned down beneath heavy bombardment, Klingon commandos under the command of Trogg, Son of Yergg, have managed to transport down to the planet while the planet's sensor grid was offline. These Klingons are slowly making their way through the Corvan settlement until they can reach the magnetic field control center and bring down the last of the planet's defenses.

Though the players do not know it yet, the Starfleet top secret research vessel *U.S.S. Discovery* will soon arrive in the middle of the battle via unknown means. The *Discovery* will appear suddenly out of nothingness and destroy the Klingon fleet in orbit before it disappears toward its next location. Although this will herald the end of the space battle for Corvan II, the players will discover that they have one last part to play in the great battle. Trogg's sister, Trelgg, will be left behind by the Klingon forces and attempt to avenge her brother by destroying the principal fusion plant powering the colony. Should she succeed, then the space battle for Corvan II will be for naught as the colony will be so heavily irradiated that it will be next to impossible to resume dilithium production.

SPOTLIGHT ROLES

All roles will have essential use during this mission due to the chaos that is occurring throughout the system. Security and Command officers will be needed not only to protect the citizens of Corvan II but to help rally the miners into defending the colony. Medical officers will be essential in helping keep the wounded alive, as the Klingons are out to inflict maximum casualties. Science and Engineering crewmembers are needed to keep the colony's damaged equipment functional and make repairs where they can.

YESTERDAY'S ENTERPRISE

This mission is part of the opening phase of the war between the Federation and the Klingons. It can be adapted for use outside of the *U.S.S. Discovery* era by changing the Klingons to an era-appropriate menace that is seeking to destroy a mining colony. The colony may be saved by the *U.S.S. Enterprise* or some other vessel arriving in time to drive off the attacking forces.

What the players should be made aware of is that in this stage of the war, the Klingons are at their most ruthlessly efficient in fighting a war. They seldom take prisoners and rarely shoot to stun their opponents. Klingons are seeking a chance to gain honor for themselves while finally seeing their empire born again. Players who have an aversion to heavy violence may need to be checked in on repeatedly throughout the course of the mission.

The crew celebrating the feast are split into two different camps: the veterans of the war who have seen some of the worst of the fighting, and those freshly trained cadets who still believe that the war with the Klingons is going well. Arguments break out between the two groups as one side accuses the other of being delusional while the other responds that they just have to have faith that the tide will turn. As the crew starts to return to their posts, the players are left with cleanup duty as they help pick up after their fellow officers.

The players will start to hear rumors from crew as they filter in and out of the party. These rumors are the same sort that have been shared for years before the conflict even began, but some of them seem startlingly new. It will be up to the players to determine which rumors are real.

Allow the crew to determine what rumors they hear by an **Insight + Command** task at Difficulty 1.

DIRECTIVES

420002

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

- Evacuate the orbital shipyard over Corvan II.
- Defend the colony from the Klingon offensive.
- See to the injured and protect key systems from sabotage.
- Save the colony from being destroyed or rendered useless to the Federation.

The gamemaster begins this mission with 2 points of Threat for each player character in the group.

PRELUDE

420003

At the start of the adventure, the players are enjoying a brief respite from the war aboard their vessel. In the ship's galley, a feast has been prepared by the chef, featuring some of the crew's favorite dishes. Due to energy rationing and Klingon attacks on supply lines some of these dishes are facsimiles or are made with substituted ingredients, but all are enjoyable and the crew's spirits are momentarily raised after six months of heavy fighting. There are several solemn toasts to absent friends, raucous sharing of stories at the expense of embarrassed crewmen, and the captain (assuming it's not a player character) even briefly came down to share some of their Saurian brandy stores with enlisted crew members as well as officers.

Successes Information Gathered

1 "It stands to reason that if the Klingons can build something like that beacon at the Battle at the Binary Stars, then what other relics could they possess?"

2 "I heard the Klingons are preparing for a big push. My cousin's part of the Andorian Defense Forces and she says the Klingons have gathered for a big assault."

3 "Klingons are smart. They don't like to just take you head on. Some say that while they're swinging one of those big, curved swords of theirs at your head, they've got a knife halfway in your gut already. You've got to keep half your attention on their main strategy and the others on what else they are up to."



It is then that red alert it sounded throughout the ship. Once the crew have manned their stations, have the captain read or paraphrase the following:

"We have just received a communication from our colony on Corvan II. It appears that they are under attack by a fleet of Klingon ships that have managed to slip past our defenses somehow. We are one of the few ships within range of the Corvan system and have been ordered to assist as best we can. Our orders are several hours old and we do not know the disposition of the Klingon fleet, but we will not abandon Federation citizens in their hour of need. Captain out!"

It is then that the captain will order the ship to head to the Corvan system at maximum warp.

STATE OF THE WAR FROM THE CREW'S EYES

The Federation has been at war with the Klingons for almost six months and it has not gone well for Starfleet. Though the Federation has managed to win a few key victories, the lion's share of the battles have gone toward the Klingons. The Federation had fought in several prolonged conflicts up to this point, but their experience with the Klingons since the 22nd century had been with an increasingly divided people who were ferocious in battle but were far from the unified Empire they once were. Since the Battle at the Binary Stars the Klingons have once again unified and become a serious threat that the Federation is having a hard time opposing. The mood aboard the players' vessel should feel bleak. The war is going poorly, and each player should be asked how their character is currently feeling at that moment. Several may have lost friends and family in the conflict, while others may feel that it is only a matter of time before the war will start to turn in the Federation's favor. None of the crew know about the *Discovery* or the spore drive, though there may be rumors of the Klingons possessing advanced technology (even if it is just speculation and rumor).

ACT 1: THE FALLING STAR

420004

CAPTAIN'S LOG

"We have been ordered to the Corvan system in an attempt to relieve our forces stationed there. The short communication burst that Starfleet received from the colony suggested that they were under attack by the Klingons. It's hard to believe that they could be doing so poorly considering the number of ships we have stationed there, but the tension in the voice of the colony's Starfleet commander suggests we may not have that much time. What is even more troubling is the orders that we've received from Starfleet. We are to assist the colony if need be, but if it looks to be a losing battle we have been ordered to withdraw and leave the colony to defend itself.

The notion of leaving a colony like Corvan to the Klingons turns my stomach. We'll try to get as many people out as we can, but it looks like we are heading into the fight of our lives."

SCENE 1: RESCUING STRANDED CREW

This scene opens with the crew getting a 10-minute warning that they are arriving in the Corvan system. The mood among the crew will be tense; every engagement with the Klingons so far has been hard fought, and with little information coming out of the Corvan system there is no reason to believe this will be a simple mission. Any attempts to try to use long-range sensors reveal there is fighting in the Corvan system, but no matter how hard the players try they are unable to determine exactly what is going on.

RESCUING CREW

The first act involves the players rescuing as many Starfleet personnel as possible, along with critical components stored aboard the *Corvan Star*. Keep track of how many groups of survivors the players have rescued over the course of the act. Each group of survivors rescued will count toward a total in Act 2 that may determine how successful the players have been in protecting the planet from the Klingons. Each computer core recovered also counts toward the number of survivors.

Upon exiting warp, the players arrive in the middle of a warzone. Burning hulks of ruined orbital satellites and burning starships fill the area while comm traffic is overwhelmed by distress calls and orders from beleaguered Federation forces. The ship's captain attempts to bring up contact with the *U.S.S. Montana*, which acts as the commanding ship in the area. Attempting to raise the *Montana* (which requires a **Control + Engineering** task at Difficulty 1 to break through jamming signals) will bring Commodore Bartledge, the ranking military commander of the system's defenses.

Commodore Bartledge's bridge is in chaos as injured crewmembers work at their posts while plumes of smoke swirl around the bridge. The Commodore is busy issuing orders to his bridge crew while trying to give orders to the players' ship, and his tone is one of cold determination as he attempts to enforce order. The Commodore reveals that the Klingons managed to lure the Corvan system's patrol ships away during routine maneuvers and destroyed them in one swift stroke, leaving the system almost defenseless.

The few remaining vessels in the system are busy trying to organize a desperate defense but the Klingons have bottled up the remaining ships around the last orbital shipyard, the *Corvan Star*. As the remaining ships hurry to evacuate survivors from destroyed vessels, the Commodore orders the players' vessel to attempt to evacuate the orbital shipyard and retrieve its computer cores before it is captured by the Klingons. If the crew is unable to hold the space station, then their orders are to scuttle it before transporting back aboard their vessel.

The Commodore stresses how critical the next few minutes will be. Klingon birds-of-prey are closing in for the kill and the situation continues to deteriorate by the second. The Commodore has requested relief from Starfleet, but unless they are able to send a strong enough fleet to break through Klingon lines it looks like the Corvan system will fall within the next few days.

As their ship moves closer to the *Corvan Star*, the players will have a chance to rescue several escape pods floating in space. The captain will be hesitant to leave their shields down for long, but the comm officer reveals that there are so many distress calls it is hard to filter them out. The players have three chances to attempt to rescue crew before the captain orders them to raise shields.

Rescuing Starfleet personnel takes a **Control + Engineering** task at Difficulty 0. For each success gained, the ship is able to rescue an escape pod full of escaping crewmembers. Additional successes or spending Momentum allow the crew to rescue more personnel but any complications cause the player characters to take one point of Stress as their ship collides with interstellar debris and mines released by the Klingons.

The *Corvan Star* is both a shipyard and launch platform for automated vessels carrying dilithium deep into Federation space. Since the beginning of the war, automated vessels and other ships have been traveling back and forth from the station under armed escort, but now its orbital platforms are either abandoned or contain burning ships. The few remaining phaser banks on the station appear to be offline, and Klingon warships engage in strafing runs on the space station.

The captain forms an away team to beam aboard the station while their ship attempts to draw away attacking Klingon vessels. The players will have but a few minutes to equip themselves before they are transported aboard a station in chaos. Their beam-in site is filled with wounded personnel and destroyed equipment.

“As you beam aboard the orbital station your senses are overwhelmed by the smell of burning conduits and melting metal. You are in the central transporter room for the station. Lying on the floor are several wounded personnel who attempt to help with each other’s wounds. One of them, a lieutenant who is trying to comfort as many people as possible, sees you with wide eyes. ‘The Klingons have boarded the station! We’ve been holding this room from them. I know there are more crew trapped onboard the station but we’ve been cut off. The Klingons were heading toward the central computer core. I think they were trying to steal it and their communication codes?’”

From here, the players should head straight toward the computer core in order to stop the Klingons from stealing critical Starfleet intelligence that will hinder the Federation war effort.

To represent the chances the players will have to rescue trapped crewmen, have each group of characters roll a d20 to represent encounters they have on their way through the station.

After each task is resolved, the players make it to the computer core.

SCENE 2: THE COMPUTER CORE

The systems required to run a space station of this size are massive, and the Klingons are having difficulty breaking through the encryption. They believe the majority of the station’s defensive forces are dead, so only one commando is keeping watch outside the room.

Once the Klingons are defeated, the station rocks violently as explosions cripple the outer ring of the space port. The players’ captain messages the crew with orders to retreat to the transporter room as soon as possible. The players have one chance to try to retrieve important information from the computer core before they must retreat. A **Control + Engineering** task at Difficulty 3 gives them access to the computer and allows them to download information. Each success they gain counts as rescuing one group of survivors.

D20

Encounter

1–5

The sound of energy transference can be heard as a small group of Klingons beam aboard the station. Use the stats for two Klingon warriors, who immediately engage the landing party.

6–10

A small stack of crates sits nearby and may potentially contain important components. A **Fitness + Security** task at Difficulty 2 reveals enough components equal to rescuing a group of survivors.

11–15

Several wounded crewmembers lie upon the ground, barely able to breathe through all the smoke. An **Insight + Medicine** task at Difficulty 1 is able to get the survivors to a transporter pad.

16–18

Several scared civilians are hiding inside a small room. A **Presence + Command** task at Difficulty 1 motivates them out of their room and toward the transporter room.

19–20

The players encounter a small group of survivors who are able to care for themselves. They automatically rescue the group and send them on their way to the transporter room.

After returning to the transporter room the players receive a message from their captain. The Klingon forces have surrounded the planet and their ship is being forced to retreat from the system due to damage it has sustained. The players have no choice but to transport down to the surface, where they will have to seek shelter in the colony.

The away team is able to transport off the station just in time to watch it be destroyed by a barrage of photon torpedoes. The crippled station illuminates the night sky as flaming debris showers down through the atmosphere. The Klingons are victorious in the battle above Corvan II, and the siege of the planet is about to begin.

ACT 2: THE SHIELD MUST HOLD

420005

The situation is now grim for Corvan II. With the Federation fleet in orbit destroyed or forced to withdraw due to damage, there is nothing keeping the Klingon assault group at bay save for the colony's magnetic shield. As the colonists and remaining Starfleet personnel dig in and prepare for the worst, the sky above Corvan II glows brilliantly as disruptor blasts and torpedoes are deflected. The growing toll of the impacts has started to cause key systems to fail, and as the magnetic shield's perimeter slowly starts to shrink the Klingon bombardment starts destroying huge swathes of land, buildings, and critical machinery for the war effort.

The next two scenes can be played interchangeably before the final conflict with Trogg. As the colonists attempt to form some manner of resistance to the Klingons, the Klingons are busy sending a team of commandos down to sabotage the colony's shield generator.

SCENE A: PHASER CONTROL

A massive explosion shakes the ground and a plume of smoke starts to rise from the Western section of the colony. The players receive word that a Klingon torpedo must have broken through the magnetic shield and destroyed one of the colony's few remaining phaser banks. Restoring power to the phaser site will help the colony defend itself, so have the captain order the characters to make repairs.

The control station for the phaser bay is littered with debris and bodies. Miraculously, the controls only need minor repairs to bring them back online. An **Insight + Engineering** task at Difficulty 3 allows the players to make the necessary repairs.

The players will have a chance to determine what actually happened to phaser control. Players who make an **Insight + Security** task at Difficulty 2 find several bodies in the debris that died from disruptor blasts. These personnel were killed shortly before the explosion by unknown assailants. The players should be able to surmise that a group of Klingons is on the colony's surface and that they are trying to sabotage key systems.

SCENE B: THE MISSING SENTRIES

Commodore Bartledge hails the characters and asks if they can check some of the pickets on the edge of the colony. He informs them that it appears that several of the miners tasked with crewing those defenses have either retreated or are otherwise refusing to answer their combadges. While the defenses will do nothing against the orbital bombardment, the Commodore wants to have the colony prepared to resist the Klingons when they make their final push.

The sky above the colony is illuminated by bright bursts of light as the players watch the Klingon bombardment impact the shield. When they arrive at the defenses, they find them abandoned. Rations sit on plates with only a few bites taken out of them and several cups of coffee are still lukewarm.

An **Insight + Security** task at Difficulty 2 reveals heavy boot prints in the nearby mud. Following these tracks into the nearby woods leads to several corpses buried beneath some branches. A **Reason + Medicine** task at Difficulty 2 reveals that the bodies had their throats slit by professional killers with special operations training. This should indicate that a group of Klingons have not infiltrated the colony, and that they are highly specialized soldiers.

THE RESCUED

The players' efforts in the first act will help the colony survive the bombardment. The gamemaster should total how many groups or pieces of machinery were recovered and consult the following chart to see what the players have managed to contribute toward protecting the colony.

Total	Rescued Groups
0-2	The landing party arrives with barely any survivors to help crew the defenses. The gamemaster starts with 2 additional Threat and the players lose all Momentum.
3-5	The few groups of survivors and components greatly help relieve the tired and hurt colonists crewing the outer defenses. The players gain 2 points of Momentum.
6+	The survivors cheer with the reinforcements the players have brought with them. The components scavenged from the <i>Corvan Star</i> help repair damaged systems and those rescued from orbit relieve those defenders needing to rest. The players gain 2 Momentum and may heal all Stress.

SCENE C: THE BATTLE FOR THE SHIELD STATION

As the players discover the carnage left behind by the Klingons, Commodore Bartledge's voice comes over the comm asking for an update to the situation. The news about the dead miners and destroyed phaser station concern him, but the realization that there are Klingon commandos operating on Corvan II sends a chill down his spine. To the Commodore, there is only one possible objective for the Klingons to focus on: destroying the magnetic shield station. If the shield falls, so will the colony. With Federation reinforcements too far away to come to their rescue, the shield has to hold for as long as possible.

The magnetic shield station is located just outside of the colony's perimeter. As the players get closer to the station, they discover more bodies left around defensive positions. It appears as if the colony's defenders put up a fight but were unable to resist the commandos for long. Scattered among the defenders is the corpse of a Klingon warrior who fell in hand-to-hand combat with a Saurian miner. If the players succeed at an **Insight + Command** task at Difficulty 2, they discover that the body is of a member of the Klingon Chol Ak'voh: the Klingon death cult dedicated to finding glorious death in battle. The body's ritualistic armor reveals this connection, hinting that the commandos sent to destroy the magnetic shield generator will fight to the death to accomplish their goal and likely do not expect to survive the battle.

The magnetic shield generator appears to be uncrewed, but an **Insight + Security** task at Difficulty 2 reveals that two Klingon warriors with disruptor rifles wait in ambush. They wait until the players get within range of their disruptor rifles before firing from cover. The doors behind the two warriors seals shut as the warriors within finalize placing their explosive charges.

Accessing the complex is difficult, as the servos controlling the door have been damaged from within. The players can attempt to use their phasers, but the material the front door is made from is resistant to directed energy fire; by the time they cut through, the Chol Ak'voh will have destroyed the generator. Only by accessing the door via a **Control + Engineering** task at Difficulty 4 can the players gain entry.

Inside the magnetic shield generator are 3 Klingons under the command of Colonel Trogg. Trogg is a vicious and uncompromising opponent who is eagerly waiting for death and believes this is his finest moment. He will engage the characters in negotiation only to delay them long enough for the last charges to be set. He is sinister and cunning and will imply that he has several hostages waiting in the next room. The truth is there are no hostages, and he has already killed all of the defenders of the station.

KLINGON COMMANDO [NOTABLE]

The commandos employed by the Klingon fleet were veterans of armed conflict long before war with the Federation came to pass. Having participated in pirate raids and wars between the Great Houses, these commandos are ruthlessly efficient when it comes to war and are hard to deceive. Many of them are considered hypocrites among their fellow Klingons; they espouse honor but at the same time believe in using underhanded means to gain victory. The commandos serving under Trogg are also members of the Chol Ak'voh, meaning that they are unafraid to die if it means they will achieve victory.

TRAIT: Klingon

VALUE: Winning Will Uphold Their Honor

ATTRIBUTES

CONTROL	10	FITNESS	12	PRESENCE	09
DARING	10	INSIGHT	09	REASON	08

DISCIPLINES

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

FOCUSES: Melee Combat, Military Tactics, Triage

STRESS: 15

RESISTANCE: 1

ATTACKS:

- Unarmed Strike (Melee, 4▲, Knockdown, Size 1H, Non-lethal)
- Blade (Melee, 5▲, Vicious 1, Size 1H)
- Custom Disruptor Pistols (Ranged, 6▲, Vicious 1, Size 1H, Accurate, Debilitating)

SPECIAL RULES:

- **Immune to Fear**
- **Wary:** Klingon commandos are difficult to deceive, as they have managed to survive for so long thanks to having outlasted their comrades and realizing when they are being lured into a trap. Klingon commandos can reroll a d20 on tasks related to determining if they are being deceived.

COLONEL TROGG, SON OF YERG

[MAJOR]

Yergg is renowned across the Klingon fleet for being a particularly brutal and uncompromising Klingon, traits which he passed on to his son, Trogg. Trogg aspires to not only meet his father's expectations but surpass them. The victor of over a dozen battles across the Empire, he sees the war with the Federation as the best chance for him to build a legend that will be told for centuries. Though ruthless and uncompromising with his enemies, Trogg is kind and friendly to only one person in the Quadrant: his sister. The two have been best friends since birth, and although Yergg has never quite lived up to their father's expectations, Trogg has been her biggest supporter.

Trogg's commandos are ruthless killers. Though the Great Houses have publicly declared they are to avoid using dishonorable means in their war with the Federation, the House of Duras has told Trogg specifically to win at all costs. His hands covered in the blood of countless Federation crewmen, Trogg's legend will be told with great honor and respect in the Empire and with scorn and fear in the Federation.

TRAIT: Klingon

VALUES:

- The End Justifies the Means
- To the Last
- Trust No One Save My Sister
- The Strong Will Eventually Fall



ATTRIBUTES

CONTROL	09	FISS	12	PRESENCE	10
DARING	11	INSIGHT	09	REASON	08

DISCIPLINES

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

FOCUSES: Dueling, History, Klingon House Politics, Starship Identification, Strategizing, Tormenting

STRESS: 16

RESISTANCE: 2

ATTACKS:

- Unarmed Strike (Melee, 5A, Knockdown, Size 1H, Non-lethal)
- **Escalation Klingon Saber** (Melee, 6A, Vicious 1, Size 1H)
- Disruptor Rifle (Ranged, 6A, Vicious 1, Size 2H, Accurate, Debilitating)

SPECIAL RULES:

- **A Dreaded Reputation:** Trogg may force an opponent to reroll 1d20 on any tasks where he tries to intimidate them through fear.
- **Death to All but Family:** If Trogg's family is threatened or in danger of being harmed, he loses his Immune to Fear and Immune to Pain abilities but may make an additional attack with his Unarmed Strike.
- **Immune to Fear**
- **Immune to Pain**
- **Loyal Crew:** Trogg's crew are handpicked for their loyalty and any traitors are dispatched in terrifying and painful ways. Trogg's commandos in his presence become immune to fear.
- **Shoot to Kill:** When Trogg attacks an opponent who is knocked down or debilitated, he inflicts 1 additional Stress.

The Chol Ak'voh can be stunned or otherwise disabled but they continually attempt to escape and kill their opponents. Imprisoning them will cause them great dishonor, which is a fate worse than death to them. Trorgg himself is such a fanatic that he refuses to allow himself to be stunned. His will to die in glorious battle will only end with death.

After defeating Trorgg, the players will exit the magnetic shield station to a glorious sight. Just as the Klingon ships move in for the kill, the *U.S.S. Discovery* appears out of seeming nothingness and destroys the fleet from behind. Cheers spread across the colony as Corvan II, and subsequently the Federation, lives to fight another day.

ACT 3: FROM EMBER TO FLAME

420006

CAPTAIN'S LOG

"Supplemental. We have made it through the night and come out the other side of this near defeat. We have lost some of our crew in the battle, and the damage to the colony is so grave that it will take the Starfleet Corps of Engineers some time to repair all of the damage. Even now, strange readings from the colony's fusion reactor are giving me some cause for concern."

SCENE 1: SEEING TO THE WOUNDED

The colony is in dire straits even after their rescue by the *Discovery*. Hundreds of civilians and Starfleet personnel are wounded and needing medical intervention. The players will be able to use all of their skills in order to aid the wounded. Medical personnel and engineers are perhaps the most prized as they are able to cure injuries and restore power to crucial systems.

As the players work to help the colony, they receive a priority communication from their captain asking if they are working on the planet's fusion reactor. Their ship's sensors are monitoring the reactor and have detected the reactor's safeties being deactivated. With the core temperature of the reactor slowly rising above safety limits, the captain orders the players to investigate. Site-to-site transportation has been deactivated due to interference from the fusion reactor's core.

The players arrive to find several engineers struggling to break through a force field that has been erected

around the reactor. The shield is Klingon in origin, and the engineers reveal that several technicians sent to try to break through the shield have not returned and are no longer answering their combadges.

Exploring the perimeter can be dangerous, as Klingon commandos have left behind explosive devices. An **Insight + Security** task at Difficulty 2 reveals several hidden explosives nearby. The players will need to either use a **Daring + Security** task at Difficulty 2 to attempt to bypass the explosives, or a **Reason + Engineering** task at Difficulty 2 to deactivate them. Failure to do so inflicts 5 levels of Stress per level of failure the players achieve on a task. The players must succeed at 3 tasks in total in order to successfully make their way past the defenses.

After the third task, the players find their way to a pair of double doors that have been blown off their hinges. The bodies of two technicians lie on the ground next to them. Suddenly, warning klaxons sound as the reactor's computer reveals that the reactor is about to melt down.

SCENE 2: A MATTER OF FATE

The fusion reactor's coolant system has been sabotaged by the Klingons and its computer is unable to compensate for the rising core temperatures. Sitting in the middle of the reactor's control room is Trelgg, Daughter of Yergg and Sister of Trorgg. She sits in a chair with a whetstone and her family's *bat'leth* as she eagerly awaits oblivion. Nearby are three Klingon commandos who are engaged in solemn prayer as they ready their souls for the afterlife.

Trelgg smiles when she sees the players have arrived. To her, she does not need to draw out the conflict any further as she believes victory is assured. But Trelgg is not the fanatic that her brother is. She believes in an honorable death, but she does not agree with the orders she has been given. Her orders come directly from Kol himself, who has commanded that if the fleet was unsuccessful in destroying the colony then the remaining commandos were to sabotage the fusion reactor. Though this would grant the Klingons a great victory, Trelgg considers it to be the worst sort of victory. She has no desire to see innocent civilians poisoned by radiation, nor see the splendor of the planet ruined. She would prefer her enemies die in combat so that their souls can have an honorable end rather than face the dishonor of disease.

The players should have a chance to negotiate with Trelgg first before they engage in combat. Appealing to her sense of honor means there is a chance of ending the conflict without further bloodshed. Trelgg's commandos retreat from the fusion reactor and disappear into the local jungle, where they use a hidden stealth ship to escape. Trelgg refuses to allow herself to be captured, and if stunned she uses a hidden implant to commit ritual suicide.

TRELGG, DAUGHTER OF YERGG [MAJOR]

Trelgg has always been ambitious and engaged in a rivalry with her brother for her father's approval since she was born. But where her twin is ruthless and a believer in the commandos' philosophy of victory at all costs, she has always believed that saying "The end justify the means" was used by dishonorable Klingons. She believes in the Klingons' cause for war, and will follow any orders given to her to the best of her ability, but she is not heartless and believes killing innocent civilians is cruel and unjust. If her twin is killed, she will enter into a fury and will unleash her anger upon any in her path. It will take a careful response to convince her not to destroy the colony's reactor.

TRAIT: Klingon

VALUES:

- A True Warrior
- But He Was My Brother
- The Weak Don't Deserve Death
- Innocents Should Be Protected From Battle

ATTRIBUTES

CONTROL 09

FITNESS 12

PRESENCE 09

DARING 11

INSIGHT 08

REASON 10

DISCIPLINES

COMMAND 04

SECURITY 03

SCIENCE 01

CONN 03

ENGINEERING 02

MEDICINE 03

FOCUSES: Defensive Tactics, Law, Leadership, Small Craft operations, Shield Systems, Wine

STRESS: 15

RESISTANCE: 2

ATTACKS:

- Unarmed Strike (Melee, 4▲, Knockdown, Size 1H, Non-lethal)
- **Escalation** *Bat'leth* (Melee, 5▲, Vicious 1, Size 2H)
- *Dak'tang* (Melee, 5▲, Vicious 1, Size 1H)
- Disruptor Rifle (Ranged, 6▲, Vicious 1, Size 2H, Accurate, Vicious, Debilitating)

SPECIAL RULES:

- **For Hate's Sake:** When Trelgg is brought to zero Stress as the result of an attack, she may make one final ranged attack.
- **Immune to Fear**
- **A Plan for Action:** Once per session Trelgg may use her **Reason + Command** to be able to possess one piece of equipment considered essential to the success of the mission.
- **Practical in Warfare:** When attempting to determine the most effective action to take, Trelgg may reroll 1d20 for all tasks.

If the players manage to defeat Trelgg or convince her to retreat, they still must find a way to save the fusion reactor. The reactor requires an extended task involving **Reason + Engineering or Science** tasks at Difficulty 8 in order to keep the reactor from melting down. If the players are not able to achieve the required number of successes after four turns, the reactor goes critical. The Federation safeguards prevent a massive explosion from taking place, but a massive plume of radioactive gas descends upon the colony and contaminates the atmosphere.

CONCLUSION

420007

Saving the colony likely saves the Federation from a long, drawn-out conflict with the Empire. While the Federation possesses numerous other mining colonies, Corvan II is their

largest and supplies the bulk of their construction efforts. Its destruction will not only set back the Federation, but should the colony fall into the Empire's hands then the Klingons will be able to supply their own construction efforts and gain a numerical advantage over Starfleet's ships.

If the fusion reactor is damaged, the environmental damage is catastrophic. The majority of the colony's citizens are forced to evacuate, and the miners left behind are forced to mine for dilithium in toxic conditions. Thousands will die over the course of the war and for years to come from radiation poisoning. The environment on Corvan II, which was already heavily polluted before the war, will continue to worsen until the planet's atmosphere becomes a blighted wasteland.

The players' efforts earn them a commendation from Starfleet and the thanks of both Commodore Bartledge and the planetary governor. The crew rescued from the *Corvan Star*

will be able to assist in the reconstruction efforts and return the colony to full strength sooner than expected. Failure to rescue any of the crew or recover the *Corvan Star's* computer cores will give the Klingons an additional advantage and force Starfleet to completely redo their computer security in order to prevent the Klingons from accessing top secret information.

CONTINUING VOYAGES

420008

Corvan II becomes an essential supply post throughout the remainder of the war. Starfleet is able to reinforce the system with its own fleet of ships and several orbital defense satellites. Corvan II will spend the remainder of the war engaged in mining as much dilithium and other rare minerals as possible while trying repair the environmental damage from the Klingon bombardment. Commodore Barledge will also request a detachment of Starfleet personnel be stationed at the fusion reactor and magnetic shield station in order to prevent further sabotage.

The truth behind Corvan II's rescue is kept from the public. To the Federation, the *U.S.S. Discovery* warped in at high speed and managed to avoid the Klingons' sensors by hiding in the shadow of Corvan's moons. The admiralty knows that the spore drive is a top-secret project and if the Klingons were to learn of its existence they could set about trying to counter it.

CAMPAIGN IMPACT

SUCCESS: If the crew rescues Corvan II, they gain the following Resource Asset: Commodore Bartledge – Military 12/3, Personal 14/4.

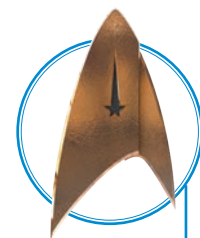
FAILURE: If the crew is unable to save the colony, the players lose 1 Campaign Momentum and lose a Resource asset at random.





MISSION BRIEFS

"PROPAGANDA'S SHADOW"



Suggested Period of Play: Early War

Suggested Point of Interest Type: Tactical

SYNOPSIS

The Klingon Empire censors broadcasts from the Federation News Network, leaving most Klingons unaware of the dishonorable atrocities committed by some Houses on defenseless Federation worlds. A cadre of Klingon pirate radio enthusiasts asks for Starfleet to help build a new transmission post, which will reveal the truth to their people.

OPENING LOG ENTRY

"We have received a series of encoded messages from Klingon space, outside of the usual frequencies used by the Empire's civilian and military communications."

MAJOR BEATS

TUNE OUT THE NOISE

Once decrypted, the transmission is revealed to be the work of Klingon rebels, who specialize in unauthorized radio broadcasting. The cruelties committed in the Empire's name are repugnant to these agitators, and they believe many Klingons would feel the same, if they only knew the truth. Unfortunately, the pirate broadcasters have only limited equipment to erect a transmission post and get out their message. They request Starfleet's aid to supply what they need.

SPECIAL DELIVERY

The characters' ship must chart a course into Klingon space, evading Imperial monitoring stations and patrolling birds of prey. At the same time, the crew must replicate components for construction of the transmission post, and document evidence of Klingon war crimes to share with the oblivious civilian population.

SIGNAL BOOST

When the crew contacts the radio pirates on Sanuna, they have already attracted the attention of furious Klingon warriors. While half of the characters help the pirates finish

building their transmission post, the other half fights off the advancing raiders. Once the message is out, the crew must withdraw before enemy reinforcements arrive.

MINOR BEATS

Starfleet Intelligence encourages the crew to try and recruit the pirate broadcasters as spies or resistance fighters for the Federation. The pirates are offended by the notion – they have no intention of getting involved in the fighting, especially against their own people. They just want to circulate the truth.

KEY NON-PLAYER CHARACTERS

Rynis and "her boys" Da'rod and Prosk are young, rowdy, and deviously inventive pirate radio broadcasters. They reject all forms of military culture and show incredible courage in the face of Imperial aggression. Captain Tor'nak of House Kor is implicated in some of the worst atrocities committed against Federation citizens and would lose much esteem if his rampages became public knowledge. His crew assault the rebels and their Starfleet allies in a berserk rage.

CONCLUSION

Once the pirates' message is broadcast, it is shared throughout the Empire faster than the Imperial leadership can censor it. Tearing down the Sanuna transmission post has little effect – the truth is out there now. The crew are advised to get back to Federation space as fast as they can. Rynis, Da'rod, and Prosk will refuse to join them, though, as they are determined to keep causing mischief at home.

CAMPAIGN IMPACT

SUCCESS: If the ship is able to get the transmission post active, they gain the Resource asset: Klingon Pirates – Reduce the Urgency of a Military threat by 1 to a minimum of 1.

FAILURE: If the Klingon raiders destroy the transmission post, the crew loses 1 Resource asset at random.

»»»»»»»» "A NEW THREAT"

SYNOPSIS

OPENING
LOG ENTRY

MAJOR BEATS INTO THE FIELD

THE HEART OF THE BEAST

ON THE VERGE

MINOR BEATS

KEY NON-PLAYER CHARACTERS

CONCLUSION

CAMPAIGN IMPACT

FAILURE: If the crew is unable to destroy the D7, they must roll on the loss table for a random character.

MISSION BRIEF

➤➤➤➤➤➤➤➤ “PETRIFIED”

Suggested Period of Play: Early War

Suggested Point of Interest Type: Exploration

SYNOPSIS

The crew is tasked with responding to a distress call from a group of Federation scientists who are studying salt volcanoes that erupt with water. When they arrive, the crew finds the scientists encrusted in a salt-like substance and unable to move, open sores cover their bodies. The crew discovers a silicon-based bacteria that secretes the salt crust before it begins devouring flesh. Once they’ve discovered the problem and how to fix it, the crew must figure out how to save everyone from another hydro-volcanic eruption.

OPENING LOG ENTRY

“A group of Federation scientists sent a distress call and then went silent. We are on our way to investigate. We are hoping for the best-case scenario, but we are also prepared for the worst.”

MAJOR BEATS

STATUES

Upon getting to the planet, the crew discovers that much of the area around the hydro volcano is covered in a thick crust that scrambles sensors. They then locate the site that the scientists used as a home base. All six scientists are completely covered in the salt-like crust. The character can see gaping wounds on the scientists’ flesh. The crust can be chipped away using blunt force or a low-powered phaser blast. Once part of a scientist is exposed, medical diagnoses can begin.

THINGS NOT SEEN

The crew discovers a flesh-eating extremophile bacterium that turns organic material into different salts. This bacterium is silicon-based and can withstand extreme heat, pressure, and cold. The uncrusting takes a considerable amount of time, and the scientists are in great pain. Dermal regenerators close the wounds quickly, but they don’t deal with the bacterium. The scientists have studied the bacteria for some time and learned of a fish-like creature that eats it. The crew must then go fishing to find enough fish to deal with the bacterium.

ON THE VERGE

After the fish are caught and applied to the wounds, massive tremors begin to shake the area. The scientists believe this is a sign of a hydro-volcanic eruption is coming. When the eruption rains down, the bacterium will cover all in the area. The crew must then race to get everyone a safe distance away from the eruption or into a safe location until the eruption is over.

MINOR BEATS

A character who isn’t careful when interacting with the scientists or the surrounding vegetation could become infected with the bacteria. Maybe one of the scientists knows one of the crew members from earlier in their careers. This may change how the character initially reacts to the situation at hand.

KEY NON-PLAYER CHARACTERS

The Federation scientists are all exogeologists and use the Starfleet Science Officer statistics.

CONCLUSION

Once everyone is safe, the scientists may decide to stay or return with the crew to their ship. The information the scientists gathered is added to the Federation database and the microorganism they discovered is eventually found to have medicinal applications with other silicon-based lifeforms.

CAMPAIGN IMPACT

SUCCESS: If the crew and all six scientists are saved from the hydro-volcanic eruption, gain 1 Campaign Momentum.

FAILURE: If any of the crew or scientists are caught in the hydro-volcanic eruption, lose 1 Campaign Momentum.

Suggested Point of Interest Type: Exploration

SYNOPSIS

The crew is asked to explore a massive burst of gravitons from a nearby system. Upon arrival, they encounter a pre-warp civilization that is trying to create a more efficient way of getting into space. The first test of their gravity engine has caused major seismic events and has forced the planet's single moon into a decaying orbit.

OPENING
LOG ENTRY

"A graviton burst has been detected in a nearby system. The effects of such an eruption could have devastating effects on any planetary bodies nearby. We are in route to determine the cause of the burst and to see if it has inflicted any damage on the system."

MAJOR BEATS

AFTERBURST

Once the ship gets close to the system in question, it is hit with a graviton burst that drops it out of warp and damages the engines and shields with multiple breaches. The crew must work together to repair the damaged parts of the ship. To make things worse, sensor are detecting another buildup of gravitons within the system. If the ship isn't repaired before another bust hits it, the damage may be deadly.

FALLING PERIGEE

The crew pinpoints the source of the gravitons to the fourth planet in the system. Scans reveal an advanced but pre-war civilization that has created a machine that manipulates gravitons. Initial scans also reveal that the planet's single small moon is rapidly decaying in orbit, knocked out of place by the graviton bursts. The crew must choose if they want to stop the moon from falling into the planet.

DEFYING GRAVITY

As tectonic and tidal surges spread across the globe, the crew must decide if they wish to stop the graviton device and how they will go about doing so. This may bring up a discussion of General Order 1, but it should be noted that the destruction of this planet could happen within hours.

MINOR BEATS

Though they haven't discovered warp technology yet, the society on this planet is technologically advanced. Perhaps a science officer or engineer could go undercover to learn more about the graviton engine while the rest of the crew devises way to save the citizens from earthquakes, tsunamis, and volcanic eruptions without being seen.

KEY NON-PLAYER CHARACTERS

Though there likely won't be a lot of interaction with the people of this planet, it is possible that anyone investigating the graviton engine may meet some engineers and scientists. These characters should use the Starfleet Science Officer and Starfleet Engineer statistics.

CONCLUSION

With the graviton engine deactivated, the crew can then decide how to move on. Perhaps they wish to make contact with the civilization and help rebuild what they lost. Maybe the graviton engine uses technology Starfleet hasn't seen before and can be used to modify the ship's tractor beam in some way if reverse engineered.

CAMPAIGN IMPACT

SUCCESS: If the crew stops the moon from crashing into the planet, they gain 1 Campaign Momentum. If the crew disarms the graviton engine in a reasonable amount of time (based on gamemaster's opinion), gain 2 Progression points.

FAILURE: If the moon crashes into the planet, the players lose all Campaign Momentum. If the graviton engine isn't disarmed in a reasonable amount of time (based on gamemaster's opinion), the players lose 2 Progression points.

MISSION BRIEF

▶▶▶▶▶▶▶▶▶▶ *“THE PATH LESS TRAVELED”*

Suggested Period of Play: Early War

Suggested Point of Interest Type: Routine

SYNOPSIS

The crew's ship is transporting a Saurian ambassador and their delegation to an important Federation assembly regarding planning for the war. With the Klingons making a push into the Alpha Quadrant, the quickest safe route takes the ship through a dangerous nebula. While in the nebula, the ship shouldn't appear on the sensors of any Klingon scouts, but can the ship survive the dangers that lie within?

OPENING LOG ENTRY

“We have picked up Ambassador Reelah's shuttle at Sauria and are escorting her to Tellar for a major summit of Federation worlds and allies. With all the Klingon scouts and patrols in the region, we believe our safest route is through the Serpents Nebula, a path that no Federation ship has taken before due to its erratic nature and random clumping of solidified compounds.”

MAJOR BEATS

INTO THE UNKNOWN

The crew arrives at the Serpents Nebula and conducts scans. They learn that, while high warp speeds could get them through in just a few hours, the nebula shows random clumping of matter that is nearly impossible to navigate around. In addition, Serpents is a Class IV nebula. This increases the Difficulty of all sensor and weapon tasks by 4. In addition, anyone who comes into contact with the nebula without protection suffers a loss of 4▲ Stress each round that they are exposed. After this information is revealed, crew members begin to collapse, unconscious.

THROUGH THE WOODS

The medical team rushes crew members to sickbay as the ship enters the nebula. While in the nebula, the ship must dodge massive globs of coalescing matter. This is treated like being in a Scale III volatile asteroid field, making piloting tasks +1 Difficulty for each Scale the ship is above Scale III. In addition, if a piloting check fails, the ship collides with a globule, making it violently explode. If a globule explodes, the ship suffers 5▲ stress with the Depleting and Dampening weapon effects.

Meanwhile, the medical teams realize that no Saurians have collapsed unconscious as more and more crew members fall ill. Investigating the Saurians, the crew notices elevated antibodies fighting off a virus. The doctors then piece together that this virus was dubbed the “Saurian Virus” by Dr. McCoy five years ago.

OUT OF THE FIRE

As the ship's power and shields continue to fluctuate due to the nebula's intensity, more crew members begin to collapse, and the doctors must salvage antibodies from Reelah and her retinue. Once gathered, the medical team can begin synthesizing a partial cure to the virus or, if Power remains, use the transporter pad biofilters to help remove the virus.

MINOR BEATS

This mission should push both pilots and doctors to their limits. Consider having globules of matter pop up randomly and hit the ship to add to the chaos. Another possibility is to have the ship's primary helmsman or doctor fall ill and their backups must step up and be heroes.

KEY NON-PLAYER CHARACTERS

Reelah is an ambassador and uses the Ferengi Salesman statistics. She is a proud and confident leader and is currently gravid with nine eggs.

CONCLUSION

Once the ship exits the Serpents Nebula, she may be damaged, but time is of the essence and the ambassador will insist on getting to Tellar as quickly as possible. Reelah is exceedingly apologetic about the virus her people brought on board and promises that all Saurians will have medical scans before any further travel on Starfleet vessels.

CAMPAIGN IMPACT

SUCCESS: If the crew uses the Saurian antibodies to create a cure for the virus, they gain the following Resource asset: Medical Breakthrough – The Difficulty of medicine tasks are reduced by 1 to a minimum of 1.

FAILURE: If the ship leaves the nebula without warp power, the Ambassador misses the summit. A random Character asset must roll on the loss table.

MISSION BRIEF

“HOME-UNBECOMING”

Suggested Period of Play: Early War
Suggested Point of Interest Type: Routine

SYNOPSIS

A Federation colony, captured by the Klingons 50 years ago, has recently been reclaimed by Starfleet. The colonists provide their “liberators” with a frosty reception, and the crew must find a way to respect their sovereignty, without giving more ground to the Empire.

OPENING LOG ENTRY

“We have retaken a Federation colony on Tresland, lost to the Klingons over 50 years ago. Unfortunately, the locals aren’t very happy to see us.”

MAJOR BEATS

THE WELCOME PARTY

As the crew surveys the Tresland colony, they realize that the original Federation colonizers are very much in the minority. Over the years, they’ve been joined by an influx of immigrants from elsewhere in the Empire, and newborns who’ve only known life under Klingon rule, and were raised to distrust Starfleet. These people have built a community based on Klingon cultural values and have no intention of leaving their homes. But if the crew withdraws, Klingon warriors will surely return to Tresland, and use it as a staging point to raid Federation space.

HEARTS AND MINDS

The characters are encouraged to make themselves useful, to combat their reputation as hostile occupiers. They can repair damage caused in the battle to retake the colony or provide rare materials the colonists formerly imported from the Empire. Some belligerent colonists persist in deliberate sabotage of the crew’s efforts. How the characters treat these troublemakers could confirm or deny the rest of the colony’s suspicions.

TAKE US BACK

A small Klingon war party returns to Tresland. Their numbers aren’t enough to fight off Starfleet, but they hope the locals will join them and turn the tide. Who do the colonists side with, if anyone?

MINOR BEATS

Tresland is prized by the Klingons for its thoron mines, used for the manufacture of disruptors and other weapons. Confiscating the thoron reserves and leaving would reduce the threat posed by Klingon occupation, provide Starfleet a vital resource, and respect the colony’s right to self-determination... but looting is hardly the Starfleet way.

KEY NON-PLAYER CHARACTERS

The Vulcan T’Plait is one of the colony’s original founders. She still remembers and welcomes the Federation’s presence and will help as best she can (use the Starfleet Science Officer profile). Allan Bacon is a young Human enthusiast of Klingon culture – he is hot-headed and antagonistic, sabotaging Starfleet’s efforts even to the detriment of his home. Shafiq Rasooli is a Human activist who is advocating for Tresland’s neutral independence. She dreams for her world to be entirely self-governed, without interference by the Empire or Federation.

CONCLUSION

If the characters decide to fight the Klingons on Tresland, the colonists are bound to get caught in the crossfire, regardless of who they side with. In concluding the mission, make sure to detail the fallout for each of the colonists who took a stand, lost their home, or ended up left behind.

CAMPAIGN IMPACT

SUCCESS: If the crew keeps their reputation by protecting the people of Tresland and keeps them from rejoining the Klingons, they gain 2 Progression points.

FAILURE: If the people of Tresland decide to swear off Starfleet and follow the Klingons, roll a random Military problem on the Escalation table.

MISSION BRIEF

“MORAL COMPASS”

Suggested Period of Play: Early War

Suggested Point of Interest Type: Unknown

SYNOPSIS

Starfleet has received a garbled distress message on the border of Klingon space. The crew's ship is sent to investigate the message's point of origin. The crew arrives to find a Klingon ship that has fallen partially into the mycelial network. When no response comes to hails, the crew must find out how this happened to the Klingon ship and what happened to its crew.

OPENING LOG ENTRY

“Starfleet has forwarded us a bizarre, garbled distress message. Our computers have been unable to decipher what the message says, but we have discovered a point of origin. If a friend of the Federation is in need, we must provide them help.”

MAJOR BEAT

ON THE HORIZON

As the crew arrives on scene, they detect large quantities of verterons and tetryons. They then see a Klingon *Bortas-Bir*-class ship floating in front of them and half of it seems to have fallen into a subspace rift. When no response comes from hails, the crew discovers there are no life signs on the part of the ship sticking out of the rift.

ONE JUMP AHEAD

The crew either beams aboard or takes a shuttle over to the ship and immediately realize that the ship has partially slipped into the mycelial network. Further investigation reveals that the ship has been heavily modified and even has what looks like a spore drive. The spore drive appears to have completely exploded, which probably created this rift. The final log of the captain of the ship talks about the glorious first test of the Empire's new weapon. Further scans reveal two dozen Klingon lifeforms in the part of the ship that exists in the mycelial network.

FOR HONOR AND FOR DUTY

The crew steps into the network and quickly finds dozens of Klingons cocooned in glowing tentacle-like mycelium. Phasers have no effect on the tendrils and any other attempts to pry the Klingons free are extremely difficult. After trying to help, the crew are attacked by two tardigrades that seem like

they are running away from something and acting out of fear. After a round, a large, glowing fungus creature joins the fray. This creature uses the Berengarian Dragon stats, and the tendrils encolling the Klingons are connected to it. Once the creature appears, if the team leaves the tardigrades alone, they will then start attacking the creature as well. Once the creature is defeated, the tendrils release the Klingon crew.

MINOR BEATS

Allow the crew to explore the Klingon ship at their leisure; they may discover that the Klingons stole the idea for a spore drive from a double agent on the *U.S.S. Glenn*. If the characters are hesitant to explore the side of the ship that has slipped into the mycelial network, have a few team members' legs get wrapped in tendrils and have them start pulling the characters in. If an NPC is on the team, have them become completely entangled by the tendrils. Some players may wish to keep the two tardigrades, but once the battle is over they fly off into space unless they are stunned.

KEY NON-PLAYER CHARACTERS

The Klingon captain uses the Klingon Veteran stats while the rest of the crew use the Klingon Warrior stats, even though many are also scientists and engineers.

CONCLUSION

After the Klingons are free, the characters must decide how to resolve things. Perhaps they let the Klingons go and help pull them out of the rift, or maybe they will only do so if the Klingons agree to destroy all files associated with a spore drive. Some teams may also decide to fight the Klingons, even though they are severely outnumbered. The team could also leave the Klingons to figure out how to get out of the rift themselves.

CAMPAIGN IMPACT

SUCCESS: If the crew saves the Klingons and tractor beams them out of the rift, they gain 1 Campaign Momentum and 3 Progression points.

FAILURE: If the ship leaves the Klingons or fights them, a random Military threat escalates. If there are currently no Military threats, reveal one additional point of interest next campaign turn.

MISSION BRIEF

“WILL OF THE COUNCIL”

Suggested Period of Play: Early War
Suggested Point of Interest Type: Unknown

SYNOPSIS

Reports have been coming in that the Xindi are recalling their ships from across the quadrants. With several other witnesses reporting Xindi ships firing upon each other, the crew is asked to fly to Xindus and see what is going on. After a meeting with the Xindi Council doesn't go as anticipated, the crew must help figure out who is trying to disrupt the discussion about whether to side with the Federation or the Klingons when the war reaches them.

OPENING LOG ENTRY

“Starfleet hasn't heard much from the Xindi in the last half century, but the reports of Xindi ships consolidating and even firing upon each other suggests another civil war is brewing among their species. Not something that will make the fight against the Klingons any easier. Perhaps we can sway them to put their efforts behind the Federation instead?”

MAJOR BEATS

THE FLOTILLA

As the ship drops out of warp near the Xindus system, the crew detects over one hundred ships of different Xindi designs surrounding the system. The ship is immediately hailed by a Xindi Primate who reveals himself as Praxarn. Praxarn tells the characters that the Xindi Council has been negotiating with each other for weeks trying to determine which side of the war should they side with, if any. These discussions have become quite heated and resulted in Xindi ships attacking others. Once he has interviewed the captain, Praxarn eventually invites them to the council meeting, along with a delegation of the captain's choosing.

AROUND THE TABLE

The Xindi Council consists of five members, each from different subspecies. Praxarn is the primate delegate, Liyara is the arboreal representative, Ploobl is the aquatic representative, Kargon is the reptilian representative, and Kl'ck'rck is the insectoid representative. The council members share their opinions of the war with the group. The reptilians and insectoids think the Xindi will prosper under the Klingons,

whereas the primates and arboreals think the Federation shows promise. The aquatic Xindi think they shouldn't side with either faction as it could reignite the Xindi civil war.

Once the away team gets the information, they can begin pitching what helping the Federation could look like and how helpful it could be. The insectoids are easier to sway than the reptilians with this information. After the crew is done with discussing and negotiating, a recess is called, and characters can interact with council members and their constituents as they see fit. Once the mingling has begun, an explosion rocks the council hall and Kargon is found dead.

THE BRINK OF WAR

The crew must work together to find out what caused the explosion and who is responsible. Using research and interviews, the away team can piece together clues and discover that Kargon detonated a proximity mine in his office, hoping to frame Liyara and sway more people to join the Klingons.

MINOR BEATS

If there is a team still aboard the ship, perhaps a Xindi ship has become impatient with the negotiations and starts firing on others. After the bomb goes off, it is possible that Xindi reptilians begin swarming the council hall and need to be fended off with combat before the investigation can begin.

KEY NON-PLAYER CHARACTERS

The Xindi all use the stat blocks for Klingon Warriors.

CONCLUSION

If the crew proves the explosion was caused by Kargon, the other four Xindi subspecies decide to assist the Federation in the war. It is possible that the investigation wasn't thorough or conclusive. In this case, the Xindi factions will decide to not help either side in the war. If the crew determines that someone else was responsible for the explosion, then the Xindi rally behind the reptilians and join forces with the Klingons.

CAMPAIGN IMPACT

SUCCESS: If the crew gains the trust and support of the Xindi, they gain the following Resource asset: Xindi Fleet – Military 14/4, Personal 12/2

FAILURE: If the Xindi decide to join the Klingons, all Military problems escalate.



>>>>>>>> SCRIPTED EVENT “SARCOPHAGUS DESTROYED”

FEDERATION TODAY - BREAKING NEWS

In a major blow for the Federation the Klingon flagship, known as the “Ship of the Dead,” has been destroyed by the *U.S.S. Discovery*. While many of the details are classified, the story of this fight is full of all the daring, skill, and a small amount of disobedience that has become synonymous with the crew of the *Discovery*.

As one of Starfleet’s most vital ships, *Discovery* was ordered away from a peaceful planet they knew the Klingons would attack. But the crew stood their ground in a valiant effort they knew they might be punished for, to face a deadly enemy and protect a peaceful species. They knew the Klingons would send their best, and they did: the Ship of the Dead.

The Klingon ship was, of course, fitted with a cloaking device, an underhand protection for a supposedly honorable species. But these devices take so much power the ship is unable to use its shields when hidden. This was *Discovery*’s chance, knowing that the cloaked ship would be vulnerable. Unfortunately, defeating a cloak was a problem Starfleet scientists had been working round the clock to crack, and *Discovery* had just three hours before it would arrive!

Discovery’s plan to crack the invisibility shield was as daring as you’d expect. Knowing the ship would arrive cloaked, they prepared a strike team to beam across as the Klingons dropped their cloak but before they could raise shields. Then *Discovery*, outgunned by the Klingon ship, fought a running battle to give the strike team the time they needed. The team sought not to take control, but just to place two transmitters inside the ship. Once activated, the transmitters sent vital data about the state of the Klingon ship as *Discovery* danced around it, ostensibly evading fire, but actually collecting telemetry.

Eventually the Klingons tried a different tack, as *Discovery* knew they would, and cloaked to change position and mount a new assault. But as their shields dropped and *Discovery* beamed back its strike team, the Klingons were unaware their cloak had been penetrated by the data *Discovery* had collected. They launched just two photon torpedoes at the unwitting Klingons, hiding like cowards behind their cloak, and both found their mark. The Klingon flagship was utterly destroyed, along with the leader of one of the most powerful Houses.

The strike team also returned with Admiral Cornwell, who had valiantly been holding out against the most unspeakable interrogation techniques since her capture when the Klingons betrayed their offer of a truce. It is an amazing story, much of which remains classified, but that’s just another day of the week for the inspirational crew of the *U.S.S. Discovery*, fighting on the front lines and getting the job done.

“SCAVENGING PAHVO”

SYNOPSIS

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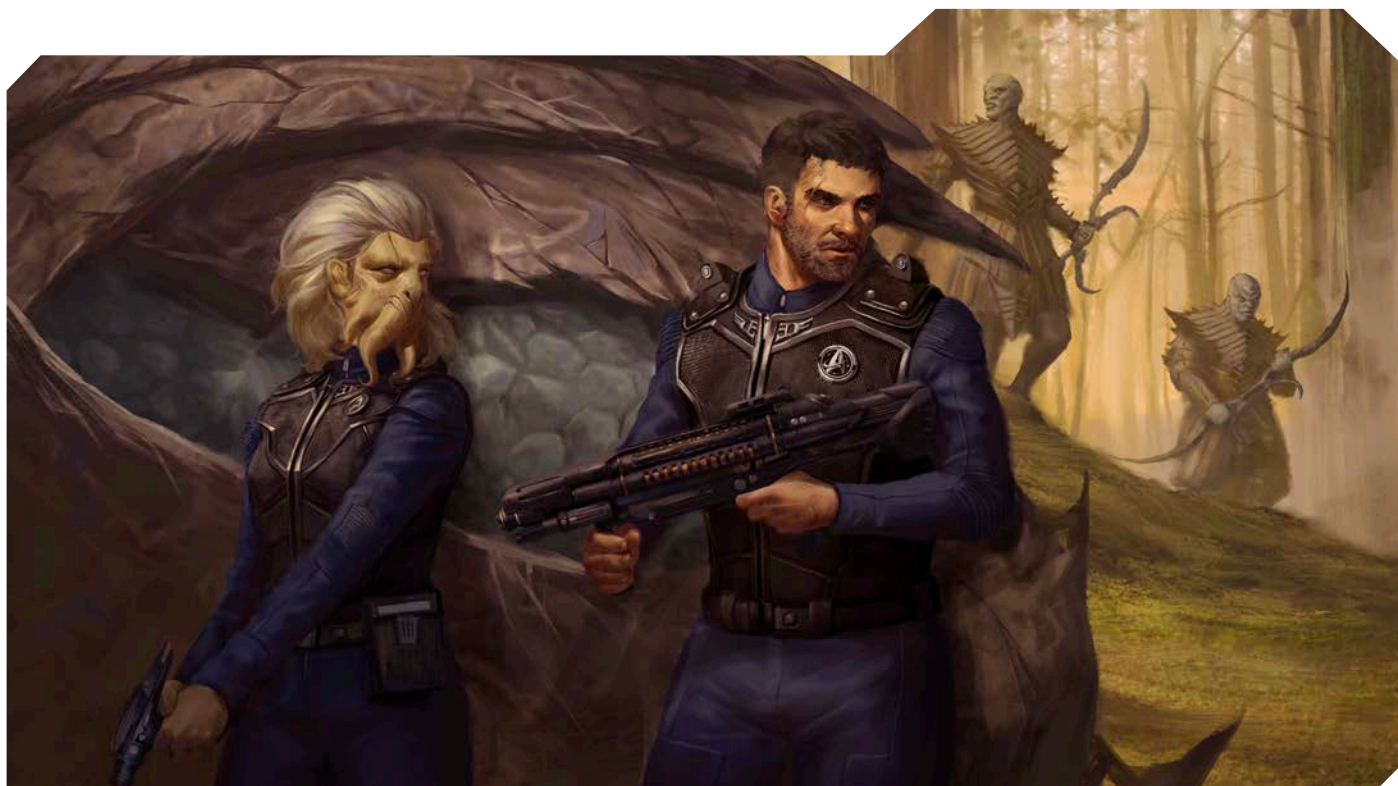
When Starfleet loses contact with the *U.S.S. Resolute*, a *Shepard-class* light cruiser on patrol near Pahvo, they fear the Klingons are about to attack the Pahvan antenna. As the nearest ship, the player characters are dispatched to ascertain the fate of the *Resolute* and make sure the antenna is secure. When the player characters arrive, they find a badly damaged but very aggressive Klingon battleship waiting for them. Thankfully, the ship is already too damaged from its battle with the *Resolute* to destroy the player characters' ship, and it is forced to retreat for repairs.

Unfortunately, this is barely the beginning of the player characters' problems. A large Klingon landing party has made it to Pahvo, seemingly to hunt down the remaining crew of the *Resolute*. But in fact, the Klingons are there to reclaim the bodies of their fallen, who were interred on the recently destroyed *Sarcophagus* ship. Unaware that the Pahvans have

an alliance with the Federation, they believe the antenna is just a natural phenomenon, albeit an irritating one. So they believe the only reason for Starfleet to be there is to desecrate their dead for some sick purpose. Such despicable lack of honor in their enemies has driven them into a rage.

To make things more complicated, the Pahvans are both confused and angry at all this activity. In an attempt to communicate, they use their abilities to possess some of the Klingon dead. But doing so grants them a greater understanding of the Klingons and makes them decide a test of honor is the best way to settle things between them.

The player characters will need to find a way to rescue the remaining crew of the *Resolute*, neutralize the Klingon threat, and ensure the Pahvans' allegiance with the Federation remains intact. But if they manage to get a good look at some of the wreckage, they might find the remains of the *Sarcophagus* ship's cloaking device, a system that might change the whole balance of the war.



SPOTLIGHT ROLES

Security and science officers will likely take point in this adventure, given there will be inevitable conflict with the Klingons and understanding the situation and the wreckage will need some applied expertise. But if things go really badly, medical characters may well find themselves in the forefront.

YESTERDAY'S ENTERPRISE

This adventure can be played as a standalone adventure either in the *Discovery* time period of the Original Series era or in any other era of play with a few era-specific adjustments. If the adventure is adapted for the *Enterprise* era, where Pahvo has not been discovered, the planet may already be holy place for the Klingons, who fire on a Starfleet ship to defend their secret burial grounds. Later eras might adapt the adventure in a similar way but with a different yet no less aggressive species protecting their holy ground.

OTHER CREWS

This adventure offers a chance to play a Klingon crew instead of a Starfleet one. The situation is the same, just from the other point of view. Given the Klingons are trying to reclaim the bodies of their dead, the gamemaster should take the opportunity to make this mission extremely personal to the Klingon crew. They have arrived to reclaim their dead and they are faced with a dishonorable attack by Starfleet, who they believe are ignobly trying to stop them doing so, against any civilized rule of war.

DIRECTIVES

450002

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

- Protect the antenna and the inhabitants of Pahvo.
- Neutralize the Klingon threat to the planet.
- Reclaim any new technology or intelligence the Klingons may have.
- Maintain the Federation's relationship with the inhabitants of Pahvo.

The gamemaster begins this mission with 2 points of Threat for each player character in the group.

PRELUDE

450003

As this adventure begins, the player characters' ship has been fighting in the war for some time. They have recently been on front line duty and are among the lucky ones to have survived. As part of a rest and rotation system, they have just been assigned to a patrol and support route just behind Federation lines. This will give the crew time to make repairs to the ship but mainly offer a chance to deal with what they have seen and manage their stress.

Each player should take a moment to consider what their character has seen in the last few months. They should each have a story where they have narrowly escaped death, and another where they lost someone they cared about in some way. Have each player take a turn relating this story to the others as they share experiences in the ship's lounge or maybe during some sort of party to let people cut loose for a bit.

After sharing these stories, each player should take a moment to consider the mental state of their character. How are they coping with all this? Answering some of the following questions will help form a picture of their disposition and mental state.

- Has losing people made them feel lucky, or that their number is soon to come up?
- Do they feel they are doing a good job, or do they think they might let down their crew mates?
- How comfortable are they about talking about their experiences?
- Are they frightened to return to the front or looking forward to engaging Klingon ships?
- Are they fighting for their family, the Federation, just to defend their home, or because they hate the Klingons?
- Do they regret joining Starfleet?
- Do they trust their crewmates with their life?
- Which person has most inspired and/or helped them stay sane during the war (this might be a player character or NPC)?

Once everyone has had a moment to consider these questions, the alarm sounds for battle stations. Everyone feels their heart lurch at the thought of imminent combat once again but makes for their battle station quickly. Have the captain come over the shipwide intercom as the player characters make for their duty positions, telling them they are about to enter the Pahvo system and are expecting to enter combat with the Klingons. If the captain wishes to make an inspirational speech, now is the time to do so.

ACT 1: HOLDING THE LINE

450004

CAPTAIN'S LOG

"The [player character's ship] is en route to Pahvo after a distress call from the *U.S.S. Resolute*, which was on patrol in that area. We fear the *Resolute* may be lost, and if so the Klingons may be making an assault of the planet and its antenna. While the antenna is an important means to detect cloaked ships in this area, we must also ensure the peaceful Pahvans are safe. We brought them into this war; we can't allow their kindness to lead to their destruction."

SCENE 1: ENEMY AT THE GATES

The player characters' ship arrives at Pahvo ready for a battle. A scan of the area (a **Reason + Science** task Difficulty 0 assisted by the ship's **Sensors + Science**) quickly reveals a Klingon *Jach*-class warship. Floating nearby are the shattered remains of the *U.S.S. Resolute*. If the player characters wish to spend Momentum, they can (for each point spent) gain the following additional information:

- The Klingon ship is charging weapons and moving to an attack position.
- The *U.S.S. Resolute* is a complete wreck and there are no life signs aboard or power signatures. If there were any survivors they have long ago run out of life support.
- It looks like the *U.S.S. Resolute* rammed the Klingon ship, possibly as a desperate move after suffering serious damage.
- If the full crew was aboard there should be more potential survivors, or bodies, so maybe not all were aboard?
- The Klingon ship bears the sigil of House Mog'h.

If the player characters attempt to hail the Klingons they do not find them very communicative. If the Klingons do decide to talk, it is to call the Federation honorless dogs and that destroying them will be a service to the universe. They refuse to speak any further in case mere communication corrupts their honor. If the player characters do not immediately raise shields and prepare to fight, the Klingon ship gets the drop on them.

The player characters will be forced to enter a ship-to-ship combat with the Klingon vessel, a *Jach*-class Battlecruiser (see *Star Trek: Discovery* (2256-2258) **Campaign Guide** page 135). Thankfully, despite its size it has taken serious damage. It easily outmatched the *U.S.S. Resolute* so the

KLINGON JACH-CLASS BATTLECRUISER

The Klingon ship serves a collection of Houses but mainly House Mog'h. It has been heavily damaged and so the statistics in brackets are its current ratings until it can make repairs. It also has very few torpedoes so will only fire them at most once every three rounds.

TRAITS: Klingon Starship

SYSTEMS

COMMS 07 [05]	ENGINES 07 [05]	STRUCTURE 08 [04]
COMPUTERS 07 [04]	SENSORS 06 [05]	WEAPONS 08 [06]

DEPARTMENTS

COMMAND 02	SECURITY 03 [02]	SCIENCE 01
CONN 02	ENGINEERING 03 [02]	MEDICINE 01

SCALE: 4

ATTACKS:

- Disruptor Banks (Energy, Medium Range, 8A, Vicious 1)
- Photon Torpedoes (Torpedo, Long Range, 6A, High Yield)
- Tractor Beam (Strength 3)

SPECIAL RULES:

- **Fast Targeting Systems:** The ship doesn't suffer the normal Difficulty increase for targeting a specific system on an enemy ship.
- **Redundant Systems (Computers):** When this ship's computers become damaged or disabled, this redundant system may be activated as a minor action; if the system was Damaged, it is no longer damaged. If it was Disabled, it becomes Damaged instead. These systems may only be activated once per mission.
- **Stealth Systems (currently offline):** Requires a **Control + Engineering** task with a Difficulty of 3, assisted by the ship's **Engines + Security**. The task has a Power requirement of 5. While active, the vessel cannot attempt any attacks, nor can it be the target of an attack unless the attacker has found a way to detect this ship. While cloaked, the ship's shields must be down. It requires a minor action to deactivate this system.

captain of the *Resolute* took a desperate gamble. They dropped their shields to beam as many of their crew to the surface of Pahvo as they could, and then rammed the Klingon ship with a skeleton crew. So despite the loss of life, most of the crew are on the planet and the Klingon ship was significantly damaged. It is unable to use its cloak and several of its systems are down. If the player characters can do a decent amount of damage to it (in the gamemaster's assessment) the Klingons will withdraw, but they will prioritize repairing their cloaking device so they can return. The Klingons, too, have people on the surface of Pahvo.

THE PAHVO ANTENNA

The natural antenna array on Pahvo generates a powerful regular pulse that greatly assists the detection of cloaked vessels. Each time a pulse passes over a cloaked ship, the ship leaves an "empty space" in the wave that can be detected by nearby vessels scanning the wave. However, each pulse only reveals the cloaked vessel at the moment it passes over it. The pulses appear every few seconds, so a moving cloaked ship is still difficult to target.

In game terms the Pahvan Antenna reduces the Difficulty of any attempt to find a cloaked ship by 1. However, it also allows such attempts to be made even if they cannot usually be attempted, as long as the sensor equipment can detect the antenna pulse.

Initially the Klingons made several attempts to destroy the antenna, as its pulse reaches some distance across space. But as a ship traveling under cloak cannot raise its shields, the Klingons lost several ships to alert Federation crews with well-placed photon torpedoes. As such, the Klingons have generally avoided the area as it is otherwise not a useful tactical target.

SCENE 2: THE SILENT PLANET

Unless the player characters are especially unlucky, the battle with the Klingon ship should go their way. The Klingons are very badly damaged and will retreat before their ship is destroyed. Even a small but fresh Federation ship should be able to do enough damage to get them to back off. The Klingons vow this affront will not stand and promise to return and "take what is owed," then warp away. However, they will only travel far enough to find a safe place to repair their ship. They fully intend to return, as they have people on the surface of Pahvo, both alive and dead.

If the player characters are forced to retreat, they can find cover behind one of Pahvo's two moons. The Klingons will be in no mood to pursue given the state of their ship, and indeed they may choose to leave the system to find a safe place to repair in case more Federation ships are on the way. This will give the player characters an opportunity to return and scan both Pahvo and the wreck of the *Resolute*.

Having seen off the Klingon ship, the player characters will need to search for survivors of the *Resolute*. A check of the Starfleet database reveals the names of the crew, and also notes that Admiral Katrina Cornwell was aboard as an observer. An **Insight + Command** task at Difficulty 1 allows a character to realize she probably wanted to check the status of the Pahvo transmitter personally (which is correct).

If the player characters are to find the crew of the *Resolute* or talk to the Pahvans, they will have to beam down to the planet. Unfortunately, the Pahvans are an energy species that don't register on a standard life scan, and the *Resolute* crew is actively hiding. However, the player characters can attempt a **Reason or Insight + Science** task at Difficulty 3 to see what they can find. Success on this task allows them to detect a selection of faint signals, which the landing party can be beamed close to. This will make any tasks to scan the planet during this scene one Difficulty level easier when they beam down.

Note that when assembling a landing party, there should be a character for each player. Most of the rest of the adventure takes place on Pahvo and there will only almost no opportunities for anyone on the ship to become involved. Allow the players to activate supporting characters if needed so they have characters to play both on the ship and on the ground.

When the landing party beams down, the planet seems to be much as they expect it, a vast forest covering almost the whole planet. However, it is a little too quiet. Each character should make an **Insight + Command** task at Difficulty 2 to notice the planet is oddly silent. The Difficulty is reduced by 1 if they have studied the history of the planet and know it has a sentient ecosystem. It will be unclear at this point why the

TAKING A SHUTTLE

The landing party is free to take a shuttle down to the planet instead of beaming down, but there are advantages and disadvantages. The advantage is that they can return to the ship at any time. The interference of the planet can't stop the shuttle from leaving in the same way as it interferes with beaming back. That is not to say it isn't a bumpy ride, as the interference affects the shuttle's instruments, requiring a **Daring + Conn** task at Difficulty 2 to land without crashing. A crash won't be bad enough to hurt anyone but will ensure the shuttle can't take off without significant repair.

The real problem, though, is that a shuttle is rather easy to spot. The Klingon landing parties will be able to detect it and its landing site, so the landing party may either encounter the Klingons very early or find the Klingons have stolen their shuttle if they leave it unguarded.

planet seems to have “shut down,” but there are no signs of violence to either the landscape or the antenna.

The other thing the landing party will notice once they arrive on the planet’s surface is that it is very difficult to communicate with their ship, and possibly to return to it. They can receive signals perfectly, but anything they attempt to transmit off planet suffers from enough interference to make it unintelligible. This means the landing party can receive messages, but their crewmates on the ship will not be able to receive any. However, it will be clear the landing party is trying to reply, so the ship will know they are probably still alive and just unable to transmit clearly.

Now that they are on the planet’s surface and on their own, the landing party should try and establish what to do next. The only real point of reference is the antenna; the rest is forest in every direction. Thankfully, they can take a tricorder reading of the area to see if they can pick up any signals. This requires a **Reason + Science** task at Difficulty 2. If successful, they discover one of the following signals, they may then spend Momentum to notice the other two.

The readings detected (each in slightly different directions) are:

- Several groups of life signs moving around the area. These may well be Klingon warriors hunting for the *Resolute* crew. Each group is made up of about the same number of individuals as the landing party.
- An odd power reading that may be some sort of technology. But it does not match a Federation signature and is very faint. While the landing party will not know this at the time, this is the remains of the Ship of the Dead.
- Readings in one part of the scanning area are very imprecise. There is a good chance this is being caused by an anti-scanning field, which might be the crew of the *Resolute* in hiding. But it might also be a Klingon war party using some form of cloak. Spending an additional point of Momentum reveals a faint Federation energy signature in that area.

The landing party should choose which of these of investigate first. Each is in a different direction, so there is no more efficient way to look at all of them than to just pick one. Whichever one they pick leads to the appropriate scene in Act Two. If they cannot detect anything they will be forced to move off in a random direction (staying put is not going to find the *Resolute* crew). As such, the gamemaster can pick which of the scenes in Act Two to confront them with next. However, in that case they wander across what they find by chance and they are unprepared for what they find.

ACT 2: THE SEARCH

450005

CAPTAIN'S LOG

“Supplemental. We have sent a landing party down to Pahvo to find survivors from the *Resolute*. Interference has made communication impossible, although we believe they have beamed down safely. Unfortunately, further scans have revealed the Klingons have left personnel on the planet too. Their intentions remain unclear, but I cannot believe they mean to do anything but harm to the *Resolute* crew, our landing party, or the Pahvan antenna.”

The scenes in this act can play out in any order (so they are given letters not numbers) and it is possible the landing party will even skip some of them. If they scanned the area they will be moving with purpose and know when they are about to come across something when they enter the scene. However, if they are simply wandering aimlessly, they will come across a scene of the gamemaster’s choice and will blunder into it unawares. As such any potential enemies will be able to take the initiative with surprise. Note that attempts to contact the Pahvans all meet with failure. In fact, the silence of the forest is a clue that something is amiss.

SCENE A: A PLAGUE OF GUESTS

After fighting the *U.S.S. Resolute*, the Klingons sent down several landing parties to the surface. So, it is likely the player characters will run into a group of warriors. The warriors are all livid and will attack on sight. Even an instant surrender from the player characters might just be seen as cowardice and “dealt with accordingly.” While the player characters should be used to fighting Klingons, they are not used to them being quite this apparently bloodthirsty.

While the Klingons will be quick to fight, they are not actually bloodthirsty, just very, very angry. They came to Pahvo to find as many of the dead from the *Sarcophagus* ship as they could and give them a proper burial or return them home. They have all assumed the Federation is only here to steal the bodies or disinter them in some way for some sick Human morale ritual. They don’t know the Pahvans have any connection to the Federation, so they think the antenna is just a lucky accident for Starfleet.

Having decided the Federation intends to dishonor the Klingon dead, they have naturally concluded that they are

KLINGON WARRIOR [MINOR]

TRAIT: Klingon

VALUES:

- Bold Raiders
- Winning Will Uphold Their Honor

ATTRIBUTES

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

DISCIPLINES

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

STRESS: 13

RESISTANCE: 1

ATTACKS:

- Unarmed Strike (Melee, 3A, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* Dagger (Melee, 3A, Vicious 1, Size 1H, Deadly, Hidden)
- Disruptor Pistol (Ranged, 5A, Vicious 1, Size 1H)

SPECIAL RULES:

- **Brak'lul:** The warrior's Resistance is increased by +2 against non-lethal attacks.
- **Warrior's Spirit:** When the warrior attempts a melee attack, and purchases one or more dice with Threat, they may re-roll any number of d20s.



as honorless and as despicable as anyone can get. Given they are from the honorable House of Mog'h, they are even more affronted than most would be. Any warrior caught by the player characters will commit suicide rather than allow themselves to be taken in battle by such disgusting enemies. But if forced to retreat, the player characters may hear the Klingons issue threats or underline how repulsive they think they are. This may offer a clue that there is something more to the Klingons' attitude.

What will be clear is that the Klingons do not seem interested in trying to destroy the antenna. Their main objective seems to be killing the crew of the *Resolute* for their dishonor.

SCENE B: THE FALLEN TOMB

The player characters come across some of the larger wreckage of the Ship of the Dead. The ship was recently destroyed by *Discovery* before it disappeared, but several large pieces fell to the surface of Pahvo. Many litter this area, but the player characters come across an especially large piece that is the almost intact engineering section. The extra armor and radiation protection in that area managed to keep it intact during the destruction of the ship and the fall to Pahvo.

There are a few Klingon footprints in the area, and possibly a group of warriors. But in general, the Klingons seem to have found this area and not considered it a place of interest. This might be a mistake, as while nothing in this lump of starship is functional, the section does contain the main parts of the cloaking system. They need power to work, and it takes an **Insight + Engineering** task at Difficulty 3 to salvage them. If successful, the player characters will have three heavy backpack-sized metal parts they might bring back to their own ship and install. As some of the following Mission Briefs in this chapter require the player characters to have a cloaking device, perhaps allow them to salvage the parts with a failure anyway, but at the cost of damage to the parts. This damage increases the Difficulty of installing it by 1.

The player characters may also notice there are several sarcophagi littered around the site. Those who know their Klingon lore will remember these would have been used as armor on the Ship of the Dead. The sarcophagi are all empty, which may lead the player characters to assume the Klingons have reclaimed their dead. In some cases this is true, but the truth is also more complex (see Act Three).

SCENE C: THE LOST AND RESOLUTE

The crew of the *Resolute* has managed to gather together in a cave overlooking the antenna. There are about sixty men and women, most of whom are injured in some way. While they are more numerous than the Klingons, few are in any shape to fight effectively. Fortunately, the sensor inhibitors they are using to mask their life signs are helping to keep them hidden.

The player characters can render more medical assistance if they brought supplies, otherwise there is little that can be done that hasn't been done by the *Resolute* medics. The crew is currently led by Admiral Cornwell, who has taken command after the loss of the *Resolute*'s captain and many of the command crew. Lt. Commander Abigail Harris is the ship's third officer and currently working as Admiral Cornwell's first officer. They are doing a good job of holding the crew together, but the crew is in a tough situation, so morale is low. Cornwell and Harris can tell the player characters all they know, and that the Klingons are clearly out for blood. If the sensor inhibitors are turned off the crew can be beamed back to the player characters' ship. But there is still interference from the planet, making it a slow process at best. Additionally, turning off the sensor inhibitors will mean the Klingons can detect them. So, a Klingon attack is inevitable if an escape plan is engaged.

Note that while several general orders insist Admiral Cornwell should be among the first to beam out (given the intelligence she has on Starfleet operations), she refuses to do anything but beam up last with the player characters. She'll make it a direct order if she has to. She has suffered torture at the hands of the Klingons and couldn't live with herself if someone else were to undergo that in her place. However, she is terrified she might have to suffer it again, although she hides it well. The gamemaster should encourage the player characters to play out scenes with the Admiral sharing her experience, to remind the player characters what they face before the Klingons attack.

If a player character is operating the transporters, they will need to perform a **Control + Engineering** extended task with a Difficulty of 2, a Magnitude of 3, and a Work Track of 15. Otherwise, it will take about eight rounds for the crew to be beamed up. On the fourth round the Klingons arrive and attack, and there is at least 1 Klingon for each player character at any given time (and more than enough to replace them as they fall).

If things go especially badly for the Starfleet crew, they may find they have to surrender to the Klingons. While some Klingons are happy to execute them on the spot, this is the moment the citadel appears (See Act 3, Scene 1) and T'Kuvma personally requests the presence of all the remaining Starfleet prisoners, unharmed.

ACT 3: THE HONORED DEAD

450006

CAPTAIN'S LOG

"Supplemental. There is something odd on Pahvo, but we don't know what. The Klingons are in more of a rage than usual, and the Pahvans are nowhere to be seen. Our messages to the landing party are getting through, but they can't seem to communicate back. Have we upset the Pahvans somehow? The antenna continues to work, but otherwise the planet is silent."

SCENE 1: T'KUVMA REBORN

As the Federation crews engage the Klingons to try and escape Pahvo, the forest is rocked by an earthquake. In the valley below, a swath of trees blossom out from the forest, growing and twisting into a huge citadel-like building. At the same time, a great roar echoes along the forest. The Klingons all stop and answer it with a roar of their own. Then they turn to walk toward the new building. Anyone with an understanding of Klingon can attempt a Difficulty 2 task on **Insight + Command** to understand the roar was a Klingon death call that was also followed by a call for all warriors to come to their lord (but whether to protect them, honor them, or tell stories is unclear).

Once the Klingons have left, another sound echoes across the forest, a Starfleet emergency hail call. It seems the Federation is also being summoned. While they may take the opportunity to beam up the rest of the *Resolute* crew, the player characters should be reminded that contacting the Pahvans is an important part of the mission. Whatever is going on, someone should investigate.

If they go down into the forest valley, the player characters will find a huge citadel, which has seemingly grown out of the forest. While tall, it is a single large room where all the Klingons have gathered. Though they are still clearly angry, none of the Klingons raise a hand to the Federation unless attacked. Many are chanting the name "T'Kuvma" and a few are kneeling in prayer.

As the player characters enter the citadel hall, they see five Klingon warriors standing on a platform of living trees. Each of these Klingons seems to command great respect from the assembled Klingons. If the player characters ask what is

going on, the lead Klingon of the platform announces that they are the honored dead of the Klingons. They are calling for a moment of peace to speak of honor. If asked their name, the lead Klingon claims to be T’Kuvma, and the other four are all well-respected Klingon warriors who recently fell in battle.

While all five of the honored dead are walking and talking perfectly well, they do not look very healthy. At least one of them seems to be partially rotted. A medical scan using **Reason + Medicine** at Difficulty 1 show that to all intents and purposes the five Klingons are completely dead, although they are the bodies of who they say they are. A further scan using **Insight + Medicine**, Difficulty 3, shows all five also emit an energy pattern similar to what one might expect of a Pahvan.

SCENE 2: TRIAL OF HONOR

The Pahvans are indeed the reason for this resurrection. They are confused about the fighting between the Federation and Klingons as they can’t tell the difference between them (they are all corporeal with two arms, two legs, and a head at the top, so to the Pahvans, they are virtually indistinguishable). The Pahvans don’t know why they fight each other or who is correct, so they have possessed the bodies of five of the most well-preserved bodies that fell to Pahvo on the *Sarcophagus* ship. Merging with them and what remained of their brains shared something of Klingon tradition. They have decided to let the Klingons have their voice, as they have only heard from the Federation. While they are not experts, it seems to them the Klingons value honor. The Pahvans will therefore let the Klingons judge the Federation in terms of honor.

T’Kuvma steps forward and declares that both the Klingons and Federation must prove their honor to decide who this planet will follow. This will not be a duel to the death but another popular Klingon tradition: stories. Each side will take it in turn to relate a tale of honor (real or invented to show they understand it). When one side relents that they have no greater tale to tell, the other will be declared the winner, and the one who best understands honor.

In game terms, the player characters must choose one of them to tell a story with a **Presence + Command task**. The Klingon marine leader (N’Rath of House Mog’h) will do the same and has a target number of 14. Beginning at Difficulty 0, both sides must succeed at the task. If both sides succeed, they both try again at a Difficulty level one higher (maximum 5). If both fail, they both attempt the task again at the same Difficulty as before. If one succeeds and the other fails, the one who succeeds wins the contest. The players may use Momentum and up to 2 characters can assist the storyteller. The gamemaster may use Threat to help N’Rath.

If the player characters win (by managing to succeed in the same round N’Rath fails) they prove they understand honor to the satisfaction and surprise of the Klingons. As they are dealing with House Mog’h, this is enough to make all the

Klingons reevaluate their position and ask why the Federation is here. The Klingons will accept that the Federation is just here to protect the planet and rescue their people, not desecrate the Klingon dead.

If the player characters lose but manage to succeed in at least one task of Difficulty 3 or above, the Klingons come to appreciate they are creatures of honor (albeit not as good as Klingons) and are willing to listen to what they have to say. Convincing them they are speaking the truth requires a **Presence + Command** task at Difficulty 2.

If the player characters cannot prove their honor sufficiently, the Klingons tell them to leave or else they will kill them. If they perform exceptionally badly, the characters may have to make an emergency transport as Klingons charge at them murderously, intending to execute them on the spot.

If a détente has been reached, the Klingons explain they are here for their dead, the ones who were interred on the *Sarcophagus* ship. While most burned up in the atmosphere, many of the newer caskets were able to survive. T’Kuvma (as a representative of Pahvo) grants the player characters permission to remain and claim their dead, as long as they do so peacefully.

CONCLUSION

450007

If the player characters prove they have honor, they impress the Klingons and the Pahvans. Having reached a greater understanding of physical beings, the Pahvans release the bodies they possessed. As the bodies fall, the Klingons let out a great howl to honor them once more. If some sort of peace has been established, the Pahvans are content that the physical beings have learned to share. The forest “wakes up” all around them and communications and transport facilities are restored.

While the Klingons want to return some of the bodies to their families, they remain to properly bury most of them here. This includes T’Kuvma, as this was the last place he spoke. If the player characters offer to roll up their sleeves and help, this earns them great respect from the Klingons. While it does not mean N’Rath will become an ally, he does become a friend. They may be at war, but they need not fight here. He also pledges that should the Federation not be utterly destroyed (as all who stand against the Empire should be), they will be welcome to drink bloodwine and share tales at his home.

As far as the Pahvans are concerned, if both sides behaved with honor, the antenna continues to broadcast. The Pahvans feel it is the best way to not only ensure a fair fight but perhaps encourage no fighting at all within their influence. If the player characters failed to prove their honor, the Pahvans cease transmitting and effectively side with the Klingons, believing the Federation to have lied about their intentions and morality.

Either way, if the Klingons bury their dead here, the place becomes holy ground to them. As such they will not attempt to destroy the antenna or fight on the planet. However, they do expect the Federation to promise not to fire on ships coming to visit the dead (which will not cloak, as a sign of peace).

In general, if this encounter goes well, the player characters can put a face on their enemy, and both sides can enjoy a moment of peace before they return to war.

CONTINUING VOYAGES

450008

If the player characters made friends with N'Rath, this might become a way to make diplomatic inroads. N'Rath will trust them enough to help facilitate peace talks as long as the player characters are involved. He may also warn them of the actions of other Houses if they are planning actions the House of Mog'h considers dishonorable.

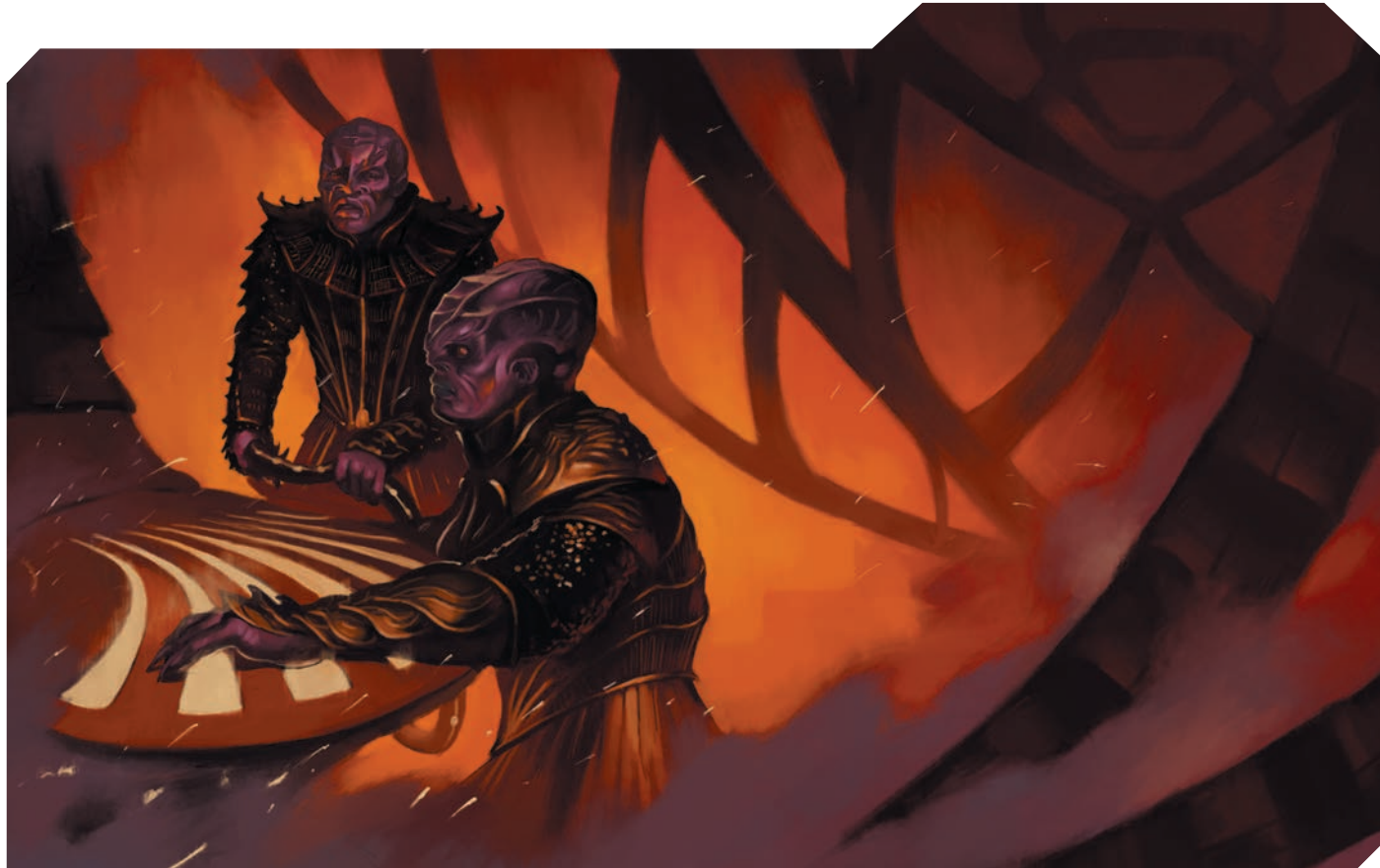
While the Pahvo system might become neutral space, it won't be long before someone decides to take advantage of it. It might be a Klingon ship trying to get deeper into Federation territory, or a desperate Starfleet crew trying to take the initiative. Either way, if someone breaks the ceasefire it will upset the Pahvans and the Klingons and take the war to a new level of bitterness and perceived betrayal.

If the player characters retrieved the cloaking device from the *Sarcophagus* ship, they might install it in their own ship. The gamemaster may make this simple, so they might move to the next adventure or insist there are certain rare elements or parts required to make the installation more difficult, leading to adventures to acquire these. With a cloaking device, the player characters' ship takes the place of the missing *U.S.S. Discovery* as the vanguard ship in the war. Such adventures can be found in many of the following Mission Briefs.

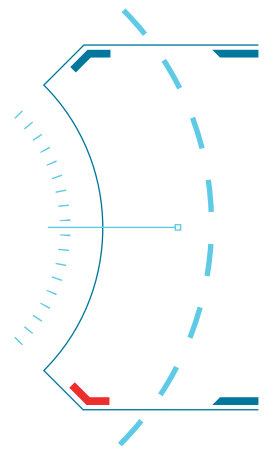
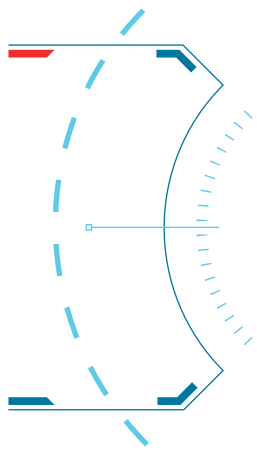
CAMPAIGN IMPACT

SUCCESS: If the crew rescues Admiral Cornwell, they gain her as an asset as seen on the Character Asset table. A gamemaster may also choose to make this a Heroic Rescue mission where another Character asset that was lost in the campaign can be saved as well.

FAILURE: If the crew doesn't get the cloaking device from the Klingon ship, the gamemaster starts any mission or brief that recommends having the device with three Threat per player instead of two.

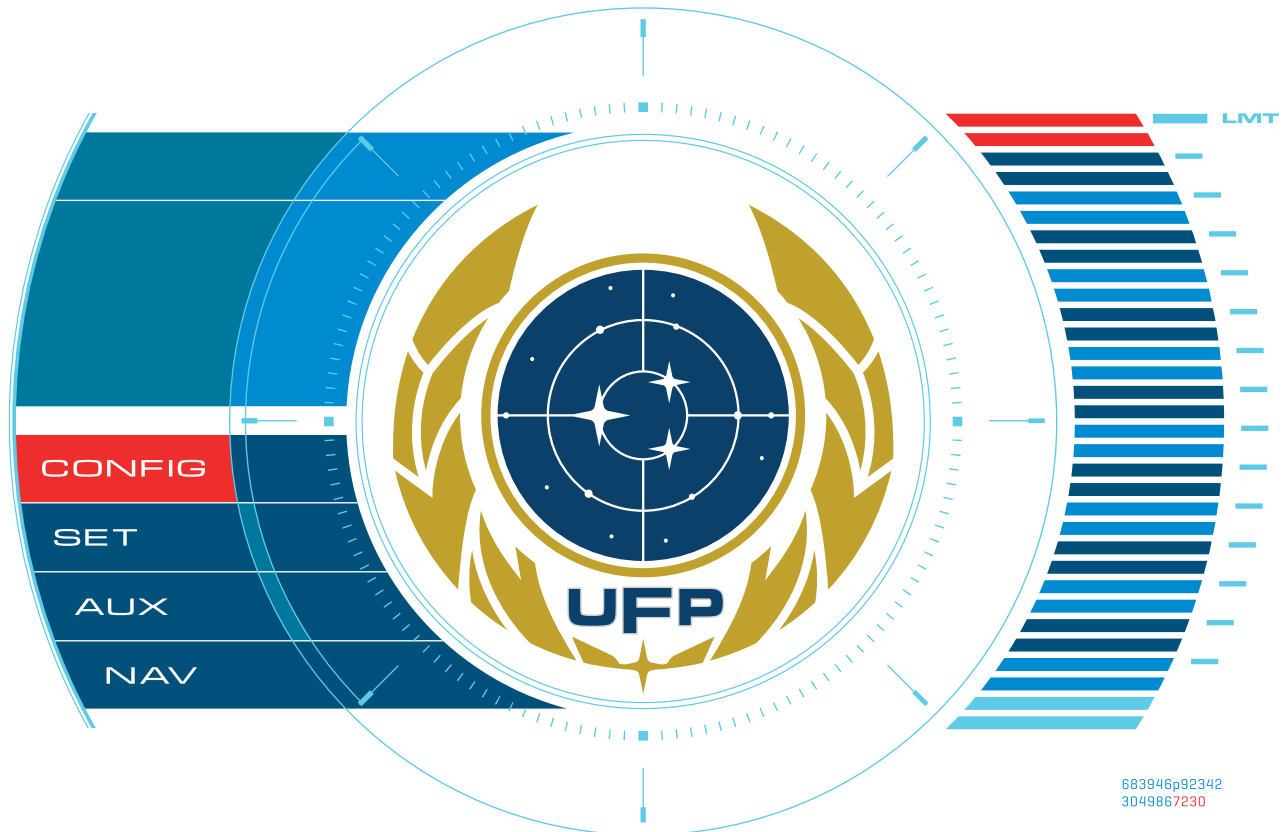






CHAPTER 05.00

MID-WAR



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>>>>>>>> SCRIPTED EVENT "U.S.S. DISCOVERY DISAPPEARS"

STARFLEET OFFICIAL MEMORIAL LISTING #2435: *U.S.S. DISCOVERY*

It is with great regret we must list the company and crew of the *U.S.S. Discovery* as lost in action. Given the importance of the *Discovery* to the war effort and the attachment most of us have to the vessel that has saved countless lives, we feel its passing should be noted in greater detail than usual.

The *U.S.S. Discovery* was on a mission to the planet Pahvo to secure an antenna that would assist in the detection of cloaked ships. There it faced the Klingon Ship of the Dead and destroyed it. We were expecting them to return to Starbase 46 for basic repairs and recuperation, but they never arrived. A search team was sent out, led by no less than Admiral Cornwell, not only because every ship is important to Starfleet, but because it was important to establish it has not been captured by the Klingons. As some of you know, *Discovery* carried some experimental and classified technology that could not be allowed to fall into the hands of our enemies.

I am sorry to say the search team located a series of wreckage near Pavho that has been identified as the *U.S.S. Discovery*. Given the scale of the wreckage it is clear the ship was completely destroyed. No active life pods or distress signals were located nearby, despite a wide search area. We must therefore conclude the vessel was lost with all hands, after what appears to be an engagement with the Klingons.

The most likely explanation is that *Discovery* suffered extreme damage in the conflict with the Ship of the Dead. Then it was unlucky enough to run into a group of Klingons on the way home. Given their dedication, it might well be they simply refused to step aside when the Klingons threatened an innocent and they paid the ultimate price. Whatever the cause, we can be certain they died with honor, trying to do what was right.

A memorial service will be held at Starbase 17 next week. Several captains have asked to speak on behalf of their crews in remembrance of *Discovery* and her crew, a list of which will be released in due time.

CHAPTER 05.20 MID-WAR

“THE ENEMY OF MY ENEMY”

SYNOPSIS

520001

The crew is sent to survey the wreckage of *U.S.S. Discovery*, reportedly destroyed in space near Pahvo. As the ship approaches the area, it must navigate two hazards: an ion storm and a patrolling Klingon battleship. The ion storm causes more damage to the Klingons, and the crew can destroy the ship or let it flee.

While exploring *Discovery*'s wreckage via shuttle or spacesuits, the crew finds that the ship repairing itself. The cause is the nearby ion storm, which is an intelligent energy being. The ionic entity explains that it hates Klingons and wants to help the enemy of its enemy by offering up a repaired *Discovery*.

Further investigation uncovers that the ionic entity is performing the repairs by using small spacefaring lifeforms as forced labor, but this is killing them in large numbers. The crew must handle this situation, while a Klingon fleet rapidly approaches.

DIRECTIVES

520002

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

- Recover any survivors or spore drive technology from the *Discovery* wreckage.
- Do not allow Federation technology to be recovered by anyone else.

The gamemaster begins this mission with 2 points of Threat for each player character in the group.

SPOTLIGHT ROLES

Command characters will be especially useful in starship combat and interacting with the ionic entity. Science and engineering officers will be valuable in figuring out what is happening to the starship wreckage and the creatures involved.

Because Admiral Cornwell is aboard during this mission, a player may choose her as their main or supporting character. Her stats are on page 172 of the *Star Trek: Discovery (2256-2258) Campaign Guide*, or you can repurpose Rear-Admiral Thyran's stats (*Star Trek Adventures* page 316 or *The Klingon Empire* page 362).



ACT 1: REACHING DISCOVERY

520003

CAPTAIN'S LOG

"This war with the Klingons has had no end of tragedies, and now I am forced to report another one: U.S.S. Discovery has been lost. Long-range sensor data shows that a Klingon force attacked and destroyed her near Pahvo. Admiral Cornwell has ordered us to take her to the wreckage, where we will attempt to rescue any survivors and recover any intact components of *Discovery's* unique spore drive. The rescue mission will have to wait just a bit, however; as soon as we came around Pahvo to locate *Discovery's* debris, we spotted a Klingon battleship, whose presence was masked by a nearby ion storm."

Gamemaster's Note: If you're running this right after "Scavenging Pahvo," Admiral Cornwell is likely still on the ship and recovering from her time on the planet. Otherwise, the ship picked her up at her request specifically for this mission.

DISCOVERY DESTROYED?

This mission takes place during the nine months that *U.S.S. Discovery* was in the mirror universe, between "Despite Yourself" and "What's Past Is Prologue." When *Discovery* jumped to the mirror universe, its counterpart — *I.S.S. Discovery* — was brought into the prime universe. According to Admiral Cornwell, *Discovery* was destroyed by Klingons, and she saw the wreckage with her own eyes. What Cornwell didn't know, of course, is that the debris was from the Terran *Discovery*, and this is the wreckage the players explore in this mission. This is why the players will find no spore drive components, because the Terran version did not have one. At no point should the characters learn that the ship is from the mirror universe, because the Federation did not learn this until *U.S.S. Discovery's* return. However, it is fine for the players to know this.

SCENE 1: A KLINGON WELCOME

Read or paraphrase the following:

The red alert sounds as the ship rocks from disruptor fire. The main viewer is dominated by an ion storm, a gold-and-red cloud filled with violent bursts of energy. As you watch,

a Klingon ship skirts the edge of the storm and accelerates toward you on an intercept course.

The combat area consists of four zones:

- The **starting zone**, where the players' ship begins.
- Between the ship and the planet sits a large zone where the **ion storm** and the **Klingon ship** begin. The Klingon ship is the *Sech-class* fast frigate *Saq'tin* (see stats on page 209). See **The Ion Storm** for details on that phenomenon.
- One zone leading around the ion storm to port contains one of Pahvo's moons.
- The planet **Pahvo** is on the other side of the ion storm. The wreckage the crew is here to explore is in this large zone, near the planet. See Scene 2 for more on this — the wreckage has no special rules for this encounter.

Have the players decide where their characters are on the ship and how they wish to participate in the battle. The players' ship gets the first combat turn, then alternates with the Klingon ship, which has 4 turns per round.

"I HATE KLINGONS"

Consider featuring an NPC crewmember who hates Klingons in this adventure. Perhaps they lost a loved one at the Battle at the Binary Stars, and they are vocal a few times during the mission about their Klingon animosity — especially when discussing the entity's similar hatred later in the mission. This can help highlight the theme of ongoing unbridled hatred.

THE ION STORM

Intensity: Class III

Size: 4,112 km diameter (larger than Luna)

Speed: 38,440 km/h (a tiny fraction of full impulse)

Effects: Disrupts shields, sensors, and transporters, imposing +3 Difficulty

For more details on ion storms see pages 154-155 of the core rulebook or page 243 of *The Klingon Empire core rulebook*.

Staging guidelines for this combat:

- **START WITH KLINGON TAUNTING:** On the enemy's first action, the bald battle-scarred Klingon **Commander K'valla** hails the players' ship to taunt the crew. For example: "I think instead of blowing you apart, we will board you and kill you all personally!" Such taunting can happen no matter how badly the fight is going for the Klingons — K'valla revels in combat. If K'valla's role expands in play and you need game statistics, use the Klingon Veteran (*Star Trek Adventures* page 318 or *The Klingon Empire* page 330).
- **ADD SOME ION STORM DAMAGE:** The Klingon ship stays near the ion storm during the battle, because K'valla wants to have an exciting tale to tell. After the first round, ionic energy streamers from the storm lash out and damage the Klingon ship for 10▲. If the players are losing the battle, the ion storm damages the *Saq'tin* again on a later round, though this adds 2 Threat to the GM's pool. The ion storm only damages the players' ship if a player attempts a Daring maneuver and fails or suffers a complication.
- **END THE FIGHT:** If the Klingon ship suffers two breaches, K'valla breaks off her attack, saying "You are lucky the ion storm hates my ship. We will meet again... soon." The player characters can let the *Saq'tin* warp away or try to finish her off. On the Klingons' first turn on the next round, the *Saq'tin* escapes by either going to warp or cloaking to limp away on impulse. If the *Saq'tin* is too damaged but the GM wants them to escape and return at the end of the mission, you can spend 2 Threat to grant the Klingons emergency repairs.

SCENE 2: THE WRECKAGE

Read or paraphrase the following:

As your ship moves closer to the planet Pahvo, sensors detect a debris field in high orbit.

Scanning the debris requires a **Reason + Science** task at Difficulty 0, assisted by the ship's **Sensors + Science**. The results are below, the first being automatic and the rest purchasable with Momentum, in whatever order the GM prefers:

- The proximity of the ion storm degrades sensors, and makes transporters unusable. However, scans confirm the material present in the debris is consistent with a Federation starship.
- The amount of wreckage present matches a *Crossfield*-class starship.
- Sensors detect no life signs.
- The debris is drifting on a decaying orbit that will see it burn up in Pahvo's atmosphere in 27 days.

Learning more will require an away team visit, and due to the transporter interference, the party will need environment suits (core rulebook, page 195 or *The Klingon Empire core rulebook*, page 157) and possibly one or more shuttlecraft. The debris is drifting slowly, so it will not present any danger of collision to even nearby explorers.

GOING EVA

When the crew visits the wreckage in person, read aloud or paraphrase:

The entire vicinity is filled with fragments of metal, ceramic, glass, and other materials, ranging in size from grains of sand to sections of hull many meters long. The fragments tumble and drift almost peacefully, faintly illuminated by the reflected blue light of Pahvo. The planet is a large presence in your field of view, even though it is several hundred thousand kilometers away.

Maneuvering a shuttle into the debris field takes a Difficulty 2 Control or **Daring + Conn** task, assisted by the shuttle's **Engines + Conn**. Failure does not stop the shuttle but inflicts 1▲ Stress.

Scanning the wreckage can be done with **Insight** or **Reason + Engineering** or Science tasks at Difficulty 1, assisted by the shuttle's **Sensors + Science**. Multiple characters can do this. Offer one of the following results for each success or point of Momentum spent, depending on what the crew has already learned or their specific investigations.

- The amount of debris and specific materials present point to a 99% probability that this was *U.S.S. Discovery*.
- No life-signs are detected. It seems there are no survivors nor any bodies present.
- No spore drive technology is detected.
- A few larger pieces of the ship's structure are still intact. See **The Hull Fragments** for a list.

Detecting the larger fragments of ship wreckage becomes automatic after the crew has been in the debris for a few minutes. The following details of these fragments can be learned by any who visit them. All of the fragments are jagged sections of hull metal, blackened and charred from the explosion that blew the ship apart. All are unpowered and inactive.

Gamemaster's Note: After the players have had the chance to explore one of the hull sections, cut to **The Debris Is... Growing?**

THE HULL FRAGMENTS

- **Engineering:** One engineering deck is partially intact. The intermix chamber is gone, but the main work area with the master systems display is here, as well as several surrounding offices. No signs of spore drive technology are present.

- **Sickbay:** A 50-meter-long, two-deck-high section of sickbay has held together, including biobeds, the intensive care unit, and part of the surgery center.
- **Crew Decks:** A roughly circular section of three crew decks contains the galley and empty crew quarters.
- **Bridge:** Two-thirds of the main bridge is intact, minus the viewscreen and the turbolift.

THE DEBRIS IS...GROWING?

After the players have done all the scanning they desire and perhaps visited one of the hull fragments, someone detects something new. If someone is scanning, they detect this with a Difficulty 0 **Insight** or **Reason + Science** task (possibly assisted by the shuttle's **Sensors + Science**). If not, an NPC (in the field or on the ship) reports it.

The debris field is getting smaller, as apparently everything in it is slowly moving closer together. In addition, the larger sections of debris are accumulating matter.

Additional scans of the same type, or Momentum spends on the same one, can reveal additional information:

- The debris is undergoing a process of accretion, whereby smaller pieces are being pulled toward larger ones. However, this process was not happening earlier, and there is no apparent cause.
- If the field continues its current trend, all the matter will be condensed in one hour and six minutes.

To determine the reason why the debris field is undergoing such accretion, have the players apply the Scientific Method (detailed in the core rulebook on page 157 or *The Klingon Empire core rulebook* on page 246).

- **STEP 1: OBSERVE.** The crew's previous investigations tell them this is a Science problem. The participating character with the highest Science discipline is the Research Lead.
- **STEP 2: HYPOTHESIZE.** Have the players choose 3 to 5 focuses that might be related to the phenomenon, as Hypotheses of why the debris is accumulating. They don't need to possess these focuses. The correct focus (or "The Right Way") is Exobiology, but don't reveal this to the players. If any of the Hypotheses are close to this — or along the lines of Cosmozoan Life, Graviton Particles, or Tractor Beams — that's close enough to skip to Step 3. Otherwise, gain 1 point of Threat and tell the players to start this step again.

- **Step 3: Testing.** Now one player character attempts a task to test a chosen Hypothesis. All characters with a 2 or more in Science may assist. The task's secret Difficulty is 4. This Difficulty drops by 1 each round because the changes in the debris itself provides data. Each round interval takes 10 minutes, and the crew has 6 intervals until the debris field comes together. The players may change their Hypothesis as desired. The following events may take place during this step.

- After a failed test, a random character or shuttle is endangered by incoming debris (Difficulty 2 **Fitness + Conn** or **Security** for a character; Difficulty 3 **Control + Con** assisted by **Engines + Conn** for a shuttle; failure yields 2▲ Stress).
- After the first round, someone realizes that the hull fragments appear to be re-assembling and repairing themselves.

SCIENTIFIC METHOD COMPLETE / TIME'S UP

If the players run out of time, have one or more characters injured from their testing activities (perhaps by accumulating debris) or suffer a complication (such as Mysterious Telepathic Noise, inflicting +1 Difficulty on Reason tasks until Act 2 Scene 2), or add 2 to the Threat pool. Then either allow them to continue testing or declare that they have successfully completed it and move on.

Read aloud or paraphrase:

Your hypothesis is correct. Now that you know what you're looking for and have tuned your scanners appropriately, you detect something new: microscopic cosmozoan lifeforms. These microcosmozoans are gathering the debris and re-assembling the destroyed starship.

Before you can learn more, you hear a sensor alert. The ion storm is moving closer!



ACT 2: FIRST CONTACTS

520004

CAPTAIN'S LOG

Supplemental “We have confirmed that the debris near Pahvo is *U.S.S. Discovery*, but to our surprise it is in the process of becoming *U.S.S. Discovery* again. Somehow, microcosmozoan lifeforms are working together to rebuild and repair the ship. How are they doing this, and why? Our away team will have to find out... but in the meantime, the ion storm has abruptly changed course and is on a heading that will take it near the debris field.”

Gamemaster's Note: Begin with the first encounter, **Incoming Storm**. If the players want to spend a lot of time there, consider intercutting between it and the following two encounters, **Discovery Reborn** and **The Microcosmozoans**, if it feels dramatically appropriate.

ENCOUNTER: INCOMING STORM

The ion storm flashes and crackles as it surges through space, moving toward the planet and the debris field. The bridge crew can view it in full detail from the presumed safety of the starship. As for the away team, even though the ion storm is far away, it is so large that it's visible to the naked eye.

AT THE SHIP

If the ship is relatively near the ion storm (or moves between the storm and the debris field), and any player character conn officers are aboard (including supporting characters), have them make a Difficulty 2 **Control** or **Daring + Conn** task (assisted by the ship's **Engines + Conn**). On a failure — or if no player characters are at the helm — the storm rocks the ship violently and inflicts 1▲ damage. On success, the ship rocks but takes no damage. In either case, the storm immediately alters course and moves around the ship.

AT THE SHIP OR THE DEBRIS FIELD

Sensor Readings: Scanning the ion storm with a Difficulty 1 **Reason + Science** task (assisted by the ship or shuttle's **Sensors + Science**) can impart the following information:

- Any info from **The Ion Storm** sidebar (page 126).
- The storm's course will now take it near the debris field but not directly into it — perhaps 1,000 km away. It will reach that area in nine minutes.

- The storm shows an unusual amount of electromagnetic cohesion, higher than any previously encountered.
- The storm is less coherent on its far side, where scans show traces of boson particles.)

An **Insight + Science** task — especially appropriate for a counselor or doctor — at Difficulty 2, assisted by the ship or shuttle's **Computers + Science**, suggests that the storm intentionally avoided coming close to the ship. If anyone has speculated about this possibility, reduce the Difficulty to 1.

(Particularly daring crews may discover that during the rest of this act, the ion storm carefully avoids getting close to their ship, shuttles, or crew. They would learn this if, for example, they try to put the ship between the debris and the ion storm — which *does* work to halt the storm.)

AT THE DEBRIS FIELD

Players may instinctively wish to flee the area, though the GM might remind them (perhaps via an NPC) that the ion storm is minutes away and not on a direct course for them, so there is still time for study. Even if they do flee, they can learn some of the information from the following two encounters via sensor scans.

If the players are most interested in the microscopic lifeforms, skip ahead to **Encounter: The Microcosmozoans**, possibly coming back here if characters on the ship wish to interact further with the ion storm.

Otherwise, proceed similarly with **Discovery Reborn** to show what's happening to the debris.

ENCOUNTER: DISCOVERY REBORN

This encounter covers what the microcosmozoans do with the debris of *Discovery*. It happens even if no characters are near; if nobody pays attention to the debris for a while, perhaps instead focusing on the ion storm or microcosmozoan encounters, an NPC on the ship may point out what's happening here.

Gamemaster's Note: If the players seem keen on investigating the microcosmozoans or the ion storm, consider having the events of this encounter spread out over a longer period, so that the characters see the ship forming nearby — or even around them — as they do other things.

Read aloud or paraphrase:

The debris field is coalescing ever faster, and even as you watch you can see it forming into larger shapes that gradually become recognizable as starship components and structures.

All the deck fragments detailed in Act 1 Scene 2 steadily increase in size as the microcosmozoans do their work of

reassembling the ship. Unless the characters interfere, they see it progress:

Jeffries tubes and power conduits form and connect to the steadily developing engineering deck at the back. More biobeds take shape in the sickbay fragment toward the center. New cabins appear in the section of crew quarters, and the bridge reforms the rest of its flooring and walls and shifts toward the top of the swirling field of debris.

If anyone gets in the way (even in the shuttle), they find themselves gently but firmly pushed away by clusters of microcosmozoans. If a character persists, or fires weapons, the ionic entity manifests, as described in **Scene 1: Voices from Beyond**.

About 20 minutes after the debris coalesces, the ship becomes whole again.

As if signaling that the work is complete, the rebuilt starship lights up. Illumination comes from portholes, running lights, and flashing navigation beacons, though the warp nacelles are still dark.

EXAMINING THE SHIP

Characters can learn the following by scanning or exploring the interior. Suggested tasks are provided, though you can provide the information automatically to reward investigation and clever thinking.

- The construction is precise in many ways (such as the hull shape, the construction of the power and computer systems, and the use and placement of specific metals and other structural materials) but crude in others (like a lack of signage, many missing habitat features such as beds and chairs, and an almost random use of interior color). (**Insight + Engineering**, Difficulty 1)
- The ship has propulsion available via the impulse reactor. Warp drive is inoperative (as its repair is beyond the ionic entity's abilities). (**Reason + Engineering**, Difficulty 1)
- There are no words anywhere on the ship: no text on computer displays, no labels on doors, no name on the front of the hull. (**Insight + Conn**, Difficulty 1)
- The computers are almost devoid of data, featuring only the bare minimum to run the ship's primary functions. (**Reason + Science**, Difficulty 1)
- No spore drive components are present. (**Reason + Engineering**, Difficulty 1)
- No bodies are present, and neither are uniforms, food, tools, or anything else of a personal or biological nature. Life support is non-functional. (**Insight or Reason + Medicine**, Difficulty 1)

ENCOUNTER: THE MICROCOSMOZOANS

This is the new information available to the crew based on what they have learned from using the Scientific Method and discovering the tiny life forms at work here:

- The creatures are microscopic but work together in highly-coordinated groups.
- When sufficiently magnified, they look like stellated dodecahedra (star-shaped 12-sided polyhedrons) with hemispherical nodules near each point.
- They somehow generate graviton fields, which they use for locomotion and manipulating their environment like tiny tractor beams.
- They exist throughout the system, billions of them. The ones in the debris field number about fifteen million.
- They emit a variety of radio signals.
- Radioactive dating suggests that many of the creatures have been alive for thousands of years.

INTERACTING WITH THE MICROCOSMOZOANS

Here are a few ways the creatures might respond to interaction attempts. Remember that during this encounter the debris from *Discovery* is continuing to reassemble.

- **Touching them:** The tiny creatures flow around any such attempts.
- **Applying energy:** Aiming high-powered energy at them causes the creatures to emit erratic radio signals, then die.
- **Talking to them:** They only respond to communication attempts made by mimicking their own radio signals. However, this does not move beyond the mimicking phase.
- **Showing Personality:** Look for an opportunity for the microcosmozoans to interact differently with one or more characters. For example, they might cluster around someone of a unique species, or be attracted to tricorders, or perform a dance near a shuttle or spacesuit, or fly in patterns when in direct sunlight. These "personality quirks" can make it more meaningful when the players learn about how they are being treated.

CONNECTION WITH THE IONIC ENTITY

If a player suggests the microcosmozoans are connected with the ion storm in some way, or someone studies this and accomplishes a Difficulty 2 **Insight or Reason + Science** task, sensors do show a correlation between periods of high-energy output from the ion storm and times when the microcosmozoans are working hard.

SCENE 1: VOICES FROM BEYOND

Begin this scene when you and the players have mined the previous encounters as much as you want. The following manifestation can take place in space, inside *Discovery*, or inside the shuttle or the players' ship.

Read aloud or paraphrase:

A cloud of sparkling golden particles manifests in front of you. Bright points of light swirl and coalesce into a spectral shape, a ghost-like image of a Human woman. The image is incomplete, tapering off at the waist. Its "hair" is long and curly and streaked with glowing red particles.

"Fear!" it says, and you hear a genderless voice in your head. "Fear... not. NOT fear. Do. Not. Fear."

Give the players a moment to respond or react. Then the apparition continues.

"I am Kill. Kill. Killy. I am Tilly. Am friend."

The rest of this scene consists of three sections. Use **Talking to Tilly** for handling conversation with the apparition. Use **Analyzing Tilly** for studying the phenomenon. Use **Manufacturing Flaw** when you've covered everything in those sections you feel is necessary.

TALKING TO TILLY

Below are questions the players are likely to ask, along with their answers. If the characters are in an atmosphere, they also hear the apparition speaking aloud; otherwise, communication is only telepathic.

Gamemaster's Note: If nobody brings up a possible connection between the entity and *Discovery*, "Tilly" makes sure to mention it, as a point of pride (perhaps as presented in the question "Why did you rebuild the *Discovery*?"). In addition, have the ion storm and the Tilly apparition flash with red energy filaments when talking about the invaders (aka Klingons).

Who are you?

"This form is Tilly, Killy, Tilly. I am... there." The apparition points to the ion storm.

Why did you use this person's image?

"Her residual thoughts are strong here."

You're an ion storm? / How are you talking?

"I am me."

What do you want?

"Help you. You fight invaders. Fight my enemy. I help. Repair ship. You will use to stop, hurt, kill invaders."

Invaders... do you mean Klingons?

"Klin-gons. Klingons? Klingons. Yessss. Bad. Must stop."

Why do you hate Klingons?

"They kill your ships. Fly through me on purpose. Hurtful!"

What is your relationship to these microcosmozoans?

"They are my hands. Humor! They work for me."

Why did you rebuild the *Discovery*? /

Do you know what rebuilt the ship?

"I rebuilt beautiful ship. Saw cruel invaders kill it. Invaders like the one you fought here. They destroy this work of art."

Why is the ship missing (some feature)?

"Understanding of ship... incomplete."

Where are the bodies of the crew?

"Until observing you here, I did not know your forms had significance. All were inert. All matter was used to repair the ship."

ANALYZING TILLY

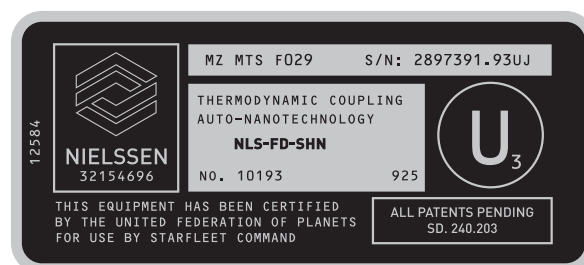
The apparition is hazy and incomplete and does not feature identifying markers such as a uniform or insignia. Comparing the image to Starfleet records of *Discovery* crew results in an 89% match for **Cadet Sylvia Tilly**. A more personal way to make this connection is to ask if any player's character knows Tilly; if so, they can point out the similarity.

Scanning the apparition (**Reason + Science** Difficulty 1) shows it is made of ionic energy, similar to the interior of an ion storm. Telepaths can easily detect that it is a projection from the ion storm.

MANUFACTURING FLAW

While the conversation is going on, a part of the *Discovery* reconstruction fails — a section of the engineering deck comes apart and the impulse engines go dark. Scans show that thousands of microcosmozoans died in the incident. Worse than that, though, scans also confirm that they are continuing to die by the thousands. It appears they are working themselves to death.

"Worry do not," the ionic entity interjects. "I will fix. Small death is common. More arrive soon to replace. Must continue important work."



IONIC ENTITY [MAJOR]

Due to the influence of Pahvo, an ion storm gained consciousness long ago. It has little concept of time, so isn't sure how old it is. The entity's primary interactions have been with the microcosmozoans, which it controls to interact with its environment, and the Klingons, who injure it when they fly through it. The entity communicates telepathically, though its unfamiliarity with organic minds results in its "speech" coming out rough and imprecise.

TRAITS: Sentient Ion Storm, Incorporeal

VALUES:

- Klingons Must Die
- Starships Are Works of Art
- The Enemy of My Enemy Is My Friend
- The Small Belong to the Large

ATTRIBUTES

CONTROL	08	FITNESS	12	PRESENCE	10
DARING	10	INSIGHT	07	REASON	12

DISCIPLINES

COMMAND	02	SECURITY	02	SCIENCE	04
CONN	03	ENGINEERING	05	MEDICINE	-

FOCUSES: Image Creation, Ion Streamer Attacks, Klingon Structural Weaknesses, Mind Control, Starship Construction, Telepathy

STRESS: 14 **RESISTANCE:** 12
SCALE: 12

ATTACKS:

- Ion Streamer (Energy, Medium, 10▲, Persistent 1, Area or Spread)

SPECIAL RULES:

- **Cosmozoan Starship Combat:** The entity can operate as a sublight vessel in a limited way, taking four actions per round. It has no shields or systems but has the listed attack. It can perform any logical ship actions, requiring no Power and using only its attributes and disciplines (with no systems assistance). It suffers a breach from any stress bypassing its Resistance or from exposure to a boson field. The entity cannot repair itself during a scene.

- **Ionic Images:** Using ionic energy, the entity can create animated images, which it uses to interact with others.
- **Mind Control:** The entity can control smaller cosmozoans telepathically.
- **Telepathy:** The entity can communicate telepathically with humanoids.

MICROCOSMOZOANS [MINOR]

These microscopic cosmozoan creatures permeate the Pahvo system, where they lived peacefully and undetected until the ionic entity recently put them to use. They have a life-span of thousands of years. The creatures communicate via radio waves, though it is unknown whether this is truly a language. Microcosmozoans may demonstrate striking group personality quirks related to certain stimuli.

TRAIT: Microcosmozoan

ATTRIBUTES

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

DISCIPLINES

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

STRESS: 7 **RESISTANCE:** 0

ATTACKS:

None

SPECIAL RULES:

- **Graviton Manipulation:** Microcosmozoans use miniature graviton fields to manipulate their environment. These are individually negligible, but in large masses the creatures can generate a near-limitless-strength tractor beam.
- **Radio Communication:** Microcosmozoans have a consistent set of radio "sounds" they generate for specific reasons (such as fear, pain, etc.). Such sounds include hums, pings, screeches, static, and almost musical tones

ACT 3: THE PRICE OF REBIRTH

520005

CAPTAIN'S LOG SUPPLEMENTAL

We have made contact with an intelligent ion storm. After establishing contact through the apparition of a dead *Discovery* crewmember, this ionic entity has revealed that it compelled the microcosmozoans to rebuild the ship to help us kill Klingons, and in fact is working the creatures so hard they are dying by the thousands. I am also realizing that the longer I'm in this job, the stranger my log entries get."

SCENE 1: THE COST

If the player characters ask the ionic entity about its practice of working its microcosmozoan laborers to death, it struggles to understand. Have it answer their questions in a halting manner similar to before. Here is a summary of its thoughts and beliefs:

- The creatures are tiny, and the entity is the size of a moon, so it will take precedence.
- It induces them to breed as fast as they are dying, so there is no risk of extinction.
- Surely it is worth killing a few million insignificant motes to eliminate the hated Klingons.
- If the crew destroyed the Klingon ship in Act 1, the entity is confused about any suggestions of mercy toward Klingons.

Encourage the players to debate the issue with the ionic entity for as long as they are enjoying it, but hold any attempts to persuade it until the next scene.

KLINGONS EN ROUTE

When you're ready to proceed to the finale, a sensor blip gets the crew's attention, either notifying a player character on the ship or an NPC. The pertinent information:

- A Klingon force of three to five vessels is approaching the system at high warp. It will arrive within ten minutes.
- Somehow, the ionic entity senses the Klingons' approach.
- Klingons! I feel them approaching. It is finally time.

SCENE 2: DISPOSITION

The characters have little time before the Klingons arrive, and several options open to them.

DEALING WITH THE IONIC ENTITY

- **Flight:** The entity wants to see Klingons killed, and any attempts to flee enrage it into attacking the ship unless deceived (see **Talk**).

- **Fight:** If the entity takes 6 breaches or its Stress is reduced to 7, it attempts to flee the system. Thirteen breaches disrupt its cohesion, killing it. The microcosmozoans come to the crew's aid if a fight begins, repairing one breach every other round.

- **Talk:** **Presence + Command** Difficulty 3 can deceive the entity long enough for the ship to escape or perform a surprise attack. The same task at Difficulty 5 can persuade the entity to free the microcosmozoans or attack the Klingons. Reduce this Difficulty if the players have presented convincing arguments.

DEALING WITH THE KLINGONS

- **Flight:** Escape is automatic unless the ionic entity interferes (see above) or the away team is still out (requiring **Daring + Conn** Difficulty 2 to rush the shuttle aboard or **Control + Engineering** Difficulty 4 to beam through the ionic interference). Failure means the Klingons arrive and get the first attack, leading to **Fight**.
- **Fight:** Three Klingon ships arrive: one *Sech*-class (the *Saq'tin* if it survived) and two birds-of-prey (see page 210 for stats). They fight to the death. If the players worked to free the microcosmozoans from the ionic entity, they come to the ship's aid, repairing one breach every other round.
- **Talk:** **Presence + Command** Difficulty 5 can convince the Klingons to ally against the ionic entity. See **Fight** under **Dealing with the Ionic Entity**.

DEALING WITH DISCOVERY

- **Leave It:** If Admiral Cornwell is an NPC, she nixes this option, saying there must be no possibility of the Klingons capturing the ship. If the players ignore *Discovery* to fight the Klingons, a Klingon attack destroys it (as below). Otherwise, the crew can abandon the rebuilt starship. See **Conclusion** for a follow-up on this, and consider this a negative influence on Reputation.
- **Destroy It:** Any starship weapon attack against the unshielded *Discovery* destroys it. The enraged ionic entity immediately counterattacks as described above.
- Cruel players may make use of the ship near Pahvo (it has no warp drive and its spore drive is down) if they send crew aboard; use the stats listed below. The instability of the ship imposes a +1 Difficulty to any tasks to use its systems. Also, microcosmozoans must work constantly to keep it functional, causing millions of them to die each minute. After about 30 minutes (or a few rounds of combat), not enough remain to keep the ship together, and it breaks apart.

CONCLUSION

520006

The Klingons end the adventure either destroyed or victorious. If the crew allied with them, they agree to leave Pahvo if the player characters do also. They are unwilling to make further agreements, but show signs of respect if the players performed well in battle.

I.S.S. DISCOVERY

SYSTEMS

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

DEPARTMENTS

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

SCALE: 4 RESISTANCE: 4
POWER: 8 SHIELDS: 13

WEAPONS:

- Phaser Banks (Energy, Medium Range, 8A, Versatile 2)
- Tractor Beam (Strength 3)

SPECIAL RULES:

- **Advanced Shield:** The ship's maximum shields are increased by 5.
- **Electronic Warfare Systems:** Whenever a character on the ship succeeds at the Intercept or Signal Jamming Tasks, they may spend 2 Momentum to select one additional ship to be affected.
- **Fast Targeting Systems:** This ship does not suffer the normal Difficulty increase for targeting a specific system on the enemy ship.
- **High-Resolution Sensors:** While the vessel is not in combat, any successful Task that is assisted by the ship's Sensors gains one bonus Momentum.

The ionic entity remains in the system unless destroyed or driven away. If the players made a good case for it, the entity no longer abuses the microcosmozoans. Its reaction toward future Federation visitors depends upon how the players interacted with it. This is also true of its relationship with Klingons.

The microcosmozoan population recovers over time, even if the ionic entity continues to rule them.

Discovery ends up as wreckage again, with no characters having learned it is actually mirror universe *I.S.S. Discovery*. Since Admiral Cornwell asserted in the episode "The War Without, The War Within" that she saw the ship's wreckage with her own eyes, if the players fled and left the ship behind, consider a follow-up scene where Cornwell has the crew take her back to Pahvo, and they see said wreckage, caused by Klingon attack.

CONTINUING VOYAGES

520007

The ionic entity might return in the future, either in another Pahvo mission or elsewhere after learning to travel at FTL speeds.

The Federation might be interested in further study of the microcosmozoans, which could result in learning that they are in fact intelligent. Their construction capabilities might be put to use in a humane manner if allowed to work at a pace of their choosing.

The Klingons encountered in this mission will be eager to face the crew in battle again, even if they achieved a temporary alliance against the ionic entity. Klingons may also show an interest in the ionic entity or the microcosmozoans.

Finally, consider including a scene in a later mission to let the crew in on the secret that it was actually mirror *Discovery* they had encountered here. Maybe after the real *Discovery* returns, Admiral Cornwell sends them a classified update... and perhaps orders for a follow-up mission to see if the ionic entity can connect with the residue of other mirror universe personalities as it did with Tilly.

CAMPAIGN IMPACT

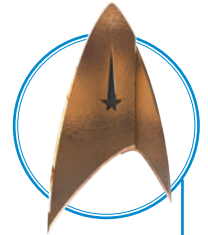
SUCCESS: If the crew allies with the Klingons, they gain 1 Campaign Momentum.

FAILURE: If the crew is unable to save the micro-organisms, they lose 1 Progression point.



MISSION BRIEFS

"A QUALITY OF LIGHT"



Suggested Period of Play: Mid-War

Suggested Point of Interest Type: Tactical

SYNOPSIS

The player characters may have a cloak for their ship but it's not especially stable. If it is going to be any use to them, the crew needs the device stabilized. The only place to get the parts they'll need is a Klingon facility (as the Romulans are unlikely to be any more charitable). They will need to first install the cloak on a shuttlecraft and hope it holds long enough for them to sneak into the repair facility and find what they need.

OPENING LOG ENTRY

I never thought I'd be frustrated and angry now that we have captured a Klingon cloaking device. If the damn thing keeps failing, it's a liability! But I'm not ready to give up on it just yet, given it might turn the tide of the war. Starfleet Intelligence has sent us the coordinates for a small Klingon repair facility not too far away. Maybe we can find what we need there.

MAJOR BEATS

FLY CASUAL

The Klingon repair facility is little more than a few docking gantries with some basic conveniences, designed for simple repairs near the front. The player characters will have to hide their ship to avoid detection and get to the facility in a shuttle. The journey will be a rough one with the shuttle's cloak needing constant servicing and adjustment to avoid it failing.

MAKING IT FIT

Once on the station the strike team will need to get aboard one of the ships under repair. Here they discover the problem: Klingon ships are made of a particular mixture of metals that doesn't match Federation alloys. Without the right mixture the system doesn't resonate correctly with the hull to render it invisible.

HELPING HAND

But just as the strike team is beginning to despair, they are discovered by a Klingon mechanic called Sovask. He will help them tune the device correctly if they help him escape the facility and grant him asylum. Can he be trusted? Does the strike team have a choice?

MINOR BEATS

As the player characters don't look like Klingons, they are going to have to be very careful how they move around the base. Every Klingon guard or mechanic they kill or neutralize adds two points of Threat to the pool as it heightens the chance of an alarm being raised.

KEY NON-PLAYER CHARACTERS

Several guards and mechanics are aboard the station, although they are usually busy in specific areas. Sovask's House recently suffered dishonor for a few cowardly actions in the war, leading to Sovask being badly bullied. It is possible for Sovask to become a player character.

CONCLUSION

If the alarm has been raised the characters might have to fight their way back to their shuttle. It will then be a race against time to get the cloak fully working and escape, although Sovask can help.

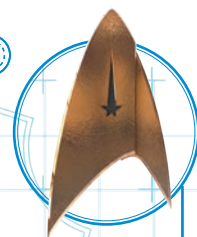
CAMPAIGN IMPACT

SUCCESS: If the party manages to escape without detection and befriends Sovask, they gain the following Character asset: Sovask, Klingon Mechanic – Medicine 10/1, Military 12/3, **Personal** 13/3, Science, 12/2, Social 8/1.

FAILURE: If the party doesn't get the parts to fix their cloaking device, a random Military problem Escalates. If there are current no military problems, generate 1 additional point of interest next turn.

MISSION BRIEF

»»»»»»»» "TO SINK THE VOR'MA CHOK"



Suggested Period of Play: Mid-War

Suggested Point of Interest Type: Tactical

SYNOPSIS

The Klingons are building a vast battleship, called the *Vor'Ma Chok*, as the fleet's new flagship. Now that they have a cloak, the player characters are sent to destroy the battle cruiser before it can become operational. Unfortunately, just as the player characters are placing charges they realise many of the people building the ship are from Starfleet. They are being used as both forced labor and Human shields.

OPENING LOG ENTRY

The Klingons are building something big – really big, the sort of big that could destroy a colony from orbit in a matter of moments. Then you add a cloak to it and we'll never see it coming. We need to put a stop to it, because if we can't a lot of innocent people are going to die.

MAJOR BEATS

NEEDLE IN A HAYSTACK

To maintain its secrecy the *Vor'Ma Chok* is being towed at sub-light speeds while it is being constructed. The tow ship is also a fabrication facility and needs a delivery of raw materials every month. Because of this, the location data the player characters have will be out of date very soon, if it isn't already. If they arrive late the player characters will have to track the impulse engines of the tow ship.

BOARDING ACTIONS

As the ship approaches, the cloak lets the player characters get close enough to drop a strike team on the *Vor'Ma Chok*. Unfortunately, there is a wrinkle. The ship is being built by Starfleet prisoners of war, not only as a labor force but as Human shields.

UNEXPECTED ACQUAINTANCES

The player characters will have to decide whether they should continue with the mission or attempt a rescue. A rescue is possible, but it will put the mission at risk. Thankfully, the player characters' ship can take all the prisoners; the question is how to get as many of them out as they can before they are discovered. The key may be to join the workforce in disguise to organize a rebellion.

MINOR BEATS

The work crew knows the ship very well now and has a good idea about where best to plant charges inside. Some have lost hope and attempt to betray the player characters to ingratiate themselves with their overseers. Seeing Starfleet officers in this state of morale may be a horrific reminder of how the war has broken some people.

KEY NON-PLAYER CHARACTERS

There are a variety of guards and prisoners that the gamemaster might create all manner of characters for. Most of the prisoners are broken and exhausted, and many will be disappointed to find out their rescue is not the primary mission.

CONCLUSION

Destroying the *Vor'Ma Chok* ends the mission, but rescuing the prisoners will give Starfleet a huge morale boost. If the player characters don't mount a rescue, some of the prisoners might still survive to tell their story after the war.

CAMPAIGN IMPACT

SUCCESS: If the crew manages to save the Starfleet prisoners of war, they gain 1 Campaign Momentum. If the Klingon ship is destroyed, the team gains 1 Progression point.

FAILURE: If the party doesn't destroy the Klingon ship, a random Ship asset rolls on the Loss table.



W/A K



MISSION BRIEF

>>>>>>>> "DREAMS OF WAR"

Suggested Period of Play: Mid-War

Suggested Point of Interest Type: Exploration

SYNOPSIS

The player characters' cloak develops a fault, shifting the ship into a strange layer of subspace more akin to dreams than reality. The ship becomes a surreal mess, and the crew must work to shut down the cloak and return to normal space. All the while their fears and shame begin to take on physical form – fears made so much worse after all they have suffered during the war.

OPENING LOG ENTRY

My chief engineer tells me our stolen cloak is behaving strangely. They want to shut it down, of course, but there simply isn't time. We'll monitor the cloak more carefully, and I'm sure if a real fault develops we'll... Hold on... What was that noise?

MAJOR BEATS

DOWN THE RABBIT HOLE

While going about a standard mission, the crew engages the cloaking device and something goes wrong. Initially everything seems to work as it should, but suddenly the ship's systems go haywire. Every character must try to secure their station and regain control of the systems.

THE WRONG SIDE OF THE TRACKS

The ship seems jammed in a blue cloud floating in space, although outside the ship there is no atmosphere. After taking some readings, it appears the ship is trapped in a layer of subspace, a track in the mycelial network left by *Discovery*. Now they are stuck and the cloak refuses to shut down.

SPORE SLIDING

If the player characters observe the clouds outside the ship, they notice ghostly fungi that release spores occasionally. These releases coincide with fluctuations in the cloaking device (which is being powered by the energy of the mycelia). The player characters need to send a reverse charge through their cloak at the same time as a big spore release, to slide out of the track and back into normal space.

MINOR BEATS

Time has no meaning in this place, and the crew's memories begin to take shape here. They will have very real encounters with lost shipmates, old lovers, etc. This is an opportunity to stir up old fears, but also a chance to lay old ghosts to rest. Experiencing moments from their past might help each character come to terms with mistakes, or realize they weren't really their fault. If the gamemaster wants to foreshadow, there is also equal opportunity for the player characters to experience possible futures of the war and their part in it.

KEY NON-PLAYER CHARACTERS

The main NPCs in this adventure are the ghosts and memories that the player characters stir up. They will be very real when they appear, but might only be seen by individual player characters.

CONCLUSION

Once the player characters figure a way out of subspace, they may need time to process what they saw. Each player should describe (or play out) how they are either talking about their experiences or bottling them up.

CAMPAIGN IMPACT

SUCCESS: If the crew figures out how to get out of the subspace rift in an appropriate amount of time (determined by the gamemaster), they gain 1 Campaign Momentum.

FAILURE: If the crew doesn't figure out how to get out of the subspace rift in an appropriate amount of time (determined by the gamemaster), a random Ship asset may not be assigned to a point of interest next turn.

STATUS

SHIELD UPTIME 100%



MISSION BRIEF

“A SCORE TO RESETTLE”

Suggested Period of Play: Mid-War

Suggested Point of Interest Type: Exploration

SYNOPSIS

The crew must rapidly establish a refugee camp on a barely surveyed planet, and make difficult choices about who will be first to settle on its tempestuous surface.

OPENING LOG ENTRY

“Following the Klingon conquest of Mercapta IV, we are escorting a convoy of Mercaptan refugee ships. Starfleet’s search for a world with a sulphuric atmosphere suitable for Mercaptan biology has brought us to a moody, uninhabited, Class H planet, colloquially known as Brimstone.”

MAJOR BEATS

PRIORITIES

Much about Brimstone remains unknown. Initial surveys indicate an unusually volatile geology, but the Mercaptans are determined to make planetfall anyway, to begin rebuilding their lives. The characters must decide who they will help to settle on the surface first: the Mercaptan leadership, who can help coordinate the resettlement; the Mercaptan soldiers, who can protect the new camp; or the most vulnerable, who are struggling aboard the refugee ships.

MAKE YOURSELVES AT HOME

The crew arrives with the first wave of settlers, to lay the colony’s foundations. They must take careful precautions, as Brimstone’s atmosphere is toxic to most species except Mercaptans. Just as the characters are making progress, they detect an incoming anomaly. A naturally-occurring firestorm is heading for the colony, and threatens to destroy everything they’ve worked so hard to build.

OUT OF THE FRYING PAN

The characters can work double-time to build a shield generator that protects the colony, or attempt to divert the course of the firestorm. Alternatively, they can concentrate their efforts on a rapid evacuation, to be safe, but the Mercaptans are loath to flee their homes a second time.

MINOR BEATS

Archeological ruins indicate that the Mercaptans are not the first civilization to attempt colonization of Brimstone. Discovering more about these doomed forerunners might provide the Mercaptans a warning about what dangers the planet poses, and even suggest methods they can use to try and protect themselves.

KEY NON-PLAYER CHARACTERS

Eskatene, the Lord-Consul, speaks for the Mercaptan intelligentsia and political elite. He earnestly believes that, with just a little help from Starfleet to set him up, he can manage the rest of the colonization himself (adapt the Rear-Admiral Thyran profile). Quarisol, the War-Consul, speaks for the fractured Mercaptan security forces. She’s adamant their stay on Brimstone will be short, as she’s already planning a counter-attack against the Klingons. Plinium, the Faith-Consul, speaks for the old, the young, the scarred, and the vulnerable, who are struggling to adapt to life in the Mercaptan refugee ships. He trusts Starfleet more than he trusts the other Consuls, and hopes they’ll stay as long as possible.

CONCLUSION

If the characters help protect the new settlement, the Mercaptans adapt to survive in their new environment, and then flourish. Before long, they re-establish contact with the Federation – to make plans for the reconquest of their homeworld, Mercapta IV.

CAMPAIGN IMPACT

SUCCESS: If the colony survives, the most established Mercaptan faction will become a Resource asset. The gamemaster should assign the asset’s Power according to the faction’s specialty. Eskatene’s brain trust: Science 11/3, Quarisol’s soldiers: Military 11/3, and Plinium’s community: Social 11/3.

FAILURE: If the firestorm damages the colony in any way, a random Character asset rolls on the Loss table.

MISSION BRIEF

▶▶▶▶▶▶▶▶▶▶ *"THE LIE OF PEACE"*

Suggested Period of Play: Mid-War

Suggested Point of Interest Type: Routine

SYNOPSIS

The player characters are ordered to make their way deep into Klingon space to make contact with a new species that has suffered under the yoke of the Empire. This new species might prove a vital ally behind enemy lines. How many lies are the player characters prepared to tell to convince this new species to join the fight?

OPENING LOG ENTRY

Using our cloak we are traveling deep into Klingon space to a contact a species that Starfleet Intelligence thinks may be sympathetic to the Federation cause. An ally behind Klingon lines would be extremely valuable. But if we promise them we can win this fight and grant them freedom, are we being optimistic or outright lying to them?

MAJOR BEATS

FIRST CONTACT

After a tense journey under cloak, the player characters are glad to find the planet is as they expect it, an industrial world where the population is dominated by the Klingons building weapons for the war effort. The ruling House is a low-ranking one called House Na'Grath, which bases a lot of its respect within the Empire on its ability to supply weapons and equipment.

GAINING TRUST

To make contact, the player characters will need to disguise themselves as locals and join a work party. They quickly find out the Klingons have become more brutal and demanding since the war started, and this has led to a lot more discontent. Eventually they can find their way to a rebel leader who will listen to what they have to say.

PROVING GROUND

While the nascent rebel force is interested in helping the Federation, they fear Klingon reprisals. Therefore, they will need to see that the Federation has the power to face the Klingons. This means the player characters will have to do

something noteworthy, like destroy a Klingon vessel or blow up a facility. If they can prove their worth in both dedication and skill, the rebels will listen to them.

MINOR BEATS

Spies are everywhere. Plenty of people will happily tell the Klingons all about the player characters for a reward. The Klingons will pay very well to capture Starfleet officers, so the offers will be very tempting.

KEY NON-PLAYER CHARACTERS

The main NPC will be the rebel leader; she is tough and dedicated, but inexperienced and outmatched. She and the rebels are more like angry trade union members than insurgents, but they are eager to learn.

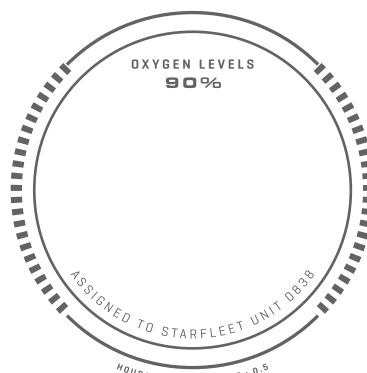
CONCLUSION

If the player characters can prove their worth, and convince the rebels they are a force equal to the Klingons, they may have new allies. If the Federation doesn't prove very impressive, the rebels might still pursue a plan of making sure the production lines turn out slightly faulty weapons and equipment that might fail under use.

CAMPAIGN IMPACT

SUCCESS: If the team is able to convince the locals to join them as allies, they gain a random Resource asset.

FAILURE: If the crew doesn't convince the locals to join them as allies, they lose 1 Campaign Momentum.



MISSION BRIEF

“NO QUARTER PREFERRED”

Suggested Period of Play: Mid-War

Suggested Point of Interest Type: Routine

SYNOPSIS

The characters must escort Klingon prisoners of war back to Federation space, while dodging Klingon pursuers who have marked the prisoners for death.

OPENING LOG ENTRY

“We have achieved the rare feat of capturing a unit of Klingon warriors alive. Now we are escorting the prisoners of war to the penal colony on Nectann, where they will be questioned by Starfleet Intelligence.”

MAJOR BEATS

OPENING SALVO

A bird-of-prey from House Mo’kai intercepts the characters’ ship and immediately opens fire. If the crew try explaining that some of their own House’s warriors are on board, the Klingons already seem aware. They proclaim it a grave dishonor for any Klingons to allow themselves to be captured alive, and intend to address this slight by sending both captives and captors to an early grave.

MAPPING THE TERRAIN

After surviving the first battle, the crew realize a whole squadron of Mo’kai warships are moving to intercept their flight to Nectann. They must carefully plot a course, push their ship to its limits, and prepare for another confrontation. Meanwhile, the characters can interrogate their Klingon guests. The captives are belligerent, but can be pressured to reveal they have learned the secrets of the choH’a’, a new Klingon procedure for species reassignment, which has allowed House Mo’kai to infiltrate the Federation with its agents. Clearly the Klingons are eager to prevent these secrets from being disclosed.

RUN THE GAUNTLET

The Klingons are jamming the characters’ attempts to share their findings with Starfleet Command. They can attempt to find their way around the communication block... or they can brave the Klingon armada and push for Nectann, to deliver the message in person.

MINOR BEATS

The Klingon captives are shamed by their imprisonment, and repeatedly attempt to escape, commit suicide, or avenge themselves upon their captors. Breaches to the brig deck during starship combat may give them the opportunity they’ve been waiting for. Until the characters learn of the vital intelligence their prisoners possess, the crew might wonder why they are exposing themselves to risk protecting people who despise them and don’t want their help.

KEY NON-PLAYER CHARACTERS

Lieutenant Kurze is the highest-ranking of the crew’s Klingon captives, a devoted fighter who will never give up hope of escape. He knows a little about the science of choH’a’ and might even know the identities of some Mo’kai agents, but convincing him to talk will not be easy. Commander Kobur leads the Mo’kai fleet tasked with hunting down Kurze’s team, and preventing them from leaking intelligence by any means necessary. She is actually Kurze’s mother and is understandably conflicted about her assignment.

CONCLUSION

If the characters learned of the choH’a’ species reassignment protocol, they become inducted into the murky world of espionage and counter-intelligence, never entirely sure who they can trust. Their information may prove critical in helping the Federation to win the war, but it will doubtless lead to sleepless nights.

CAMPAIGN IMPACT

SUCCESS: If Kurze, or the information he possesses, is delivered to Starfleet Intelligence, the players gain 1 Campaign Momentum.

FAILURE: If the information isn’t extracted or given to Starfleet, a random non-player character from the player’s crew is actually a cho’H’a agent that will attack them at some point during their next mission.

MISSION BRIEF

“DAEDALUS WAKING”

Suggested Period of Play: Mid-War

Suggested Point of Interest Type: Unknown

SYNOPSIS

A time crystal has appeared on the black market, and at least three other factions are racing to capture it. Working out who can and cannot be trusted as an ally could be critical to keeping the crystal away from those who'd misuse it.

OPENING LOG ENTRY

“We have been deployed to the black markets of Cadalpa, beyond Klingon or Federation borders, with orders to await further instructions.”

MAJOR BEATS

A SPECIAL ASSIGNMENT

A Starfleet Intelligence agent named Schreiber meets the characters in person, explaining his information is too sensitive for subspace communications. A time crystal has appeared on the Cadalpa's black market, a device that could theoretically enable time travel technology, and at least one Klingon house is determined to capture it. Schreiber provides the location of the seller, and implores the crew to get to the crystal first.

COMPETITION

When the crew arrive, the seller is already dead, and the crystal stolen by Klingon assassins. Soon after, the characters are approached by an obscure branch of Starfleet (whoever heard of a Section 31?), who offer to collaborate on retrieving the time crystal. As the characters pursue the Klingons, something about this arrangement feels off. What do their new allies intend for the crystal? And who are the other group of Klingons, following from a respectful distance, that the Section 31 operatives discourage them from talking to?

MELTING WAX

The second group of Klingons identify themselves, to all factions at once, as the Timekeepers of Boreth. While Section 31 is determined to restart its “Project Daedalus,” and the Klingon assassins have similar plots to weaponize the time crystal, the Timekeepers warn that the crystal poses an existential threat, and should be returned to their monastery for safekeeping. As the negotiation gives way to

violence, the characters must choose who to side with, and what the ultimate fate of the time crystal will be.

MINOR BEATS

Taking hold of a time crystal causes the bearer to see a terrible vision of their own future – and once beheld, that vision cannot be prevented. Gamemasters are encouraged to allow players to narrate their own character's future, but players should be warned that such visions are easily misinterpreted, and their character's fate may not be exactly what they expect!

KEY NON-PLAYER CHARACTERS

Schreiber, undercover Starfleet Intelligence agent on Cadalpa, determined to remain at a distance to maintain his cover. Torvix, Klingon assassin, leader of her team. Violette, Section 31 operative who knows more than she's letting on. Kune, emissary of the Timekeepers, hoping to persuade the others to see reason.

CONCLUSION

The time crystal could be deliberately destroyed, returned to Boreth, or fuel further time travel research for the Klingons or Federation.

CAMPAIGN IMPACT

SUCCESS: If the crew returns the time crystal to the Timekeepers, they gain the following Resource asset: Time of Need – You may reroll any number of dice in your pool.

FAILURE: If the crew doesn't return the crystal to the Timekeepers, they lose 1 Progression point.

BIOMETRIC SCAN INITIALIZED FINGERPRINT SCAN REQUIRED FOR ACCESS

LAST MISSION STATUS // COMPLETE
UPLOADING MISSION DETAILS//85% COMPLETE
COMMENCEMENT IN 0800 HOURS



0048482

MISSION BRIEF



➤➤➤➤➤➤➤ *"IN THE WRONG HANDS"*



Suggested Period of Play: Mid-war

Suggested Point of Interest Type: Unknown

SYNOPSIS

A Federation research outpost was working on a dilithium incubator when the science team was abducted by Klingons who wanted the tech for themselves. The scientists must be rescued and their data prevented from falling into Klingon hands.

OPENING LOG ENTRY

"The Federation outpost on Iridin has gone quiet, and all hails have gone unanswered. The present status of their research is unknown but is of the highest importance, and must not fall into enemy hands. Failure to secure it could turn the tide of the war."

MAJOR BEATS

ANYBODY HOME?

The outpost on Iridin is a sobering scene. Buildings and equipment are damaged and the outpost's matter/antimatter power core is leaking lethal delta radiation. Curiously, none of the science team is found, alive or dead. Most equipment is damaged beyond repair, although there's enough data from scattered terminals to determine that the Federation had these scientists working on creating a dilithium incubator (which would re-crystallize old dilithium, meaning new sources would no longer need to be mined).

WELL, THAT'S NOT GOOD

Further investigation reveals that the disruptor burns bear a Klingon energy signature, and if the research into the incubator was far enough along, this would give the Klingons an enormous advantage in the war. As the away team decides what to do, a small Klingon scout ship lands. These are crew members from the ship that abducted the scientists, returning to make sure they haven't missed anything. The Klingons don't realize the away team are not normal occupants of the outpost, and they seek to capture them.

STEALING BACK WHAT'S RIGHTFULLY OURS

Whether captured by the Klingons or not (or whether they capture/interrogate the Klingons), the away team learns that the Klingons do have data from the outpost, and it's more complete than anything the away team was able to discern. The full plans have been transferred to their bird-of-prey and must be either recovered or destroyed. The science team must also be rescued before the Klingons can force them to aid in their own war efforts.

MINOR BEATS

The Federation was attempting to create its own version of the dilithium incubator created by Xahaen Queen Me Hani Ika Hali Ka Po. Unfortunately, even the Federation's brightest scientific minds couldn't crack it. The Klingons learned of the research and didn't wait to find out how successful it was. The data they stole is complete... but inconclusive. The science team has no idea how to create a functional dilithium incubator.

KEY NON-PLAYER CHARACTERS

Kulh, Son of V'Koh, captain of the Klingon bird-of-prey. Kuhl is very hands-on and leads the away mission on the scout ship that returns to the outpost in search of more data/prisoners.

CONCLUSION

Though there's no useful dilithium incubator data to recover, the rescue of the researchers is vital. If they remain in Klingon custody, their knowledge (combined with what the Klingons already know) could prove disastrous. Depending on how things go, the player characters may also acquire a Klingon scout ship or, if they're lucky, a bird-of-prey, both of which could be invaluable to the war effort.

CAMPAIGN IMPACT

SUCCESS: If the crew ends up acquiring a Klingon ship, they gain the following Ship asset: Klingon Scout Ship – Medicine 10/2, Military 12/3 Personal 12/3, Science 13/3, Social 9/1.

FAILURE: If the crew cannot save the incubator data, roll 1 additional Tactical point of interest next turn.



THE SHAPE OF WAR

SYNOPSIS

540001

After the assassination of its revered elders by Klingon General Kol, the Cancri go into hiding on their methane-rich, gaseous home world. No longer interested in mediating an end to Federation/Klingon hostilities, the betrayed species revert to isolationism to maintain their politically neutral stance in the region. However, the vital strategic location of Cancri IV has brought the Federation back. They want to plead for an alliance that will allow them to use the Cancri system as a staging area and tactical buffer zone from the Klingons.

In this adventure, the crew is ordered to sue for peace with the new body of Cancri elders. In Act One, they will need to traverse a star system replete with bizarre, geometric subspace traps to arrive in orbit of Cancri IV. Once there, they must try and establish contact with the Cancri.

In Act Two, they gain entry to the Theatre Enneagrammatic, the official court where all cases are heard. Once there, they will be asked to complete a set of high-risk scientific challenges before a treaty can be created. Terms can be negotiated. Just as they are about to set out on their quest, they discover that a Klingon vessel has entered the system.

In Act Three, the away team sets off on its quest. They will face several encounters that pit them against Klingons intent on their demise.

The gamemaster begins this mission with 2 points of Threat for each player character in the group.

EXPANDING ON THE CANCRI

The Klingon Empire had been the first polity to establish contact with the cephalopodic species in the early 2200s. The composition of Cancri IV is primarily vast methane oceans with small continents replete with large underground caverns capable of sustaining the Cancri Nauti, the ruling class and an amphibious offshoot of the Cancri Concretia.

Initially, the Klingons had desired to conquer the harsh planet due to its strategically beneficial Beta Quadrant location, various spatial anomalies that obscure long-range sensors, and rich mineral resources on the outer planets that includes tritanium and dilithium. However, the Klingons could not gain an upper hand in the Cancri system due to the topographical advantages of Cancri IV and the Cancri space force that specialized in fast-moving hit-and-run attacks. Eventually, a truce was negotiated that allowed for safe passage of Klingon vessels through their system.

The Federation became aware of the Cancri in 2246 and established peaceful first contact. In 2256, the Cancri were politically neutral between the United Federation of Planets and the Klingon Empire. They agreed to host a secret meeting between Vulcan and two independent Klingon Great Houses to discuss the possibility of an alliance. However, the meeting was a trap set by General Kol that resulted in the capture of Admiral Katrina Cornwell. During the violent attack, the Klingon party slaughtered the Cancri elders present.

This action dissolved the Cancri/Klingon truce. The Cancri discontinued their own exploratory missions and became an isolationist society, even cutting diplomatic ties with the United Federation of Planets.

YESTERDAY'S ENTERPRISE

This adventure, as written, is set before the end of the Federation-Klingon War, as Starfleet was desperate to gather allies, gain strategic superiority, and secure resources to win the war.

However, this adventure could take place in later eras as the Federation tries to resume diplomatic relations with the Cancri. The impetus for such an action could be a new danger affecting your crew or the United Federation of Planets. You may replace the Klingons with another rival species, perhaps making access to a spatial anomaly or rare resource under the control of the Cancri the goal of the campaign. In any case, the planetary conditions, complex language, and hazards of competition can still be integrated into your campaign.

SPOTLIGHT ROLES

Conn and science officers will likely get the focus in this adventure, as their skills will be essential in navigating Cancri IV's strange atmosphere and deciphering the intricate, shape-based language of the Cancri. In addition, command officers will have a chance to negotiate a treaty with the Cancri.

OTHER CREWS

Non-Starfleet crews may engage in this adventure by having their polity be the ones trying to establish (or reestablish) diplomatic relations with the Cancri. They may also be trying to bargain for some key resources that can be found on the many moons in the Cancri system. The characters might want to establish a listening post or starbase. The Cancri will deal with anyone who will respect their neutrality and peace-loving ways.

SHAPING A CIVILIZATION

540002

Shapes are everywhere around us. They are the building blocks of design. For some cultures, certain shapes have evoked emotions or become symbols of divinity, power, mysticism, or immortality. Shapes can distinguish one group from another, symbolize a brand, or convey hidden messages.

For the Cancri, shape communicates the very nature of the universe's existence. And the more complex a shape, the more the Cancri seek to unravel its mysteries and thus gain a better understanding of the infinitely designed universe.

Like other cephalopods, the Cancri possess an assemblage of skin components that interact with light. These iridophores are chromatophores, skin-based organs, that reflect light using plates of crystalline chemochromes made from guanine. Cancri chromatophores are colored pigment cells that expand and contract in accordance to produce color and strong geometric patterns, which they can use in a startling array of fashions to produce unspoken language. Natural bioluminescence provides tone to the language. This works perfectly in their natural semi-liquid environment. But this poses a challenge when communicating with most humanoid species.

Cancri engineers designed the translation carapace. It allows the Cancri Nauti to project their pattern-based bioluminescent language onto the interior of their armored garments, which is then translated into vocalized speech patterns, a form of Starfleet's own universal translator. The carapaces, which appear as a pearl-colored headpiece and

long, blue-gray robe, also act as a methane-filled, humanoid-shaped mobile unit for the cephalopodic lifeforms. They can thus walk among humanoids without exposing their true squid-like forms.

As you play through this adventure, feel free to model scenes with complex shapes to give your players a sense of wonder and bewilderment. Use heptagrams, triquetras, lemniscates, reuleaux triangles, enneagrams, nonagons, and more to highlight the intricate nature of the Cancri's customs, language, technology, and civilization.

ACT 1: HAZARDOUS ANGLES

540003

CAPTAIN'S LOG

"We have just dropped from warp on the outer edge of the Cancri system. The Cancri have maintained quiet isolation from other species since the assassination of their elders by General Kol. I can respect that; however, Starfleet needs as many allies as we can get right now. Without question, the Cancri system is in a strategically advantageous position. It acts as a natural buffer zone in this sector from continued Klingon aggression, not to mention a wealth of resources that could aid in our war. But will the Klingons' betrayal cost the Federation a chance at diplomacy?"

SCENE 1: STRUCTURES IN SPACE

Read or paraphrase the following:

The vessel drops out of warp and moves into the Cancri system. The binary star system boasts a dim red dwarf gravitationally bound to the primary star, a yellow main-sequence star smaller in radius and slightly less massive than Earth's sun, hence cooler and less luminous. Cancri IV, a red-hued planet with deep, dark blue oceans, orbits the two stars, a small dot seen only when put on magnification via the ship's view screen.

The ship is not in transporter range yet. Allow the characters time to perform sensor scans or other actions as they come into the system. Attempts to hail the Cancri do not result in a response. Scanning the system may be performed by science or conn officers. This requires a **Reason + Conn or Science** task with ship's **Sensors + Conn or Science**, Difficulty 1. Success reveals anomalous readings like those detected by Starfleet on previous survey missions.

Success also reveals a series of artificial constructs that are invisible to the naked eye and offers perplexing and indiscernible data on their exact origin. Any officer who makes an **Insight + Command** task, Difficulty 1, recalls that the Cancri had claimed to have tamed the quantum anomalies replete in their solar system, the after-effect of a subspace fracture caused by early tests of their warp engines. Unfortunately, the tamed constructs have an unmapped trajectory and are under the control of the Cancri.

Allow characters time to discuss this strange scenario. Under orders from Starfleet and with the Cancri non-responsive, the crew may come up with various ways to tackle the problem. They may choose to send in a probe or a shuttle to investigate. Any probes are immediately lost. Any shuttles sent in find themselves frozen in place by a quantum-generated cone (see below), seemingly out of phase with reality. It would take a **Control + Conn** with shuttle's **Engines + Engineering**, Difficulty 5, to escape. Success allows for escape, but data gained from the experience reveals that the shuttle's shields and power systems are inadequate to survive another excursion into the anomaly. Failure means the ship will need to effect a rescue.

Any further scans of the area or attempts to free the shuttle triggers the first construct.

QUANTUM-GENERATED CONE

Any actions taken to scan the area of space or to move closer to the planet immediately trigger the formation of a quantum-generated cone. Now inside the anomaly, another scan can take place using **Insight + Science** with ship's **Sensors + Science**, Difficulty 2. Characters can use focuses like Geometry, Mathematics, or Quantum Mechanics to figure out what is happening. Success reveals some facts about the artificial construct with *Obtain Information*. Momentum speeds, the characters may learn more information as listed below. If they fail, allow the characters to succeed at cost.

Quantum Generated Cone Facts:

- The cone is a manufactured anomaly designed as a defense system.
- The cone is filled with chronitons flowing backward and forward in time.
- Chronitons closer to the tip of the cone tend to be flowing backwards in time while chronitons near the wide part of the cone appear to be moving forward in time.

While inside the cone structure, long- and medium-range sensors, communications, and phasers cease to operate until repaired with an extended task: Magnitude of 3, Work 13, Resistance 2, Difficulty 2. Each roll represents one hour of work. This extended task isn't necessary to escape the construct, but some crews may wish to address the issue.

Allow the character to determine which direction they want to travel in the cone. If the ship moves into the wider area of the cone, chronometric scans indicate that time is speeding up inside the ship and reports start coming in that sickbay, the hydroponics bay, or the arboretum have suddenly become overgrown with plant life that is out of control. Momentum can be spent to *Obtain Information* that will reveal that everyone on the ship is aging rapidly as they move into the wide area of the cone. In addition, if the crew is working on the Extended Task to repair sensors and communications, each roll represents less time the further they travel.

If the decision was made to move into the narrow end of the cone, the opposite occurs. People and plants inside the vessel began to grow younger. In the case of plants, they revert to seedlings. In addition, if the crew is working on the Extended Task to repair sensors and communications, each roll represents the time the further they travel toward the cone's tip.

Allow the characters to come up with ingenious ways to extract themselves from this artificial construct. If they get stuck, you may offer them some ideas:

Modifying the shields to resist chronitron radiation then moving sideways out of the effect. This costs 2 Power and a **Daring + Engineering or Security** task with ship's **Structure + Security**, Difficulty 4. Failure indicates that a chronometric feedback loop occurred. Roll 4▲ Stress to the vessel. Another solution that has not been tried before may be attempted.

Generate an anti-chroniton pulse from the main deflector. This costs 2 Power and a **Daring + Engineering or Science** task with ship's **Weapons + Engineering**, Difficulty 4. Failure means that the main deflector overloads and requires an extended task to repair: Magnitude of 4, Work 12, Resistance 3, Difficulty 3. Each roll represents one hour of work. Warp drive cannot be used until repaired. Roll 4▲ Stress to the vessel. Another solution that has not been tried before may be attempted.

Initiate a multiplexable warp jump out of the construct. This is a linear challenge. First, the conn officer or engineer must concoct this solution with a **Reason + Conn or Engineering** task with a Difficulty of 2. Applicable focuses might be Astrophysics, Geometric Applications, Unorthodox Mathematics, Quantum Physics, Subspace Theory, or the like. If successful, the warp field must be modified with a **Daring + Conn/Engineering** task with a Difficulty of 2. Finally, the conn officer must make a **Control + Conn** task, Difficulty 3, to perform the first-of-a-kind maneuver. Any complications rolled should affect power systems and engines. It might also create persistent nausea or dementia-like symptoms in the crew. Medical officers will need to work to cure those complications. Another solution that has not been tried before may be attempted.

Now free of the artificial construct, an **Insight + Science** task with a Difficulty of 1 can be made that identifies the location and trajectory of other quantum-generated cones, now revealed to be an automated satellite defense system linked with the subspace fracture native to this system. The conn officer must make a **Control or Daring + Conn** with ship's **Computers + Conn**, Difficulty 2, to avoid other constructs. Failure means the ship suffers 3▲ Stress and the conn officer must roll again. Once a successful roll is made, they are considered clear of the satellite network.

SCENE 2: IN ORBIT

Now in orbit of the planet, the crew must find a way past another geometrically-inspired obstacle.

Read or paraphrase the following:

The obscurely ingenious satellite defense system is infiltrated by your sleek vessel. Fortunately, you gathered enough data on these artificial constructs that sensors can now be attuned for other such unseen hazards. As you pull into orbit of the planet, you can only wonder what other defenses might await your crew.

Characters might want to try and hail the Cancri again. Once again, no response. However, sensors pick up a strange energy pattern surrounding the planet. A successful **Reason + Science** task with ship's **Sensors + Science**, Difficulty 2, reveals a decagonal field around the planet. Spending Momentum to *Obtain Information* reveals the following:

- The force field is being projected by solar-powered EM emitters housed on various small continents located on the planet's surface.
- Transporters might work through the force field, but only with severe modification of the annular confinement beam.

- Photon torpedoes would prove ineffective against the force field as it absorbs their effects.
- Phasers might be able to wear down the field.

DICLIMATIC DECAGON

The diclimatic decagon is a geometric defense grid that initiates a two-prong attack on a ship's hull. It simultaneously overheats one side of a ship while dropping another side to absolute zero. This is meant to create hull fractures and violent decompression.

Any attempt to fire on the decagon result in a massive diclimatic pulse emanating from the planet. It causes 12▲ Stress each time it strikes, and it fires every round after it is assaulted. The ship may be moved to long range to escape the effects of the weapon, but the conn officer must avoid quantum-generated cones as in the previous scene. Characters might want to find a way to stop the planet-based emitters, but doing so requires a hands-on approach, and multiple emitter stations must be disabled to bring down the defense field.

GETTING DOWN TO THE PLANET

An alternative approach could be having an away team beam down to the planet's surface to the coordinates of the last known meeting of Starfleet, the Klingons, and the Cancri elders. This is a **Control + Engineering** task with a Difficulty of 4, assisted by the ship's **Sensors + Engineering**. Allow characters to prep for the harsh atmospheric conditions that exist on Cancri IV. (See the box "Methane Atmosphere.") Once a transporter lock is established, it can only deposit the away team on the exterior landing platform.

Allow the players to decide on the best solution based on the facts as presented. They may come up with other ways to make it to the meeting location, Theatre Enneagrammatic. Their explorations should take them to Act Two eventually.

METHANE ATMOSPHERE

Cancri IV is a Class K world abundant in methane that is produced from extensive wetlands that border all the small continents that dot the vast ocean. Other natural sources of methane include digestive excretions from Cancri's native animal population, volcanoes, vents in the ocean floor, and methane hydrate deposits that occur along continental margins on the cool world.

Most humanoids would be unable to breathe on Cancri IV for more than a few minutes without appropriate breathing apparatus or EVA suits. The atmosphere is toxic, attacking the respiratory system and causing eye and skin irritation.

Exposure to these gases can cause 3▲ Stress per minute and has the Debilitating 1 damage quality. Injuries relating to these attacks are non-lethal however, once a character is injured, any further injuries they sustain are treated as Lethal Injuries. Complications from injuries involving toxic gas could affect Control, Fitness, Insight, or Presence.

ACT 2: CIRCLE OF TRUST

540004

CAPTAIN'S LOG

"Supplemental. After a harrowing approach to the planet, we have finally made it to the surface of Cancri IV. Our present location, the Theatre Enneagrammatic, is one of unspeakable tragedy. Will the Cancri trust us in good faith to not be anything like the barbaric Klingons? Will years of Starfleet training provide the diplomatic skills needed to heal this wound? We shall see."

SCENE 1: THE SCENE OF THE CRIME

Once the away team arrives at the meeting location where the Cancri elders had been assassinated by the Klingons, read or paraphrase the following:

The blue-hued sky bleeds cold air as gusts of cobalt-blue methane blow sideways from around the raggedly ancient mountain peaks and across the long landing platform. Atop one such peak and at the end of the platform sits the domed, metallic Theatre Enneagrammatic where General Kol had callously killed the Cancri elders, ending decades of negotiated peace from the neutral civilization and beginning an era of unparalleled isolation. As you approach in EVA suits, you can't help but wonder if the blood from the transgression still stains the polished stone floor of the ancient conference hall. There is only one way to find out.

Characters may try to gain entry to the Theatre Enneagrammatic. Once again, the Cancri do not respond to hails. The landing platform leads to a large door without

a visible control pad. However, there is a palm-sized object in the shape of an icosahedron, a polyhedron with 20 faces, halfway embedded in the metal door. Characters with focuses in Architecture, Cultural Studies, Geometry, Linguistics, Mathematics, or similar studies may attempt an **Insight + Engineering or Science** task with a Difficulty of 1 to determine that the metal object is some sort of puzzle-based locking mechanism. It has various nonconforming shapes etched into each visible side. Scanning the device reveals its tritanium composition interlaced with dilithium crystal fragments. The icosahedron absorbs any energy sent into it.

Another successful **Insight + Engineering or Science** task with a Difficulty of 1 enables a character to determine a pattern to the markings indicating which should be touched in a particular order to dislodge it from its holding, subsequently causing the doors to open. Spending 1 point of Momentum also reveals that the icosahedron is a cypher of sorts.

Give the characters time to prepare. Who knows what is behind these doors?



SCENE 2: THE NEW ELDERS

Once the icosahedron has been dislodged from its holdings, read or paraphrase the following:

All eyes are forward as the large doors open to the meeting hall's interior. Muscles tense, stances widen, and hairs stand on end as shards of artificial light illuminate the ancient chamber. At the far end of the room, three solemn figures stand motionless. Dressed in their flowing Darmored carapaces, the Cancri elders say nothing. Is that a warning to stay away or an indication of welcome?

Give the characters a chance to establish contact with the isolationist leaders. They may even question if they can be understood, as the elders are not quick to make a response unless they understand the full purpose of the crew's visit. Characters may scan the area using a **Reason + Security** task with a Difficulty of 0. This reveals that the entire structure is replete with weapons and defense systems. (See the **Cancri Elder** NPC entry.) Spending Momentum to Obtain Information reveals:

- The automated systems are rigged to activate if assaulted, much like the climatic defense field around the planet.
- The systems are computer-linked to the Cancri elders via their carapaces. Trying to interrupt the signal would likely set the weapons off immediately.

An astute character with focuses in Xenoanthropology, Cultural Studies, Diplomacy, Negotiations, or something similar may make an **Insight or Presence + Command** task with a Difficulty of 1. They will realize that if the Cancri elders wanted them dead, they would have already been victims of assault. Negotiations are open.

DO YOU PREFER A LITTLE MORE ACTION?

Maybe you want to stir things up a bit. If so, allow some of the Theatre Enneagrammatic's automated defenses to go off. They can consist of metallic tentacles that shoot from the floor, electric whips of energy shot from wall-mounted harpoons, and laser beams that erupt from floating circular robots that resemble sea urchins. These weapons attack with **Control (8) + Security (3)** and inflict 3▲ Stress on whomever they strike. This could cause EVA suits to be compromised. Remember to factor EVA suit Resistance into any damage. Fortunately, the atmosphere inside the Theatre Enneagrammatic is breathable for humanoids as it is a diplomatic meeting hall. Weapons are destroyed if 3+ Stress is inflicted on any of them. Though you may want to shake up the players with a quick firefight, it is best to make sure they survive into the next scene. (Of course, if they happened to bring a red-shirted non-player character along, a grisly death to up the ante might not be a bad idea.)

TACHYON-INFUSED ICOSAHDREDON

The Cancri elders speak. You can decide if they speak in unison or if the trio take turns. Perhaps one speaks for them all. They state:

"Deceit's design is destined for failure. Our trust betrayed. Our elders slain. Who shall pay for this crime? Who shall bring balance to time?"

Allow the characters to respond. The Cancri elders can converse in a way that exudes distrust but hopefulness for peace. They want to remain neutral at all costs. This may be resolved with a social conflict extended task with a Magnitude of 3, Work Track of 10, Resistance of 1, and Difficulty of 2 using **Insight or Presence + Command or Science**. Or you may choose to expedite the adventure, have the elders agree to a deal, and jump into Act Three. Eventually, the away team should make enough headway for them to hear the Cancri elders state:

"Is it the universe's design for us to end our long isolation and rejoin the galactic community? There is but one way to know. In your hands is a tachyon-infused icosahedron. We shall let the Grand Designer decide. Cast the artifact into the air and let the tests begin. Succeed and we shall broker a new treaty with the United Federation of Planets."

Just as the words are uttered, the away team receives a message from their ship:

"Away team, be warned! A Klingon vessel has entered the system. They have managed to evade the artificial constructs and are moving into attack position. They probably were observing us while cloaked and figured a way past the defenses!"

ACT 3: JUSTICE SQUARED

540005

CAPTAIN'S LOG

"Supplemental. Matters just got worse. We now have Klingons in orbit. It is more imperative than ever that we fulfill the Cancri's terms and negotiate a deal before the Klingons disrupt our best efforts. I just pray that the ship and crew will be able to withstand any Klingon assaults."

SCENE 1: ENCOUNTERS ON CANCRI IV

It is now up to the away team to do as the Cancri elders say. Cast the tachyon-infused icosahedron into the air and let the tests begin.

After the first encounter, a party of Klingons equal to the number of individuals on the away team beams down to begin pursuit.

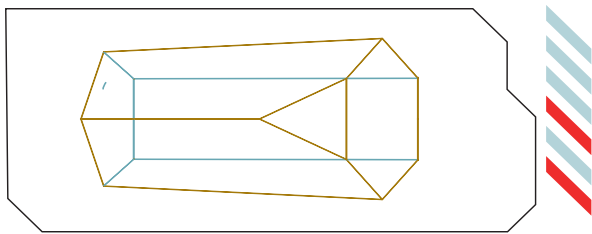
SCUTOID NEST

The away team is transported into an underground cavern filled with methane gas. What looks like millions of swarming creatures – half-bat/half-beetle – crawl over every surface of the dank, guano-strewn cave. There are no visible exits. The tachyon-infused icosahedron goes dark. It is inoperable except for one shape that is illuminated on one side. The shape looks like a bent prism with five slightly slanted sides and one corner cut off.

A character may make a **Reason + Science or Medicine** task with a Difficulty of 1 to positively identify the shape.

Gamemaster's Guidance: You may give a player this excerpt to read when explaining what they learn about the shape:

This shape looks like the scutellum in the thorax of some beetles, hence the name "scutoid." During development, the transformation of a single-celled zygote into a lifeform requires cells tessellating, breaking up into simple polygons, to make the required structures. Scutoids make cellular reorganization less expensive in terms of energy.



Just as this information is learned, the nest of swarming creatures goes positively mad. They form a flying wave of black that threatens to knock people over and separate the away team. Any complications rolled could mean getting separated or losing hold of the icosahedron, which goes rolling into a crevice. Characters must figure a way to survive the swarm and escape the cave.

Have the player characters attempt an **Insight or Reason + Science or Engineering** task with a Difficulty 2. A success means that one discerning character suggests scanning the swarm for signs of scutoids in their design. Failure means everyone must suffer 2▲ Stress, with the understanding that

INTRODUCING KLINGONS

The Klingons have years of experience of dealing with the Cancri. Hence, this gives them an advantage in comprehending and evading Cancri defenses. This includes tracking the energy emissions from the tachyon-infused icosahedron. They seem one step ahead. They can appear in each encounter after the first.

THE AWAY TEAM

Perhaps the away team can find a way to befuddle Klingon tracking sensors. Math, science, and geometry will dominate all the encounters, including some interesting conn challenges focused on navigating distance and geometric conundrums. Can Starfleet training dominate over Klingon savagery?

SHIP AND CREW

Maybe the team wants to activate supporting characters on the ship to fight off the Klingons. If that is the case, do not forget about the other dangerous artificial constructs or defensive systems that could make things more lethal for your crew.

EVA suits provide 1 Resistance. Complications could mean more lost equipment like tricorders or phasers. The roll can be made until it succeeds. Once successful, a tricorder – if still in hand – can be used to make a **Control + Science** task with a Difficulty of 2. Success means that a phaser can be adjusted to wide-beam dispersal that will enhance a frequency causing the creatures to spontaneously combust. This is a **Control + Security** task with a Difficulty of 1.

With the swarm dispersed, the icosahedron lights up and it can be tossed again.

RUMBLE IN THE RHOMBICOSIDODECAHEDRON

The away team is transported into a giant, green crystal where each facet is 20 meters long and wide. The massive interior surface has the traits Slippery and Hard. There are no obvious exits. The tachyon-infused icosahedron goes dark once again. It is inoperable except for one shape that is illuminated on one side. The shape has 60 vertices, the points where two or more line segments or edges meet, and 120 edges.

Utilizing their tricorder, a character may make a **Reason + Science or Engineering** task with a Difficulty of 1 to positively identify the shape.

Gamemaster's Guidance: You may give the players this excerpt to read when explaining what they learn about the shape:

In geometry, the rhombicosidodecahedron is one of thirteen convex isogonal nonprismatic solids constructed of two or more types of regular polygon faces. This one is flawless in its geometry with no discernable exits. The atmosphere is breathable. Strangely enough, gravity exists on all surfaces.

CANCRI CONCRETIA [MINOR]

Most Cancri citizens are of the Concretia class. They are only able to survive in gaseous and semi-liquid environments composed of mostly liquid methane. Small concretions or hardened cells have been found inside their organs that are responsible for equilibrium. These concretions allow them to swim and hunt in their natural environment. They can even achieve short bursts of flight in gaseous environments more akin to gliding.

TRAITS: Cancri, Tentacles, Fast Swimmers, Short-Burst Flight

ATTRIBUTES

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

DISCIPLINES

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

STRESS: 8 **RESISTANCE:** 0

ATTACKS:

- **Tentacle Strike:** (Melee, 3A, Knockdown, Size 1H, Vicious 1)

SPECIAL RULES:

- **Resistance to Toxic Gases:** Cancri Concretia are resistant to many hostile gaseous atmospheres if there is the significant presence of methane gas in the air.
- **Tangle of Tentacles:** When attempting a task that uses their multitudinous mass of thin tentacles, add one bonus d20.

CANCRI ELDERS [MAJOR]

Cancri elders are the political, spiritual, and moral leaders of the two factions of their people, the Concretia and the Nauti. All elders are selected from the Nauti. They value well-designed plans and set structures in imitation of the observable universe. Elders also have computer-linked access to all their city structures.

TRAITS: Cancri, Tentacles, Cybernetic Control of Planetary Structures

ATTRIBUTES

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

DISCIPLINES

COMMAND	04	SECURITY	02	SCIENCE	05
CONN	-	ENGINEERING	03	MEDICINE	01

STRESS: 10 **RESISTANCE:** 1

FOCUSES: Automated Defense Systems, Exoskeletons, Fourth Dimensional Thinking, Geometric Sciences, Neutrality, Universal Order

ATTACKS:

- **Tentacle Strike:** (Melee, 3A, Knockdown, Size 1H, Vicious 1)

SPECIAL RULES:

- **Armored Translation Carapaces:** In addition to providing protection and translation capabilities, the carapaces have since been retrofitted to link with the planetary and fleet computer systems. This enables elders to employ weapons and defenses remotely while in their structures or vessels. While in Cancri locations, opponents receive the complication of *Computer-Assisted Defense Systems*. This cannot be removed unless characters vacate the location or the location is utterly destroyed.
- **Resistance to Toxic Gases:** Cancri Concretia are resistant to many hostile gaseous atmospheres if there is the significant presence of methane gas in the air.
- **Tangle of Tentacles:** When attempting a task that uses their mass of thin tentacles, add one bonus d20.

Allow characters to explore the space, walking along any interior surface, even ending up upside-down from others though feeling no fluctuations in gravity. They always return to whatever surface their feet face. Just as they complete their explorations, a team of Klingons transports in. They are armed with disruptors and immediately demand the officer's surrender and fire off a warning shot. The shot ricochets in random directions until dissipating. Characters must make a **Fitness + Security** task with a Difficulty of 1 to avoid being hit. Each character must take their roll in turn; they should not all roll at the same time. The first person to fail the task takes the hit.

A conn, science, or engineering officer may make a **Reason + Conn or Science** task with a Difficulty of 2 to comprehend the ricochet effect. Success means they now have the advantage of Sharp Shooter while in the rhombicosidodecahedron. Momentum from the original roll can be spent to grant this advantage to allies. This rumble will not conclude until one side is completely defeated. If needed, the gamemaster may transport the away team back to their vessel.

When the battle is won, the icosahedron lights up and it can be tossed again.

MEGAGON

The away team is transported into a massively domed gaseous city. This is Megagon, the capital city of the Cancri. Read or paraphrase the following:

You rush to restore your EVA suits to full operational mode before the methane gases can overtake you. Before you, you see a population of ordinary citizens moving among different layers of gaseous plumes that wrap needle-like skyscrapers in their midst – large, multitentacled family groups of cephalopodic beings gliding in a way that resembled squids moving through the ocean currents. But these bear no armored carapaces. They exist in their purest form, their smooth, pale blue skin decorated with a multitude of neon shapes constantly emitting bioluminescent flickers.

Characters versed in linguistics, pattern recognition, or codebreaking will recognize the flickers as language. They may attempt a **Reason + Command or Science** task with a Difficulty of 1 to succeed. If communication is established, the away team learns that they are among the Cancri Concretia, a lesser order form of Cancri who live under the loving protection of the Cancri Nauti, of whom the elders comprise. They are peace-loving and do not wish any evil to fall upon their peaceful planet.

At this point, a science or medical officer may make a **Reason + Medicine** task with a Difficulty 0. Anyone succeeding realizes that the population is suffering from a skin cancer. Spending Momentum to *Obtain Information* reveals that the climatic decagon defense field is also intensifying the radiation from the binary stars and creating an illness that is damaging the population.

The Cancri elders now appear on the scene and say:

"You have shown yourselves capable of understanding the universe and working within its laws to triumph. Will you now lend your talents to aiding our people? Our greatest defense is now leading to our own destruction. The quantum-generated cone network is imperfect and exhaustible. Yet, isolation will spell doom for us. Dare we trust again?"

CONCLUSION

540006

The closing scenes are at the gamemaster's and players' discretion. This could include a space battle between the Federation and Klingon ship while the away team concocts a solution to help the Cancri on the planet. In addition, another batch of Klingons might transport into Megagon wearing EVA suits of their own and try to continue the battle in the gaseous metropolis.

Can the command officers negotiate a new treaty with the Cancri elders, perhaps inviting them to join the Federation? Can Starfleet provide the Cancri the peace and security they seek in exchange for access to their system and resources? Can science, engineering, and medical officers modify the climatic decagon defense field in some way to cause less harm? Or can they develop a cure for the people to withstand the harsh radiation? In addition, can conn and security officers help enhance the Cancri's defense network? Or can they concoct a tactical strategy in conjunction with Starfleet that will succeed in protecting the Cancri?

CONTINUING VOYAGES

540007

Your crew may be assigned to complete negotiations, bolster planetary defenses, or provide more medical and engineering assistance to the Cancri in future missions. Will the Klingons take efforts to shatter the union between the Cancri and the Federation? Maybe a curious Cancri citizen desires to join the characters' vessel as an observer or new member to Starfleet Academy. Perhaps the crew will help establish a new starbase in this sector? The possibilities are endless.

CAMPAIGN IMPACT

SUCCESS: If the crew is successful during a majority of their geometric testing, they gain the following Resource asset: Cancri System Defense Grid – Military 11/2, Personal 10/2, If an asset would roll on the Loss table, it rolls 2 dice and chooses which result to use.

FAILURE: If the crew is unable figure out the bizarre geometries of the Cancri, they lose 1 Campaign Momentum and 1 Progression point.



>>>>>>>> **SCRIPTED EVENT** **"THE STARBASE ASSAULTS"**

STARFLEET INTERNAL REPORT: ALL CAPTAINS

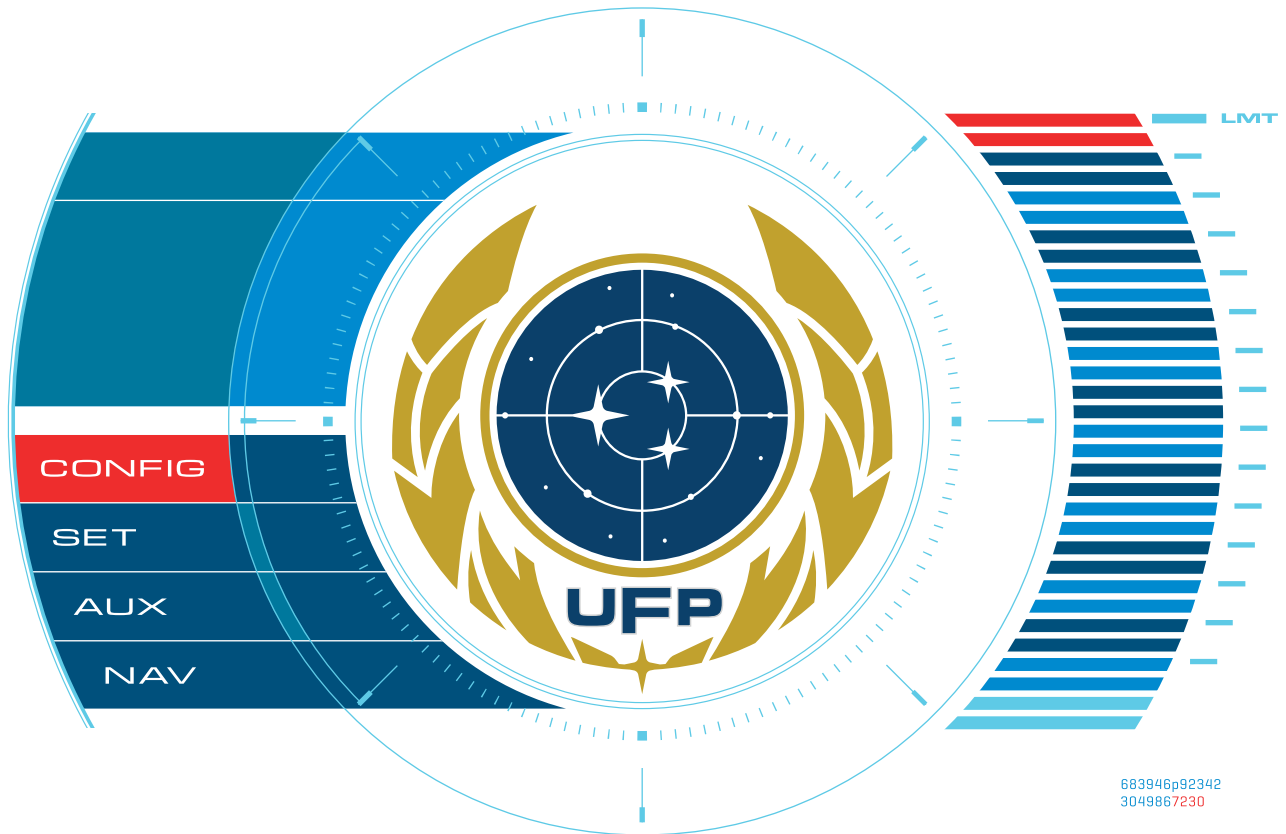
I regret to inform you that recent months have proved the Klingons have moved to a program of civilian attacks. We have lost several Starbases and even colony facilities to some brutal tactics. One Klingon ship even tracked one of ours under cloak for days until it returned home, just so they could blow up the base's reactor in a suicide run. For all their protestations, we are not fighting an honorable enemy. We must remain mindful that when we pull out of the defense of any part of the Federation, we are leaving innocents to die. The Klingons will not stay their hand from civilian targets or restrict themselves to military installations as we have done. What makes me saddest is that they probably think this means we are weak.

Starfleet intelligence has been trying to understand this change of tactic, and its both good news and bad news. It appears the various Houses of the Klingons are no longer united. Attacks and occupations of our bases have recently been done in the name of a House, not the Empire. This also explains the seemingly random nature and the variety of types of attack. Put simply, as far as the Empire is concerned, no one is driving the train. This makes them unable to form a cohesive plan, or bring the full weight of their fleet against any one area. Unfortunately, it means we have no one to negotiate with and no way to predict their battle plan. Additionally, we believe this is the reason for the civilian attacks. The Klingons are pursuing a quantity over quality approach in their attacks, with whoever takes the most from us gaining the most influence among the Houses. They are going to try and tear us apart so they can figure out which one of them is the biggest dog.

How much of this information you pass on to your crews is left to you. Morale is low given the recent loss of *Discovery* and the continued retreats from our own territory. Most of our people are fighting for their families and those they love, and if they believe they are in just as much danger (or even more) then may lose what little hope they have left. We also need to hold on to what makes us Starfleet. We can't begin the same plan of civilian targets just for revenge. We can't become the worst that war will make us. If the Federation is to fall, we must be Starfleet to the last. But I tell you this. While I still draw breath, I will give everything to defend what we have built. I know I can count on every one of you to do the same. The Klingons may be able to destroy the Federation, but they will never destroy what it stands for as long as we hold true.

CHAPTER 06.00

LATE WAR



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>>>>>>>> SCRIPTED EVENT "U.S.S. DISCOVERY REAPPEARS"

FEDERATION TODAY - BREAKING NEWS

By what we can only term as a miracle, the *U.S.S. Discovery* has reappeared, safe and well. While nothing that the crew of that ship gets up to is entirely a surprise, you may remember reports that the ship was destroyed over nine months ago. Even for the ship that destroyed the Ship of the Dead, and performed countless incredible feats, coming back from the dead seemed something beyond even their grasp. Yet here they are.

Where the *Discovery* has been for the last few months remains a mystery. Starfleet is explaining the disappearance as a "rare subspace anomaly," insisting the ship was somehow trapped in some layer of subspace. Conspiracy theories abound, though. Most people assume *Discovery* was on some sort of black operation for Starfleet. But the implications of that are too far reaching and it is hard to believe any such operation by *Discovery* would not have held back the seemingly unstoppable Klingon advance. So, if this conspiracy theory is true, we can only wonder about how much worse things would have been without *Discovery* working in the shadows.

One suspects the more logical reason is that whatever experimental technology is aboard *Discovery* failed in some way, or needed some serious downtime and repairs. It is hard to see them staying out of the fight, though. Having said that, whatever the reason, the important thing is that they are back. We've already heard that this reappearance has raised morale among the fleet and across the Federation, at a time we really need more hope.

So, to the crew of *Discovery* we say, we don't know where you've been, but wherever it was we hope you got a good rest, because there is a lot of work for you to do out there!



“THE SIEGE OF STARBASE EPSILON-12”

SYNOPSIS

620001

The crew is dispatched to Starbase Epsilon-12, a Vulcan science base on the border of Federation space, which has come under attack by Klingon forces. There was almost no warning for the attack, and by the time the Federation received the distress call, the station had suffered significant damage.

This mission is a mix of military defense and rescue. The crew is instructed to break through the Klingon forces which are laying siege to the starbase, and rescue as many of the scientists aboard as possible before any additional Klingon attack vessels arrive. Time is of the essence.

The gamemaster begins this mission with 2 points of Threat, plus 1 additional for each player character in the group.

ACT 1: EMERGENCY RESPONSE

620002

SCENE 1: FLIGHT INTO THE FIRE

This act begins with the characters receiving their mission from Starfleet. Read or paraphrase the following:

The viewscreen clicks to life, cycles through numerous encoded security filters, and relays the image of Admiral T'Cheil. "Captain, I'll keep this brief. Twelve minutes ago, we received an emergency distress signal from Starbase Epsilon-12. They report an attack by several vessels matching the description of Klingon attack ships. Reports indicate severe casualties. Head there at maximum speed to defend the base and render any assistance possible."

The admiral ends transmission, and due to its security coding it isn't possible for the crew to reconnect. This means the crew has very little knowledge of what they're heading into; play this up for dramatic effect. Allow the crew to generate Momentum by engaging maximum warp, a **Control + Conn** or Engineering task at Difficulty 1.

The travel to the base lasts long enough for the crew to attempt to find information about their destination. This can be done with a **Reason + Security** task, which can be aided with the ship's Computers system. Count the number of successes, as each one reveals further information about the station; however, only a success of 3 or more yields Momentum.

- **1 Success:** Starbase Epsilon-12 is a Vulcan-owned facility located close to Celes, roughly midway between Vulcan and the edge of the Klingon Empire. It is home to roughly 600 scientists, of which 86% are Vulcan.
- **2 Successes:** The base is in orbit around the third moon of Alceria-4, a Class-L planet. Fourteen centuries ago, the Vulcans terraformed the moon and used it as a meditation retreat to hone their mental and psi faculties.

NO-WIN SCENARIO

Before beginning this mission, it's important to ensure that all players understand there is no means to rescue all 600 scientists. Some players may wish to try to save all the civilians, but this isn't possible; from the first minute, they must decide who they'll rescue and who they'll leave to die.

This theme of tragedy may be upsetting for some players. However, this mission is a test of the crew's character and resolve, urging them to make hard decisions under pressure. Although this is a rescue mission, it is tonally intended to create a sense of the hopelessness of war; innocent people die, and it isn't possible to save everyone.

In this way, the mission can be considered a “no-win scenario,” much like the *Kobayashi Maru* training program used at Starfleet. Remind the players that the crew will doubtless have been trained with such a program, but applying those principles in an actual mission should feel quite different!

- **3 Successes:** Although use of the moon's meditative retreat has declined in recent centuries, it still attracts the occasional Vulcan student who seeks solitude. Meanwhile, the base itself focuses on developing energy systems for starships.
- **4 Successes:** Klingons have never shown interest in this starbase, although its location would make it a strong frontal assault base for further ingress into Federation space, making this a potentially useful military location.
- **5 Successes:** Eighteen hours ago, Federation transmission relays overheard Klingon communication discussing the starbase. The communications reference Vulcan mental and psi research, and discusses possible military threat to the Empire. With this many successes, it becomes clear to the crew that the Klingons fear the Vulcans are using the base to research military deployment of their psi capabilities against the Empire, and are staging a pre-emptive assault.

If the crew gain 5 successes, allow them to become intrigued about the nature of what the Klingons may believe as a reason to stage their siege. This could be anything from infusing psi capabilities into soldiers to create terrifying combatants, to the threat of a psychic "bomb" type of weapon of mass destruction. Whatever theories they come

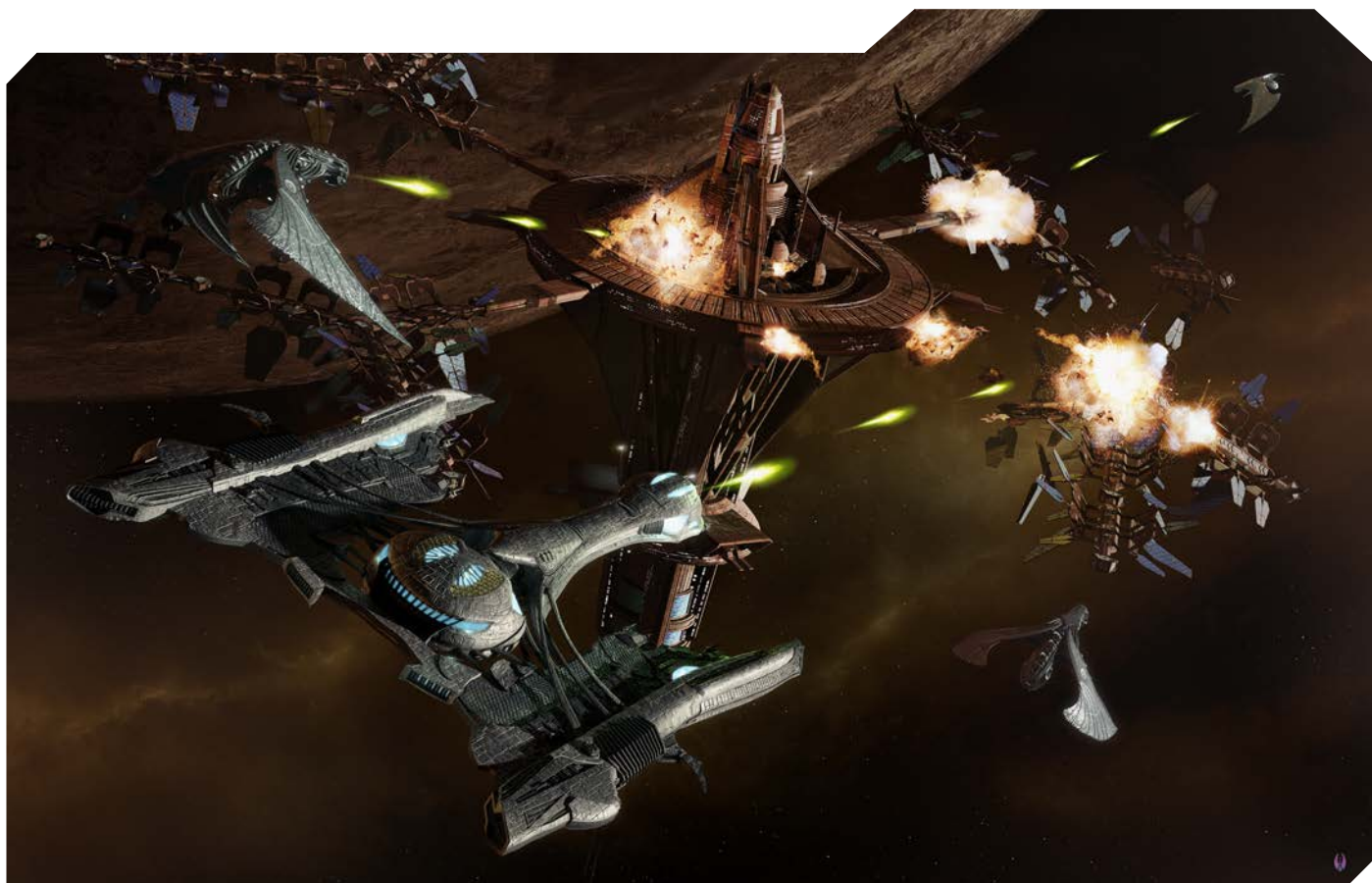
up with, they are incorrect; the scientists on the starbase are performing no such research. The Klingons have gained information relating to the moon's history and, based on racial hatred and prejudice, inferred malicious intent. If the players are keen to explore themes such as those mentioned, you can lean into this subject.

SCENE 2: FLY IN, GUNS BLAZING

As soon as the crew complete their research, move to this scene as they arrive at the base. Upon arrival, it is under attack by 3 Klingon vessels. They are focused on the attack, and do not immediately detect the ship's arrival, allowing the crew to decide how to act; but do not allow the players to linger discussing tactics. If they take too long, the Klingons detect their presence.

Two of the vessels are *Daspu'* class: the *I.K.S. Kal'trag* and the *I.K.S. Da'targ*. Both provide harrying fire and interference for the other vessel, a *Qoj* class battlecruiser named *I.K.S. Trak'la*. Use the notable starship statistics for these classes provided in chapter 7 for these vessels.

During the battle, as long as all three attackers remain, one Klingon vessel (determine which one each turn) focuses its attention on the base. When one vessel is disabled or destroyed, the two remaining thereafter focus their attention on the crew.



The base is visibly in terrible state. The docking arm has broken loose and floats free, there are numerous hull breaches (several of which eject flame into the vacuum of space), and the engine core is exposed and visibly crackles with radioactive discharge. Around one broken piece of hull float numerous bodies which have been blown into space, frozen in death.

Use the stats for the Vulcan Science Academy Research Facility on page 199 with the following changes: the base's Shields are currently at 1 and the Weapon Systems are inoperable. Keep track of every successful strike dealt to the base during the combat.

As soon as the battle is dealt with, the remaining Klingon vessel emits a transmission. The crew can easily detect this without any roll required, but ask them to attempt an **Insight + Conn** task at Difficulty 4 now. Note the result; it will be important in Act 2.

ACT 2: EMERGENCY RESCUE

620003

Once the Klingons have been dealt with, the crew receive a transmission from the base. Read or paraphrase the following:

The image of a Vulcan materializes on the viewscreen. She is bleeding heavily from a deep gash in her forehead, her scientific garb smeared with smoke, torn and bloodied. Behind her, scenes of wreckage and car nage fill the base's command room. Wiping her brow, she speaks. "I conclude you are our rescue vessel. I am Commander L'San. The situation is grim; I predict our chances of survival to be below 0.4%. Nevertheless, I will now transmit details on the station's infrastructural damage to you now, in the hope that you can recover as much of our research as possible."

During this act, the crew needs to complete as many tasks as possible to aid the base's inhabitants as possible. There is a time limit to complete this work; the crew should be able to infer that the Klingon transmission is a call for reinforcements, but the exact amount of time they have is only revealed if they passed the task in Act 1.

Klingon reinforcements will arrive in **8 hours**. If the station received more than 4 hits from the Klingons during the combat in Act 1, this is reduced to **7 hours**. Time elapses in half-hour blocks.

In this act, the crew's goal is to evacuate as many scientists from the station as possible before this time elapses. There are 600 Vulcan scientists aboard, and it is extremely unlikely that all will be saved. Every half-hour, some will die (see **Engine Leak** and **Treat the Injured**). The crew will need to make hard decisions to rescue as many as they can.

During this act, there are a total of 600 scientists. Some of them can be rescued; the maximum number is, naturally, 600. This means that a maximum of 600 can die.

Psychologically, it can be difficult for people to recognize the considerable impact that a huge loss of life creates. The Human mind can understand the impact of death on a relatively small scale: five, ten, or twenty people killed. However, as the number escalates, the capability to grasp the sheer grotesque waste of life tends to lessen. In brain science, there's a completely unrelated law of large numbers, and it's this: the larger the number, the worse the Human brain's ability to comprehend it.

In an attempt to counter this, the gamemaster should consider how to best put across the significance of each life lost in this mission. Start small; each half-hour block, sum up how many civilian lives were lost. You may represent these lives in a way which is visually recognizable, either with checks on a piece of paper, marbles, miniatures, anything which can provide a visual representation for the players. Over the course of the mission, gradually build up this visual representation. Take time each turn to emphasize how many civilian casualties are lost.

Do the same with every life the crew saves, using the same methods. Be sure not to glamorize or act reductive to the actions here; you're not trying to reduce the idea of loss down to comprehensible numbers or act as "suffering tourists." Instead, you want to emphasize the impact of the players' part.

Numerous actions can be taken, each of which requires time to complete. If the roll is unsuccessful, the entire task must be attempted again, including any time required to complete the task. Follow the instructions in each action to determine how long it will take to attempt, as follows.

- **Manual Evacuation:** The base's transporters are offline, and the docking bay arm is detached. In order to evacuate the scientists, the crew must use the ship's transporters to board the base itself, manually locate the scientists, and ensure their ship's transporters gain a lock. Doing so allows the crew to rescue 20 scientists every half-hour.
- **Engine Overload:** The engine core of the station is unstable. If it is not restabilized within 5 hours, it will detonate, causing a chain reaction which will kill scientists (and any crew!) on board at that time. There are two ways to prevent the core's detonation from destroying the station. The first is to manually stabilize the energy balance within the core; this requires two hours and a successful **Fitness + Engineering** task at Difficulty 4. Alternatively, the core can be jettisoned into space where it can detonate safely; this requires a half-hour and a successful **Control + Engineering** task at Difficulty 2, but increases the Difficulty of all further Science, Conn, and Engineering tasks attempted while aboard the station by 2.

- **Engine Leak:** At the time of arrival, the engine's overload has caused a severe radiation leak. Every half-hour the core's radiation extends further through the base, killing 40 scientists from radiation poisoning. The spread of radiation can be halted by re-routing power to the base's internal security fields, which can be done with a successful **Daring + Security** task at Difficulty 3. This takes a half-hour (which doesn't prevent the fatalities caused by the radiation poisoning during that half-hour). The spread of radiation also ends when the Engine Overload (above) is resolved.
- **Re-Initialize Transporters:** The base's transporters are not functioning because a direct hit caused their internal relay circuits to overload. While they're down, the number of scientists who can be rescued is limited to that of Manual Evacuation (above). The overloaded relays must first be located, as there are several hundred identical relays which must be examined before they can be replaced. Locating which are overloaded takes one and a half hours and requires a successful **Reason + Conn** task at Difficulty 2. Once located, they can be replaced in a half-hour by a successful **Control + Engineering** task at Difficulty 3. Replacing them allows the base to work their own transporters, increasing the number of scientists who can be evacuated every half-hour by 10.
- **Re-secure Docking Arm:** The base's docking arm can be reattached. Doing so is a timely exercise, but provides an additional route by which more evacuees can be rescued. Using the ship's tractor beams or a shuttle to recover the docking arm requires a **Control + Science** task with Difficulty 2, and takes a half-hour. Reattaching it, however, is far more difficult and requires a member of the crew to don extra-vehicular suits and re-secure the module manually. This takes two and a half hours, requiring a **Fitness + Engineering** task at Difficulty 4. However, if successful, the number of scientists who can be evacuated every half-hour is doubled from what it was before (i.e., if the crew were performing Manual Evacuations only then the number is now 40, while if the transporters are repaired the number is now 60).
- **Treat the Injured:** Every half-hour, 15 scientists succumb to their injuries and die. These deaths can be prevented by succeeding on a **Presence + Medicine** task at Difficulty 3. This task must be attempted every half-hour to maintain its effect. Additionally, 50 scientists have injuries so severe that they cannot be evacuated without additional treatment; this takes an hour (during which no other patients can be treated!) and requires a successful **Insight + Medicine** task at Difficulty 4. If successful, those 50 scientists are considered to be evacuated immediately.
- **Internal Fires:** Three points in the station are sealed and suffering severe fires due to the damage. One location burns at the start of the fourth hour, a second at the start of the fifth hour, and the last at the start of the sixth hour. When a location burns it becomes uninhabitable, killing 60 Vulcan scientists. It takes the crew half an hour to extinguish the fire at any one of these locations; this requires a successful **Daring + Security** task at Difficulty 3.
- **Bulkhead Breaches:** The outer bulkhead on decks 7-9 is destroyed, and held only by a single security field. If this field goes down, 100 Vulcan scientists are blown out into space. The field has enough energy to last for 4 hours from the start of this act. It can be repaired with a successful **Daring + Engineering** task at Difficulty 3, but this would take two and a half hours. Alternatively, the crew may instead re-route system energy to strengthen the field; doing so only takes a half-hour, and requires an **Insight + Science** task at Difficulty 2. Strengthening the field in this way extends the time it may function by two hours. Lastly, if the engine core is jettisoned, the field shuts down automatically, fatal to all scientists on these decks.
- **Weapon Systems:** The base has four banks of defensive armaments, all of which were taken out first when the Klingons arrived. It is possible to repair them. Doing so takes one hour per armament bank, and requires a successful **Control + Security** task at Difficulty 2. This repairs one of the weapon banks. All four can be repaired by attempting this task repeatedly. These repairs allow the base to use its Weapon Systems again, regaining use of the Phaser Banks and Tractor Beam, however the Phaser Banks remain depleted and are capable of only delivering 3A of damage on a successful attack. The crew can raise this to 6A by successfully repeating this repair a second time, and up to the standard 9A by successfully completing it a third time.
- **Defensive Shields:** The base has only one shield remaining. It is possible to realign the shield matrix, but doing so requires that each matrix be recalibrated manually. Doing this takes a half-hour, requires a successful **Fitness + Science** task at Difficulty 2, and restores 2 of the base's shields plus one addition shield for each Momentum spent. This can be attempted as many times as desired, until the shields are at a 10. If successful, the base will be able to mitigate a greater amount of damage in Act 3.
- **Structural Repairs:** The base's infrastructure is under a considerable amount of damage, and any further assault could easily result in the base's destruction entirely. These repairs take one hour to attempt, and require a successful **Fitness + Engineering** task at Difficulty 3. If successful, the base will be able to survive a greater amount of damage in Act 3.
- **Request Backup:** The ship can send an urgent request to Starfleet requesting additional ships to help defend the base. Sending a message to Starfleet while this close to the Klingon border is exceptionally dangerous and requires that the transmission be encrypted. This requires a half-hour, and a successful **Daring + Conn** task at Difficulty 4. If successful, the crew will need to wait until Act 3 to see if the message bears fruit.

- **Aid from the rest of the crew:** Each of the tasks above should ideally require the crew's full attention one at a time, but most players will prefer to divide their ship's efforts by designating some work to various departments. The crew may designate one action at a time to be performed by the ship's department NPCs. However, without the oversight of the player characters, the tasks prove somewhat more challenging; the Difficulty for tasks allocated to the ship's departmental NPCs is considered to be 1 higher, to a maximum of 5.

At certain points in time, additional events listed below occur. Keep track of time as it elapses, and when the crew reach this point the events occur as listed.

- **When two and a half hours have passed:** Commander L'San contacts the crew. *"I have a request to make of you; please listen, as it is of exceptional importance. The station has been conducting research into extracting higher yields of power from dilithium crystals, by means of a higher band of ionizing radiation. This is why the station's core is as unstable as it is right now. We will arrange these files to be transferred to your ship's computer. No matter what, you must ensure they reach Starfleet. Even if you must leave us here to the Klingons, that data must be kept safe. Do you give your word that this will be done?"*

L'San is insistent in this matter, and arranges for the data to be transferred as discussed. If the crew refuse, she goes behind their backs to do so, implanting the data without their knowledge or consent after an hour has passed. Discovering this requires an **Insight + Science** task with a Difficulty of 2; the crew can react how they see fit. However, if they agree to safeguard the data, L'San tells them that if they must flee the Klingons to deliver the data safely, they must do so.

- **When four hours have passed:** During the battle, Klingons launched a bulkhead-piercing torpedo. This armament tore through the hull in the lower decks of the base, and came to rest there. Designed to activate after an extended period of time, this torpedo remained dormant and undetectable until now. Ask the crew to attempt an **Insight + Security** task with a Difficulty of 3; this task takes no time to perform, and if successful it reveals the torpedo's location.

If the crew fail to detect the torpedo, an hour passes, thereupon the torpedo activates. The explosion tears through decks 18-21, killing 75 Vulcan scientists. If the crew detect the torpedo, they can spend a half-hour and attempt a **Control + Security** task with a Difficulty of 4 to deactivate it. The crew may stop whatever they are doing to attempt this task, but must restart any abandoned task from the beginning while they deal with the torpedo.

During this act, the crew themselves are rarely in any threat (unless they're aboard the station when it detonates or they suffer radiation burns). Instead, the harm from the siege is likely to befall the civilians.

While their ship maintains a transporter lock on all crew who are working aboard the station, anyone who would receive this (possibly fatal) damage is considered to be beamed back onto the ship as urgently as possible; however, each crew member affected receives 2▲ Stress from the damage and experience. Worse, if the crew members require use of the transporter to rescue them in such a way, the transporter cannot be used in that same half-hour period to rescue any scientists. If the docking arm has been rescued, half the usual amount may be rescued instead of the usual amount.

Threat may be used to increase the amount of Stress inflicted in this manner.

Example: *Ensign Rodriguez is working aboard a section of the station. Currently the crew have re-secured the docking arm, but have not gotten the base's transporters back up and running, and are therefore rescuing 40 scientists every half-hour. Rodriguez is trying to now take care of the breached bulkheads. He attempts to successfully pass the required **Daring + Engineering** task, but fails. The crew have no Momentum to aid in this. The gamemaster determines that because of this, the breached bulkhead ruptures and Rodriguez is blown out into space.*

The ship is able to beam him back aboard to safety; however, the experience has left him at severe risk. Normally he would roll 2▲ for Stress, but the gamemaster decides to spend 1 Threat, increasing this to 3▲ for Stress. Rodriguez opts to take time off the next few stages of repairs in order to recover, but that won't help the scientists who died; because Rodriguez was beamed to safety, the 40 scientists who would normally be rescued die instead!

If they fail on this roll, the torpedo activates immediately, killing the scientists. The crew member leading the attempt to defuse is able to beam out, but sustains 4▲ Stress.

- **When six and a half hours have passed:** At this point, ask the crew to make a **Reason + Conn** task at Difficulty 2. If successful, their ship's long-range sensors detect a number of Klingon vessels approaching. This doesn't grant the crew any idea of a timetable for arrival, although their successes earlier may allow them to infer this information. The ships are too distant to allow the crew any idea of numbers or strength.

STAR-CROSSED LOVERS

At one point during this act, this event occurs. Unlike the previous listed events, this one occurs whenever the gamemaster finds it dramatically appropriate to do so.

One of the NPCs aboard the ship comes to the crew, confessing that for the last six years they've been in a long-distance relationship with a civilian who is currently lost on the station. That crew member explains that they've located their lover, and implores the crew to save them before fate separates the two forever.

For this event to work best, choose an NPC who has already been established during the course of the campaign; a favored security officer, a reliable nurse in sickbay, the transporter chief, anybody the crew have formed a relationship with over their missions together. Select a department relevant to this NPC.

Choose an event which has not yet been resolved from the following: Engine Overload, Engine Leak, Re-secure Docking Arm, Treat the Injured, Internal Fires, Bulkhead Breaches. If the crew wish to rescue the NPC's lover, this event *must* be the next one resolved. If the event isn't resolved successfully on the crew's very next action, their lover is considered to be one of those slain. Aid from the rest of the crew cannot be used during this event.

If the NPC's lover perishes, the NPC is distraught. They cannot focus on their work, and experience considerable distress. All dice rolls relevant to that NPC's department are considered to be at a +3 until the end of this mission.

Example: The NPC, Lieutenant Barran, works in sickbay. She explains to the crew that her wife is aboard a section of the station which is on fire. The crew were intending to fix the docking arm next, but instead prioritize the internal fires. If they fail in the action to resolve this, all rolls including the ship's Medicine department are considered to be 3 higher; a roll of 11 is considered to be a roll of 14.

Threat can be spent in any of the following ways.

- Jetting Plasma (1 Threat):** Repairs that the crew are undertaking require work in a part of the ship which suffers from broken plasma vents. Select one of the actions listed in Act 2 required to repair the base; before the crew can attempt that, they must first attempt a **Fitness + Security** task at Difficulty 3. This task consumes no time, but any crew member who fails this roll suffers 2▲ Stress.
- Additional Complications (1-4 Threat):** Repairs that need to be completed are more difficult than they initially appear. Increase the Difficulty of any one task roll in Act 2 by 1 for each point of Threat spent, up to a maximum Difficulty of 5.
- Crew Damage (1-3 Threat):** Threat can only be spent in this way if a crew member is in the way of harm, such as being trapped aboard a section of the station which experiences radiation leaks, bulkhead failures, or core detonation. For each crew member who experiences damage in this way, add 1▲ to determining Stress for each point of Threat spent.
- I thought we fixed that! (4 Threat):** Select a repair in Act 2 which the crew had already successfully completed a task to resolve, such as Internal Fires or Re-Secure the Docking Arm. The error re-occurs, posing the same hindrance as it previously did. The crew must re-attempt the task to resolve the issue.
- Klingon Commander (4 Threat):** Undetected, a Klingon commander infiltrated the base during the siege. Once this Threat is activated, the Klingon begins killing Vulcan scientists at a rate of 15 every half-hour. He continues to do so until the crew confront him and incapacitate or kill him. Use the statistics for the Klingon Commander below; the crew can engage him in combat. Combat with the Klingon is not considered to take any time for purposes of base repairs, and if the Klingon is defeated, he ceases killing any further scientists.

Once the time has elapsed, Act 2 ends. Move immediately to Act 3.



000XCBS

KUL'VOTH, KLINGON COMMANDER [NOTABLE]

TRAIT: Klingon

VALUE: My House's Honor Will Never Be Questioned

ATTRIBUTES

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

DISCIPLINES

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

FOCUSES: Infiltration, Interrogation, Melee Tactics

STRESS: 13

RESISTANCE: 2

ATTACKS:

- Augmented *bat'leth* (Melee, 4▲, Knockdown, Size 2H, Lethal)
- Unarmed Strike (Melee, 4▲, Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 5▲, Size 1H, Vicious 1)

SPECIAL RULES

- Dauntless:** Whenever you attempt a task to resist being intimidated or threatened, you may add a bonus d20 to your dice pool.
- To Battle!** Whenever a Klingon buys additional dice for a melee attack using Threat, for each Threat added to the pool, you gain 1 bonus Momentum that can only be spent on Bonus Damage, increasing the damage of the attack by 1 per Momentum spent.

ACT 3: STAND OR FLY

620004

At this point, Klingon battle cruisers drop out of warp, ready for battle. There is one *Jach*-class vessel and two *Sech*-class vessels. If the gamemaster has Threat, they may spend 3 points to add another *Jach*. Use the statistics in *Chapter 7* for each respective vessel. If you do add another *Jach*, it follows the same target as the first, attempting to move into a pincer formation while the two *Sech* vessels act to harry the Federation vessel(s).

During this combat, the starbase may act on each turn if at least one weapon battery is operational. The base possesses 1▲ per functional weapons battery, and may target as many Klingon vessels as it possesses functional weapon batteries. No combat rolls are necessary for the base; weapons fired from it are considered to always strike their targets, so simply roll for Stress. The base can fire once per combat round, and always acts last in each round.

In each round of combat, as long as there are at least 3 Klingon vessels, one will always target the science base to attack. During combat, if the facility has access to its Weapon Systems again, it will attempt to defend itself to the best of its ability. The crew cannot increase the facility's Shields or restore the Phaser Banks strength any further during this act. If the Shields are reduced to 0, any scientists left on board die as the base is destroyed.

AID FROM STARFLEET

If the crew successfully completed the Request Backup action at any point during Act 2, another Federation vessel appears. The *U.S.S. Jervis* arrives during the third turn of combat; it is a *Cardenas*-class vessel (stats are in *Chapter 7* on page 191). However, if there is another vessel which the crew have formed a strong kinship throughout the campaign, that one appears instead.

The backup ship's arrival should be a momentous moment, coming without notice as the ship drops out of maximum warp and immediately opening fire. The players control the ship collaboratively, and may determine its movements and target on each turn. Only upon its arrival does the ship's captain hail the crew: "We got here as fast as we could!"

This is, sadly, the only vessel which Starfleet can send at this short notice, so any repeated attempts to Request Backup made during Act 2 are wasted.

When only one Klingon vessel remains, it engages a ramming attack against the crew's ship.

"TAKE THE DATA AND GO!"

If the crew has rescued at least 200 civilians, L'San is considered to be among them. Otherwise, she is still aboard the station. In either case, once the Klingon vessels arrive, she implores the crew to leave immediately, insisting that it's too valuable to the war effort to risk being lost in battle.

The data itself, should the crew examine it, does indeed show schematics and test results which would allow vessels to gain 3-7% greater energy yields for their engines. This would take several days to implement into the ship, but everything is conceivably accurate.

L'San is eager for the crew to leave. Doing so would ensure all civilians who've already been rescued survive along with the data, but those on the station perish. It is entirely up to the crew if they wish to stay or leave; after all, if they stay and fend off the Klingons, the rescued crew and the data are both saved as well.

There is no penalty for leaving the battle if the crew wish to do so, and they may leave at any point. Once they reach warp speed, the Klingon vessels cannot catch up; their attention turns to destroying the base instead.

The *U.S.S. Jervis*, if in attendance, may aid the crew here. If the crew wish, they can send the data to the *U.S.S. Jervis* and instruct them to depart; if they choose to do so, the data is recovered safely. However, if the *U.S.S. Jervis* is left alone to defend the base, it soon falls in battle against the Klingons.

CONCLUSION

620005

As long as the crew's ship survives the conflict, the data is safe and can be delivered to Starfleet without any problems. If the base remains, all civilians remaining aboard are rescued.

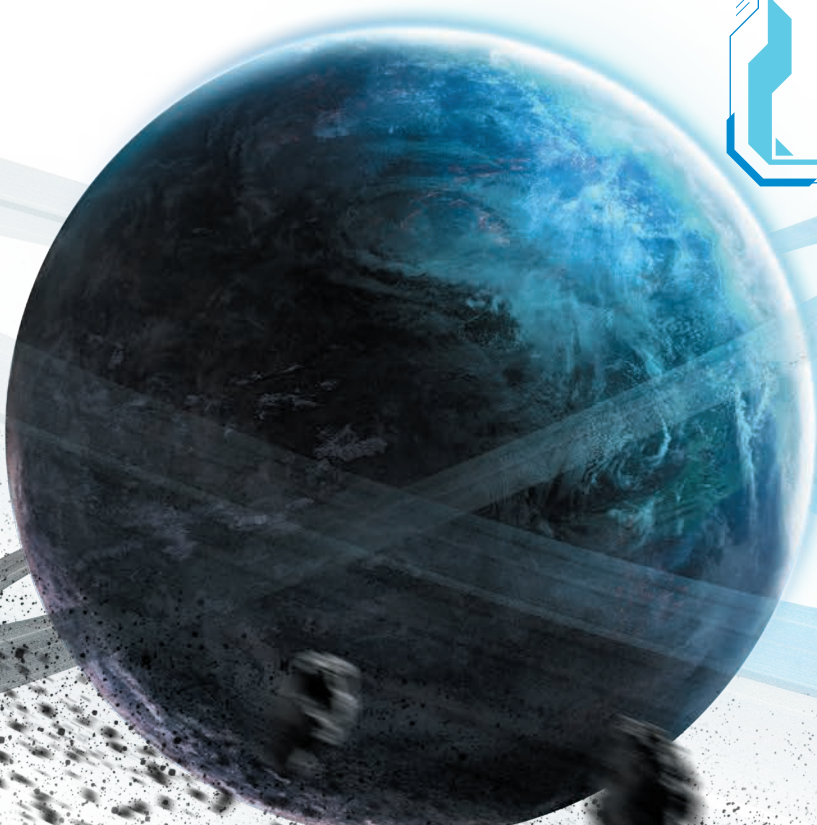
The mission is considered to be a success if over 300 civilians are rescued. Those scientists are then able to integrate their work into Starfleet's vessels. This wide-scale work is only possible with the number of scientists rescued, and the augmentation to the fleet's vessels provides a considerable benefit to Starfleet in the closing stages of the war.

The gamemaster should take some time with the players to decompress, discussing the choices they made during the mission. Allow everyone to examine their choices, discuss how they did, and reflect on the lives they've saved. Allow a few scenes of the civilians disembarking safely from the ship, reuniting with their families and loved ones. This ensures the players remember the positive impact they've had; this mission has seen a lot of death, so it's important they're reminded of those they've saved.

CAMPAIGN IMPACT

SUCCESS: If at least 300 civilians were rescued, the players gain the following Resource asset: Morale Boost – Social 12/3, The Difficulty of Social problems is reduced by 1 to a minimum of 1.

FAILURE: If more than 400 civilians were slain, all unresolved Military problems escalate twice at the end of the turn. If there are no Military problems on the board, roll one additional Tactical point of interest next turn.



MISSION BRIEFS

"THE VOLUNTEER"

Suggested Period of Play: Late War

Suggested Point of Interest Type: Unknown

SYNOPSIS

A mysterious distress call leads to a nightmarish encounter aboard an alien vessel.

OPENING LOG ENTRY

"We've picked up a distress call from the Klingon cruiser *Meh'Vaght*. Federation policy is to always offer aid to those who request it, even if they happen to be our enemies. Starfleet Command thinks this may be an opportunity to broker some good will."

MAJOR BEATS

HOWDY NEIGHBOR

Players find the *Meh'Vaght* adrift, heavily damaged, with only one life sign in the medical bay. Dangerous levels of radiation are emanating from the damaged warp core, preventing a transporter lock. But transporting aboard is doable, and this mission of goodwill may yet be salvaged.

WHAT SEEMS TO BE THE TROUBLE?

Every system on the *Meh'Vaght* has either failed or is in the process of failing. Everything looks like it was ripped apart and dead Klingons are everywhere, lying in pools of magenta blood. The *Meh'Vaght* is a gruesome graveyard, though the crew went down fighting on their way to Sto'Vo'Kor. In the medical bay, players discover the ship's surgeon has just died, with wounds matching those of the other bodies. A functional computer console nearby shows she was building upon House Mo'Kai's experiments to fuse Klingon and Human DNA and has fused Klingon DNA with that of an unidentifiable species. Her "volunteer" survived the procedure but broke out of restraints.

TIME TO GET OUT OF DODGE

Further analysis shows the creature is undetectable by sensors and tricorders as it naturally emits Thoron radiation

(which prevents it from being transported or bound by force fields). Its claws can carve through bulkheads, it's resistant to radiation, it can survive in the vacuum of space, and it's impervious to weapons set to stun. While it's highly aggressive, it's retained all of the volunteer's intelligence. And it just raised the shields so the away team can't beam out.

MINOR BEATS

The *Meh'Vaght*'s mission to create a new super soldier, while technically successful, is a failure strategically as the volunteer's aggression cannot be controlled. Information regarding the Empire's position on the outcome of this experiment is on the surgeon's computer and may affect how the players approach contact with the Empire afterward.

KEY NON-PLAYER CHARACTERS

For the Volunteer, use a notable adversary and give them the Immune to Stun special ability along with several combat focuses.

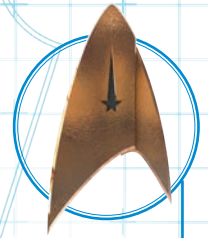
CONCLUSION

Once the players learn what really happened aboard the *Meh'Vaght*, it becomes a fight for survival where creative thinking is required to best the beast. What will then need to be determined is how to approach the Empire. Starfleet Command wanted this to be a mission of goodwill, so the players must let the Empire know they answered the distress call. Will they reveal the truth about what happened to the *Meh'Vaght*'s crew? How they choose to report the incident could affect whether the war continues unabated or if this is a step toward peace.

CAMPAIGN IMPACT

SUCCESS: If the team discovers the information on how the beast was created, they gain 1 Campaign Momentum.

FAILURE: If two or more team members are injured during this mission, one random Character asset cannot be assigned next turn.



MISSION BRIEF

▶▶▶▶▶▶▶▶ *"APPEAL TO EXTREMES"*

Suggested Period of Play: Late War

Suggested Point of Interest Type: Tactical

SYNOPSIS

A Vulcan terrorist network of logic extremists has become an ally of convenience to the Federation. It soon becomes clear their methods are so abhorrent to Starfleet's values that the crew are compelled to warn their Klingon targets – an enemy who has every reason to distrust them.

OPENING LOG ENTRY

"Dracius II is the latest Federation world to fall to the Klingons. For years, the world has been preyed upon by a terrorist faction of Vulcan logic extremists. Despite our misgivings, Command has instructed us to supply the group with weapons, so they can continue to resist the Klingons."

MAJOR BEATS

THE ENEMY OF MY ENEMY

Dracius II is a world under Klingon occupation. The characters must find a way to approach undetected, and make contact with the terrorists without bringing Klingon counter-insurgency forces down upon their heads. The first meeting with the Vulcans is a modest success – the extremists clearly hold the crew in low regard, but they have a plan for fighting back against the Klingons, and Starfleet's equipment will help with that.

BEYOND THE PALE

As the crew collaborate more closely with the Vulcans, they come to understand what their plan will involve. The terrorists have fabricated biological weaponry which, when unleashed on the Klingons, will result in mass-murder of soldiers and civilians both. If the characters attempt to intervene, the Vulcans violently resist, and the other cells go to ground. The crew can't be sure when and where the atrocity will be committed, but it can't be long before the extremists make their move.

I NEED YOU TO LISTEN

Unless the characters intend to be complicit in genocide, their best hope is to contact the Klingons, and warn them of the upcoming attack. Unfortunately, the Klingons are

understandably suspicious of Starfleet, assuming they are being set up for a trap. Can the crew negotiate a truce with the Klingons? Or will they be forced to confront the extremists alone?

MINOR BEATS

Infiltrating the terrorist network may reveal useful information about extremist cells on other worlds. Civilians on Dracius II suffer under Klingon occupation, and are just as desperate for Starfleet aid as the terrorists are. Negotiating successfully with the Klingons may establish diplomatic inroads, a possible foundation for devising a peaceful end to the war.

KEY NON-PLAYER CHARACTERS

T'Mon is the remorseless figurehead of Dracius's terrorist network, a Vulcan-supremacist who despises the Federation and Klingon Empire both. Her second, Saant, is more conflicted about the appalling cost of their upcoming attack – he might be convinced to change course. Colonel Voragn has been tasked with enforcing Imperial compliance on Dracius II. He considers T'Mon his arch-nemesis, above and beyond his duty to destroy the Federation.

CONCLUSION

When the smoke clears, the characters are unlikely to be welcome on Dracius II, no matter what became of the extremists. Getting away with a clear conscience is the best the crew can hope for in this operation.

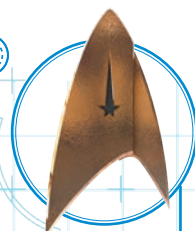
CAMPAIGN IMPACT

SUCCESS: If the crew is able to stop the genocide of the Klingons, they gain 1 Campaign Momentum and 1 Progression point.

FAILURE: If the crew allows the Klingons here to be eradicated, they lose 1 Progression point. If using the variant Trauma system in their campaign, each character suffers a Scar for being a part of genocide.

MISSION BRIEF

▶▶▶▶▶▶▶▶▶▶ *“THE RESCUE AT STARBASE 1”*



Suggested Period of Play: Late War

Suggested Point of Interest Type: Tactical

SYNOPSIS

House D’Ghor has taken Starbase 1! Two Starfleet admirals were not able to evacuate before the station fell. Players must sneak aboard and rescue them before the Klingon forces discover and kill them, or worse... send them to Rura Penthe.

OPENING LOG ENTRY

“Starbase 1 has fallen. The magnitude of this loss cannot be overstated. What’s worse, Admirals Vesho and Natlius are unaccounted for and believed to still be on the station. We’re sending a team in for a surgical strike, hoping to rescue the admirals before they’re discovered. If we lose the admirals too, morale may never recover.”

MAJOR BEATS

WE COME BEARING GIFTS

Starfleet Command sends the players to Starbase 1 aboard a Bolian freighter, under the guise of selling Starfleet officers as political prisoners to the Klingons. Eager to interrogate Starfleet officers and gain advantage over the other houses, House D’Ghor accepts. When transferred aboard the station, the Bolian bounty hunter ensures that the players’ holding cell is unguarded, and the ship remains docked as the getaway vehicle.

SURPRISE!

Now free on the station, the crew must locate the admirals. Neither has yet been detected by the Klingons, as they are busy celebrating with too much bloodwine. Internal sensors or tricorder scans show Tellarite life signs in one of the domed atriums/nature preserves (Admiral Vesho) and El-Aurian life signs in a Jeffries tube near the station’s power core (Admiral Natlius). Whether via subterfuge, distraction, stealth, or assault, the strike team must locate and retrieve both admirals before they are captured or killed.

ADIOS!

After locating and securing the admirals, the player characters must make their way back to the Bolian freighter. Unfortunately, the Klingons have begun to question why the ship hasn’t left yet, and a contingent of guards blocks the way to the airlock. What’s worse, the Bolian bounty hunter (in reality a Starfleet Intelligence officer) got on their bad side and has met the business end of a mek’leth; her life signs are failing and she will not be able to pilot the ship out. Once the players are on board, the Klingons know something’s amiss (if they didn’t already), and give chase.

MINOR BEATS

The Klingons of House D’Ghor, in their drunken revels, have been careless. Klingon data PADDs lie strewn about, containing battle plans, troop deployments, and even maps of hidden forces. This could provide bonus assets outside the main mission objective.

KEY NON-PLAYER CHARACTERS

For the Bolian “bounty hunter”/Intelligence officer, use intelligence-themed focuses and talents. For any Klingons encountered, use any melee-focused focuses and special rules.

CONCLUSION

Even if the players opt for stealth and subterfuge, Starbase 1 is packed with Klingons. Though the Klingons are heavily inebriated, it’s unlikely that the players would go unnoticed the entire time. Complications should result in players being noticed and the alarm being sounded, giving them more obstacles to rescuing the admirals before the Klingons realize what they’re after. Depending on the outcome, morale may rise a bit knowing that at least two of Starfleet’s brightest tacticians were saved... but if they’re captured or killed morale may bottom out, as all hope seems lost.

CAMPAIGN IMPACT

SUCCESS: If both admirals are saved, the player may choose to either gain 1 Campaign Momentum or to gain 1 Progression point.

FAILURE: If either admiral is lost or if the strike team is captured, the players lose 1 Progression point.

MISSION BRIEF

“MIRRORED SIGNALS”

Suggested Period of Play: Late War

Suggested Point of Interest Type: Exploration

SYNOPSIS

A strange signal leads to the discovery that the Mirror Universe is attempting an incursion. If allowed to ally with the Klingons, it could spell doom for the Federation.

OPENING LOG ENTRY

“We’ve picked up an unknown energy signature that bears investigation. Presumably from stellar phenomena, but in the midst of war we can’t leave these things to chance. I’ve sent a team to investigate and hopefully make sense of these readings.”

MAJOR BEATS

KNOCK, KNOCK

The energy signature is strong, but unlike anything on record. It seems almost Federation-like, but there are no Starfleet ships in the area. Scans will show a micro wormhole as the origin of the signal. It’s much too small for a ship or even a shuttle to fit through, but thorough scientific investigation reveals that it’s actually two signals. One is the energy given off by the wormhole, and the other... is a communications channel!

WHO’S THERE?

The communication signal is garbled, and the universal translator can’t make heads or tails of it. Further analysis shows that the signal is somehow out of phase with the universe. Adjusting for this variance reveals that the signal is also encrypted, and cannot be understood or answered until the decryption is broken. And long-range sensors just picked up a Klingon cruiser on an intercept course. Time is of the essence.

NO THANKS, WE DON’T NEED ANY MORE ENEMIES.

As the signal is finally decrypted, it’s revealed to be a message from someone calling themselves “Captain Killy,” demanding their lost emperor be returned to them. What’s worse, Killy’s already been in contact with the Klingons, and they’re arriving at her request! They’ve made a deal where if the Klingons can strengthen and enlarge the wormhole so ships from the Terran Empire can cross over, the Terrans

will ally with the Klingons and aid them in their war with the Federation. The crew must close the wormhole permanently before the ISS armada can cross into the Prime universe.

MINOR BEATS

Both Captain Killy and the captain of the Klingon cruiser are using each other. They will only assist each other as long as it’s beneficial for them to do so. Even if their plans of a mirror Terran Empire/prime Klingon Empire alliance come to fruition, as soon as the common enemy of the Federation is out of the way they intend to wage all-out war against each other.

KEY NON-PLAYER CHARACTERS

For Captain Killy, use focuses and talents that revolve around combat and intrigue. For the captain of the Klingon cruiser, use a notable Klingon and modify its focuses and special rules to apply to commanding a ship.

CONCLUSION

This mission could get tense, especially if the Klingons arrive before the communications signal is decrypted. The Klingons will not take kindly to losing their potential new (temporary) allies to the Federation. If the players are out of time and suffering heavy losses, nudge them in the direction of pitting Killy and the Klingon captain against each other. Their alliance is tenuous at best, and they can easily be provoked into switching allegiances or even outright hostility toward one another.

CAMPAIGN IMPACT

SUCCESS: If the characters are able to align with Captain Killy against the Klingons, the players gain the following Resource asset: Captain Killy – Military 14/4, Personal 13/3.

FAILURE: If Captain Killy and the Klingons team up, a random Character asset and a random Ship Asset both have to roll on their respective Loss tables.

MISSION BRIEF

“Breadcrumbs”

Suggested Period of Play: Late War

Suggested Point of Interest Type: Exploration

SYNOPSIS

An unknown energy source is revealed to be an Iconian gateway found by the Klingons, who are attempting to figure out how it works. Players will have to locate and destroy the gateway before the Klingons can determine how to use it to their advantage in the war.

OPENING LOG ENTRY

“Long-range sensors have detected a large energy spike emanating from the Azure Nebula. It only appeared for a moment but was unlike anything we’ve ever seen. The nebula is mostly uncharted, so this is a great time to do a little exploration. If we’re lucky, maybe the source of the energy will aid us in the war effort.”

MAJOR BEATS

LET’S HAVE A LOOKSEE

The Azure Nebula is mostly composed of hydrogen and helium, but also contains large quantities of nitrogen, chloride, sulfur, silicone, and magnesium. The problem is the gasses are so dense that sensors, transporters, ship-to-ship communications, and warp drive are all non-functional within the nebula. The gases also keep clogging the impulse manifolds, which need to be purged every time they’re used or the impulse engines risk breakdown.

IS ANYBODY OUT THERE?

Making their way through the nebula on impulse, using only the viewscreen, players may encounter rogue asteroids that emerge from the gaseous clouds at high speed... and a cloaked Klingon scout ship on a planetoid. If they’re caught, do they risk a fight knowing the scout ship could call in reinforcements? Can they flee, given the constant maintenance required to keep the impulse engines running?

EXCUSE ME, THAT’S NOT YOURS

The crew of the Klingon scout ship is studying a strange device built into the side of a cliff. The Klingons power it up, and the energy spike matches the one picked up on long-range sensors. The Iconian gateway then cycles through

different galactic locations randomly, but the Klingons hope to target a location of their choice.

MINOR BEATS

A lost Yridian trader, Feldeck, roams the Azure Nebula on thrusters. The gases damaged her impulse manifold, and without sensors she has no way out. She’s been trying to find the edge of the nebula for a week, but thrusters are slow and she can’t tell which way to go. Her ship’s almost out of power, and her rations are almost gone. Will the players help her, or not want to spare the time... which could give the Klingons an advantage in deciphering the Iconian gateway controls?

KEY NON-PLAYER CHARACTERS

For Feldeck, the Yridian trader, use notable stats and assign talents and special rules that have to do with trading and information gathering.

CONCLUSION

Finding the gateway should be tricky, but not impossible. If the players are having difficulty, hint that the energy spike may have reacted with the gases of the nebula, thus leaving a visual trail they can follow. If they’re having trouble keeping the engines in working order, you can cut out the Klingon ship patrols or Feldeck. Play it by ear... the easier of a time they have maintaining the impulse engine, the more obstacles they should hit. If the Klingons are successful with the Iconian gateway, they could send an invasion force right into Starfleet Command! They must be stopped, and by order of Starfleet Command the gateway must be destroyed.

CAMPAIGN IMPACT

SUCCESS: If the team destroys the Iconian gateway, they gain 1 Campaign Momentum.

FAILURE: If the Iconian gateway falls into the hands of the Klingons, generate one additional point of interest next turn.

»»»»»» ***“ENDANGERED”***

Suggested Period of Play: Late War

Suggested Point of Interest Type: Routine

SYNOPSIS

The players find a wounded gormagander, which by Federation law they must do everything in their power to save. Unfortunately, it's being hunted by a Klingon ship for its tasty, tasty space whale meat.

OPENING LOG ENTRY

“Sensors have detected a wounded gormagander just inside Federation space. Federation law requires us to help any endangered species in need of assistance. We cannot simply set aside our convictions when they’re inconvenient.”

MAJOR BEATS

POOR LITTLE GORMAGANDER

The wounded gormagander is in distress and is looking for refuge. Scans show it has sustained several injuries, most notably to its head. This may have affected its sense of direction and could account for its random flight pattern. The wounds are more severe than they appear – further analysis shows internal injuries that, if left untreated, will shortly prove fatal.

SAD LITTLE GORMAGANDER

Scans show its exterior flesh has been burned at the site of the heaviest damage. Analysis reveals the burns to be from Klingon disruptor fire. But gormaganders are peaceful and wouldn't attack a passing ship unless they felt threatened. Forensic analysis of the wound placement and dispersal pattern reveals that those shots were meant to kill, while leaving the majority of organs, muscle tissue, and flesh untouched. This gormagander was being hunted. For food.

ANGRY BIG GORMAGANDER!

As the players race to save the gormagander, who must be stabilized before it can survive a tractor tow (or transport into a cargo bay), the Klingons return to finish the hunt. But why did they leave? Turns out our little gormagander's mother was traveling with it and caused heavy damage to the Klingon bird-of-prey. As soon as their ship was stable, they returned to finish the job... but our gormagander's mom is hot on their tail and will fight to the death to protect her child.

MINOR BEATS

Momma gormagander can't tell the difference between a Starfleet ship and a bird-of-prey. It knows the latter was attacking its child and initially centers all its attacks there, but once it realizes the players are either *inside* her offspring (trying to heal it) or that the players have her offspring inside their ship, she will not stop her attack until her baby is freed or the players find a way to communicate their intentions.

KEY NON-PLAYER CHARACTERS

For Momma Gormagander, use the Berengarian dragon stats in the ***Core Rulebook*** or ***Klingon Empire Core Rulebook***, minus the Fire Breath and Claws, using the attributes in place of ship systems, including the rule requiring double Stress (in this case, double Shields), and that 8 Stress must be taken before a breach. For Baby Gormagander, use the same stats but breaches occur at 5 Stress as usual.

CONCLUSION

While this appears to be a purely humanitarian mission on the surface, it could have deeper impact. Choosing to hold yourself to Federation ideals in the midst of war could provide a much-needed mood boost as the troops remember the importance of empathy. Further, if Klingons are hunting the gormagander for food, then depriving them of that food source (whether they were hunting out of necessity or sport) could only be a blow to their morale.

CAMPAIGN IMPACT

SUCCESS: If the players successfully heal the gormagander before the Klingon hunters arrive, gain the following Resource asset: A Loving Mamma – Personal 13/3, If a military problem would escalate, it does not this turn.

FAILURE: If either gormagander dies, lose 1 Campaign Momentum and 1 Progression point.

MISSION BRIEF

“STRADDLING THE FENCE”

Suggested Period of Play: Late War

Suggested Point of Interest Type: Routine

SYNOPSIS

Ambassadors from a strategically important world on the Federation/Klingon border are meeting Starfleet admirals aboard the players' ship to discuss joining the Federation. But having a Federation operating base close to the Empire doesn't sit well with the Klingons.

OPENING LOG ENTRY

“The planet Lujaen straddles the borders between the Federation and the Klingon Empire. We've long sought to admit Lujaen as a Federation member, as the strategic importance cannot be overstated. Rear Admiral Yoren and Vice Admiral T'han must prove successful in their negotiations, or at the very least keep Lujaen out of the hands of the Klingons.”

MAJOR BEATS

A PLEASURE TO MEET YOU

As the players arrive, the situation is tense. The Lujaen representative, Intercessor Olauw, has already spoken with the Klingons, who have offered resources and protection in exchange for the right to establish a shipyard in orbit. The Klingons would usually just take what they want, but due to the war they don't have the ships or troops to spare. They've regretfully resorted to diplomacy (disgusting!), and Olauw thinks a treaty could benefit her people. But the Klingons know of the Federation meeting and have planted a bomb on Olauw's aide! As talks begin, the bomb detonates. Olauw survives, but her aide and Rear Admiral Yoren are killed. Vice Admiral T'han survives, but she's in a coma.

DARN IT ALL TO HECK

The bomb also contained a strong electromagnetic pulse, and systems are failing all over the ship. The Klingons use the chaos to beam boarding parties onto the players' ship. One appears in the conference room and attempts to abduct Olauw. Even if that attempt is thwarted, two other groups are on their way to the conference room. If all their boarding parties fail, the Klingons use the power fluctuations to (dishonorably) beam Olauw to their ship without capturing her first.

WE HAVE SO MUCH MORE TO OFFER

Rescuing Olauw is key, so she won't be forced to sign a treaty with the Klingons out of fear for herself and her people. But Olauw also knows the Federation needs Lujaen. She will make sure her people's needs come first.

MINOR BEATS

Vice Admiral T'han had already been in contact with Olauw, via personal (and unofficial) communications. While initially it was simply pleasantries, the two ladies found they had much in common and a romance was budding. Olauw is devastated that T'han is in a coma and could die. If the players can save T'han's life, Olauw may be more inclined to side with the Federation.

KEY NON-PLAYER CHARACTERS

For Intercessor Olauw, adding focuses and talents that have to do with combat situations.

CONCLUSION

The Klingons want Lujaen only for its strategic value. While the Federation knows that's a huge bonus, it's also not the main reason they want an alliance – the war will end, and then what? Convincing Olauw to side with the Federation will be easier if she ends up a Klingon prisoner. Still, she asks for a lot – large amounts of dilithium, a protective presence of Starfleet vessels, and a position for herself on the Federation Council. She may be persuaded to drop some of these requirements if T'han is on the road to recovery.

CAMPAIGN IMPACT

SUCCESS: If the character is able to make an alliance with Lujaen, they gain 1 Campaign Momentum.

FAILURE: If the crew is unable to make an alliance with Lujaen, one of their Ship assets rolls on the Loss table.

➤➤➤➤➤➤➤ ***“THE DEVIL INSIDE”***

Suggested Period of Play: Late War

Suggested Point of Interest Type: Unknown

SYNOPSIS

Ships are being pulled out of warp (always at the same spot in space) with their engines heavily damaged, which is interrupting supply lines for the war. What's worse, the inhabitants of a nearby planet are experiencing a mass die-off, and these two things may be connected.

OPENING
LOG ENTRY

"Ships, starbases, outposts, and officers cannot function without supplies. Something's pulling our ships out of warp in the Agratatis system, directly en route to resupplying the front. Whether from natural phenomena or Klingon interference, we need to remedy the situation quickly."

MAJOR BEATS

BURSTING YOUR BUBBLE

As the players warp into the Agratatis system, their ship is also pulled out of warp, despite any precautions that were taken. Something broke their warp bubble and heavily damaged the warp core in the process. The damage matches reports from previous supply ships.

LOOKING INWARD

Scientific study and even a repaired warp core show that no stable warp bubble can be formed within the entire Agratatis star system due to subspace interference. Further analysis points to a large (and growing) subspace rupture forming inside Agratatis VIII, a Class-H planet which is home to an industrialized and growing pre-warp civilization. The inhabitants of Agratatis VIII have a connection to subspace on a cellular level. They exist in normal space but are attuned to subspace disturbances. The rupture is causing a mass die-off of their population, which can be picked up on via broadcast news reports of the mysterious ailment they call “The Astrigent.”

DELIVERING THE CURE

To restore subspace to normal, the rupture must be closed. Getting to the rupture is another matter entirely, as Agravatis VIII has both satellites and a strong orbital telescope. It's

pure luck that no one has spotted any of the damaged ships. Players must find a way to get close to the core of the planet and close the rupture, without being noticed by the highly inquisitive people of Agratatis VIII. Closing the rupture will allow warp travel through the system to resume, but it will not help the two-thirds of the Agratatis population who are already afflicted and will end up dead if something isn't done to cure the cellular damage choking them to death.

MINOR BEATS

Burmtan, an astrophysicist using the orbital telescope to admire the stars one last time before the Astringent claims them, could spot the players' ship. If this happens, they quickly discern the players are from an advanced civilization and beg for help with the planetwide medical emergency. Since their society is pre-warp, they have no hope of finding the cause of the Astringent. They don't even know what subspace is, much less know the rupture exists.

KEY NON-PLAYER CHARACTERS

For Burmtan, use a minor science officer with focuses in astrophysics and quantum mechanics.

CONCLUSION

The rupture can be closed by any number of different means (such as the detonation of a tri-cobalt device within it), and the population of Agratatis VIII can be saved if a cure can be developed, synthesized, and delivered without alerting the inhabitants to the players' presence.

CAMPAIGN IMPACT

SUCCESS: If the crew successfully closes the subspace rupture, they gain 1 random Resource asset.

FAILURE: If the society on the planet learns that the crew are from outer space, a random ship asset may not be assigned a point of interest next turn.



“THE DYING OF THE LIGHT”

SYNOPSIS

640001

Starbase 1 has fallen. Klingon warships surge toward Earth. The doom of the Federation is at hand, and *U.S.S. Discovery* has disappeared once again, this time on a “secret mission.” The word has gone out to all available Starfleet captains – regroup in the Sol system, and prepare for the Federation’s last stand.

The mission begins in media res, with the characters already engaged with Klingon vessels, and limping back to the rendezvous point. When they finally convene with their allies, morale is low, and necessity has forced Starfleet Command to consider the most abominable courses of action. Confronted with an existential threat, there is no strategic obligation to hold back their most terrible weapons and strategies... but what of their moral obligation?

Once the crew have decided what they will fight for and how, they are committed to the fires of battle, to sell their lives as dearly as possible. But at the height of the killing, a miracle occurs. News reaches the frontline of a coup on Qo’noS – the new ruler of the Klingon Empire, L’Rell, demands an immediate end to the fighting. Not all Klingon ships respect the sanctity of this truce, instead choosing to continue the violence. The crew must bring an end to this threat... while preserving the peace newly struck, with those who were mortal enemies only minutes earlier.

The gamemaster begins this mission with 3 points of Threat for each player character in the group.

SPOTLIGHT ROLES

Security officers will have plenty to do in this combat-heavy mission, but inventive science and engineering officers may propose a battle strategy that plays to their own unique strengths. The voice of commanding officers will also be critical, especially while attending the preliminary war council, and when persuading the Klingons to respect the new peace settlement.

YESTERDAY'S ENTERPRISE

This adventure is designed as the denouement of the campaign, where the consequences of all the characters’ victories and defeats finally pay off. Translating the action to a different context will require quite a lot of work from a gamemaster – but the themes of the mission will resonate in any situation where a culture is faced with brutal conquest, odds of peace or a battlefield victory seem bleak, and the characters are tempted to endorse atrocities in self-defense. Gamemasters should adjust the location, time period, attacking NPCs, and other factors as required, to fit the action into their ongoing story.

OTHER CREWS

The stakes for a Klingon crew fighting at the Battle for Sol are different than their Starfleet counterparts. The Klingons are on the very precipice of victory, and even if their armada is routed, they expect to rally and defeat Earth in due course. But Klingon characters know that the defeat of the Federation will segue into a Klingon civil war shortly after, and the future of their House will hinge on the glory they seize on this battlefield. What are Klingon characters willing to risk to outperform rival Houses in honorable combat? How will they react to the news of L’Rell’s usurpation? And what action will they take against those who call L’Rell’s bluff, and choose to risk the future of Qo’noS rather than give up their battle lust?

A crew of traders might end up in the Sol system, after Klingon expansion chases them out of systems that would have previously offered safe harbor. Even in situations as bleak as this, there are opportunities for profit. The characters might fight as mercenaries, run a blockade of the system to deliver materiel (or escape with refugees), or simply lurk on the sidelines and scavenge from the dead. By this late stage of the war though, most traders have been forced to choose a side. If conscience has not yet compelled the characters to fight for the people of Earth, this could be their last chance before the Federation’s destruction.

QUGH CLASS - I.K.S. CHURGIH

The warriors of House Toklar crewing this ornate destroyer have heard many tales of the characters' ship, and her fabled exploits throughout the war. Now they pursue that ship with the rugged persistence of glory hounds. If they can claim credit for destroying the characters' ship, the esteem she has won in combat will pass to their own vessel. The *Churgih*'s custom photon torpedo launcher has been primed for this specific purpose.

Gamemasters may choose to replace this vessel with another ship which has fought the characters and survived earlier in the campaign. Do not select the *Jach*-class battlecruiser from "Scavenging Pahvo" or the *Sech*-class frigate from "The Enemy of my Enemy," though – those ships will appear later.

TRAITS: Klingon Starship, Hur'q Starship

CREW QUALITY: Talented (Attribute 10, Discipline 3)

SYSTEMS

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

DEPARTMENTS

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

SCALE: 3

RESISTANCE: 3

POWER: 13

SHIELDS: 11

WEAPONS:

- Disruptor Cannons (Energy, Close Range, 8▲, Vicious)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 2)

SPECIAL RULES:

- **Rapid-Fire Torpedo Launcher:** When the *Churgih* spends 3 Threat to fire a torpedo salvo, it may re-roll a single d20 on the attack, and any number of ▲ on the Stress roll.
- **Secondary Reactors:** The *Churgih*'s additional impulse and fusion reactors increase its Power capacity by 5.
- **Stealth Systems:** The *Churgih* has a device that allows it to vanish from sensors. Operating the device requires a **Control + Engineering** task with a Difficulty of 3, assisted by the ship's **Engines + Security** as this is a task from the tactical position. This task has a Power requirement of 5. If successful, the *Churgih* gains the Cloaked trait. While cloaked, the *Churgih* cannot attempt any attacks, nor can it be the target of an attack unless the attacker has found some way of detecting the cloaked vessel. While cloaked, a vessel's shields are down. It requires a minor action to decloak a vessel.

ACT 1: MY WARLIKE SHIELD

640002

SCENE 1: THE WELCOMING PARTY

The mission begins with the crew already embroiled in combat. The gamemaster should explain that the characters were recalled to the Sol system by what remains of Starfleet Command, and were ambushed by Klingons as soon as they arrived in the system. The short round of violence that follows is but a taste of the slaughter to come.

As the action starts, the crew's ship has already escaped or driven off most of the Klingon ambushers, but has lost 5 Shields and suffered a breach to a randomly determined system (apply the Impact of the hit immediately). They are being pursued by the *I.K.S. Churgih* (page 172), a *Qugh*-class destroyer which has itself lost 6 Shields, and suffered 1 breach to its Structure (meaning it only takes 2 turns this round). The vessels are at Medium range from one another, and bordering the asteroid belt between Jupiter and Mars.

The ship's helm officer may try to outrun their pursuers, using the asteroid belt for cover. This is a Difficulty 3 task using **Daring + Conn**, assisted by the ship's **Engines + Conn**; success gains enough of a lead to force their pursuer to give up the hunt. Alternatively, if the character's ship is still operating the stolen cloaking device from "Scavenging Pahvo" (page 113), they may activate it with a Difficulty 3 **Control + Engineering** task, assisted by the ship's **Engines + Security**, as normal. Finally, the characters may choose to engage their pursuer, reasoning every Klingon ship disabled is one less that can participate in the upcoming battle...

After one round of fighting, the cavalry arrives. The gamemaster chooses one of the campaign's operational Ship assets – this should be a ship the players have special affection for, probably one with upgraded asset Powers, or that's been present since the start of the campaign. The ship opens fire on the Klingons and forces them to retreat. If the characters have already evaded or destroyed their pursuers, the newcomers congratulate the crew on their battle prowess. Their orders are to safely escort the crew back to the rendezvous point. During this journey, the crew have a short chance to effect repairs, and to discuss the tactical situation with their allies. The mood is gloomy and the situation seems dire; more details will be provided in the upcoming war council.

SCENE 2: THE MUSTER ROLL

The crew are escorted to Earth's orbit, where a small fleet has assembled to defend humanity's homeworld. The armada is far smaller than the characters might have hoped for – and surely insufficient to defend against the approaching Klingon threat – but at least it includes some familiar faces.

To take stock of how their performance in the campaign phase has prepared them for the final battle, the players perform the following steps:

- **Advance Warning:** Any remaining Campaign Momentum may be converted into Progression points or regular Momentum (up to the usual maximum), on a one-for-one basis. After this conversion, all Campaign Momentum is lost.
- **Final Preparations:** If the group has 5 Progression points, they may spend it to give each player 1 Determination. Any remaining Progression points may then be converted into regular Momentum (up to the usual maximum), on a one-for-one basis. After this conversion, all Progression points are lost.
- **Answering the Call:** The players collectively choose 6 of their remaining campaign assets. They may not select assets that are unavailable “next turn” due to Losses, Escalation, or other factors. The selected assets appear in the final mission to aid the defense of Earth – players should note the chosen assets and their Powers, for reference during the scenario. Other assets are engaged on another front or held in reserve, playing no further part in the battle.
- **The Drums of War:** The gamemaster gains Threat equal to the current Pace of the campaign. Any effect in the preceding campaign phase which caused additional points of interest to appear “next turn” also awards the gamemaster 2 Threat per additional point of interest.

The upcoming war council will be hosted aboard the characters' own ship. As well as the players' chosen Character assets, captains of their chosen Ship assets, or leaders of their chosen Resource assets, the following characters also attend the meeting:

- **VICE ADMIRAL KATRINA CORNWELL**, as a representative Starfleet Command. Cornwell is clearly distracted and uncharacteristically withdrawn, still mourning the loss of friends aboard Starbase 1. On the subject of Philippa Georgiou, the *U.S.S. Discovery*, and their rumored “secret mission,” she is tight-lipped... but a Difficulty 3 **Insight + Medicine** task indicates the body language of guilt and shame.

- **LT. COMMANDER ABIGAIL HARRIS**, assuming she was successfully rescued in “Scavenging Pahvo” (page 113). The former third officer of the *U.S.S. Resolute* has since joined Admiral Cornwell's staff, fighting a losing battle to preserve the soul of Starfleet, even in the face of annihilation. Since the return of *Discovery*, Cornwell has kept her at arm's length – Harris hopes the characters will help her convince Command not to do anything too extreme.

- **COMMANDER L'SAN**, assuming she was successfully rescued in “The Siege of Starbase Epsilon-12” (page 155). She has recovered well from her injuries, and presents a composed figure, a keystone of calm in a traumatic situation. As before, she prioritizes pragmatism above principle, and disagrees with Harris vehemently about the necessary course of action.

SCENE 3: NO BAD IDEAS

Once the leaders of Earth's defense have convened, Cornwell begins with the latest intelligence about the Klingon threat. It's devastating news. Klingons have entered the Sol system in enough numbers to sweep aside Starfleet's defenses. Even if by some miracle the characters endure the first wave, another even larger Klingon armada will shortly take its place. Attempts to treat with the Klingons diplomatically have failed – the invaders haven't even issued demands.

Intercepted subspace communications indicate that, after Earth's orbital defenses are destroyed, the Klingons intend to bombard the planet from orbit, which will lead to catastrophic civilian casualties. San Francisco, home of the Federation Council and Starfleet Headquarters, is a priority target. The execution of central leadership will cripple Starfleet's capacity to coordinate the war effort. The Federation, as a galactic superpower, will essentially cease to exist.

It's up to the war council to decide what to do about it.

OPTION 1: EVACUATE EARTH

Starfleet's resources are laughably insufficient to coordinate displacement of billions of people, even if they requisitioned unarmed civilian craft for the purpose. However, Harris argues it is better to save some than none. Her priority is evacuation of the San Francisco Bay, including the Federation's leadership, but also civilians with homes in the area.

Cornwell warns that the Federation's leaders will never willingly agree to abandon Earth. The impact on morale would be absolutely devastating, and many lives would be lost in the stampede for the lifeboats. L'San also argues that the war could continue yet on other fronts besides humanity's homeworld. Earth's last stand, a valorous show of defiance, could be just the thing to inspire the shattered remnants of the Federation to regroup elsewhere at a later date.

Even if the war council condones an evacuation, no one in this room is expected to survive. The duty of Starfleet vessels will be to shield fleeing civilians from Klingon aggression, keeping the line of retreat open as long as possible.

OPTION 2: DELAY THE INEVITABLE

Though Cornwell defers to the collective consensus of the war council, her personal view is that Starfleet should adopt a siege mentality, and preserve a defensive perimeter around Earth for as long as possible. Perhaps reinforcements will arrive to present more options; perhaps the Klingons will be distracted by other priorities. The crew might well suspect that Cornwell's caution stems from her knowledge of *U.S.S. Discovery's* classified mission, though she refuses to confirm or deny. If the crew voice their suspicions publicly, something pervasive takes root amongst the assembled officers... the hope that they might actually win the battle.

Harris worries that hunkering down and adapting a defensive posture will make it impossible to help civilians to escape, when the battle finally turns against them. L'San is more concerned that slowly whittling away Starfleet's forces on a doomed last stand will contribute less to the war effort than a single decisive blow.

OPTION 3: GO OUT SWINGING

After months of defeat, retreat, loss, and trauma, many of the assembled officers would prefer to go out in a blaze of glory, and take as many Klingons down with them as possible. L'San has many ideas for how to maximize the number of enemy ships destroyed, which include:

- Surrendering Jupiter Station to the Klingons under false pretenses – when the Klingons dock to claim their prize, a team of self-sacrificing saboteurs could trigger its self-destruction
- Releasing experimental bio-weapons on the surface of Earth and Mars, specifically coded to the Klingon genome
- Placing high-ranking Klingon prisoners of war aboard starship bridges, so that the Klingons cannot open fire without killing their own kin
- Returning Klingon prisoners of war to their people, with implanted explosives that could detonated remotely

When Harris points out that all these strategies would constitute war crimes under the articles of the Federation, L'San is nonplussed. Did Captain Georgiou herself not deliberately secrete ordnance amongst Klingon dead at the Battle at the Binary Stars? She had assumed such principles were long since discarded, given the state of the war. Cornwell is conspicuously silent on the matter.

OPTION 4: SOMETHING DIFFERENT

If the crew come up with another option – or a hybrid of the three suggested above – a **Presence + Command** task is required to convince the rest of the war council. The Difficulty is determined by how closely the crew's plan matches the prevailing mood of the council. If Harris or L'San are not present because they perished in previous missions, this Difficulty could vary considerably.

Whatever plan the war council chooses to adopt, starship combat with the Klingons will be required to implement it. There is no other way to mitigate the danger to Earth if the Klingons claim dominion of the planet's orbit.

ACT 2: THE BATTLE OF SOL

640003

SCENE 1: CRY HAVOC

Following the war council, the characters have a short window in which to distribute their forces according to the strategy they've adopted. At the same time, they receive further information about the disposition of the enemy fleet, and the targets they are maneuvering to intercept. This presents the characters with difficult choices, about which objectives to prioritize, and which objectives to neglect entirely.

THE KLINGON FLEET

As it approaches Earth, the Klingon armada splits into three attack wings, each with their own objective. The first attack wing's goal is to seek and destroy the characters' ship, which has become infamous throughout the war. The wing consists of:

- The *Jach*-class battlecruiser from "Scavenging Pahvo," captained by N'rath of House Mog'h.
- The *Sech*-class frigate from "The Enemy of my Enemy," captained by the irrepressible Commander K'valla.
- The *I.K.S. Churgih* (page 172), fresh from encountering the characters earlier in the adventure. Her shield strength and component damage has been repaired since the first engagement, but any breaches remain.

The second attack wing's goal is to destroy Earth's orbiting communications satellites, which will hinder the planet's ability to call for reinforcements, and panic the population on the surface. This wing consists of:

- A *BortaS bir*-class battlecruiser, former flagship of the late General Kol of House Kor. (If relevant, use the profile of the *I.K.S. FaH'nav* on page 208).
- 2 birds-of-prey. Use the profile of the *I.K.S. Mesh'gah* on page 210.

The third attack wing's goal is to bypass Earth's defenses entirely, and attempt a bombing run on the Luna shipyards at Tranquility Base. This wing consists of:

- A *Batlh*-class escort, proudly displaying the crest of House D'Ghor, fresh from its conquest of Starbase 1. (If relevant, use the profile of the *I.K.S. Tlhuh* on page 206).
- 2 birds-of-prey. Use the profile of the *I.K.S. Mesh'gah* on page 210.

If any (or all!) of the ships in the first attack wave were destroyed earlier in the campaign, they are replaced with birds-of-prey from the other attack wings, so that the first attack wing always numbers exactly 3 ships. Any named Klingon officers who survived the destruction of their ship will appear as Commanders of those birds-of-prey. In addition, if the Klingon commandos Trogg and Trelgg (pages 100 and 102) survived the events of "Assault and Aftermath of Corvan II" and eluded capture, they appear aboard one of the ships in the first attack wing, and are eager to lead a boarding party.

CONTACT WITH THE ENEMY

Unless the characters have adopted a devious plan – perhaps using the stolen cloaking device from "Scavenging Pahvo" – it is very likely that their ship will be engaged by the first Klingon attack wing as they are implementing their strategy. The Klingons prioritize hunting down their ship, whether it is on the defensive, leading a counter-attack, or covering a civilian evacuation. The challenge for the players is whether they can survive long enough to complete their selected objective.

Before the first round of combat begins, the players should decide how to respond to the other two attack wings targeting Luna and Earth's communications satellites. Since their ship can't be everywhere at once, one option is to dispatch assets to deal with the imminent crisis. When separating assets from the main fleet, no more than 2 assets may be dispatched to each attack wing, and at least 1 one of the assets dispatched must be a Ship asset (unless the players have a very good justification for why characters or resources can address the threat alone). Any assets that remain with the characters' ship provide them with support in the main battle (see the "Not Alone" sidebar for details).

At the end of the first round of combat, the players should determine how the diversions fared in the characters' absence. If no assets were dispatched to intercept the second or third attack waves, they achieve their objective – obliterating Earth's communication satellites, or devastating the shipyards of Luna.

Otherwise, resolve the conflict as a task using the asset's Military asset Power. The Difficulty of the task is 2, +1 for every bird-of-prey in the attack wing. If two assets were assigned to the threat, choose one to attempt the task, and the other to provide assistance. If the task succeeds, the assets are just about able to hold on, and repel the Klingons for now. If the task fails, the players must choose – either their assets are forced to

Any campaign assets selected in Act 1, which were not subsequently dispatched to deal with the second and third Klingon attack wings, remain part of the "main fleet" with the characters' ship. Ship assets fly alongside in a mutually supportive combat formation. Character and resource assets may be aboard the players' ship, or another of their Ship assets, as the players prefer.

Campaign assets do not take their own actions in starship combat, but while operating as part of the main fleet, they can provide assistance to player characters when appropriate. In this way, an allied ship might contribute to a volley of fire, or a seasoned helm officer could send navigational data to help the characters' maneuvers. A player character can only benefit from a single asset's assistance as part of a task, and may not gain assistance from another character when gaining assistance from an asset (though a character may gain assistance from both an asset and their own ship in a single task). An asset provides assistance using whichever of its asset Powers the gamemaster judges most relevant to the character's action. During the Battle of Sol, this will most likely involve the asset's Military Power, or perhaps a character asset's Personal Power. Exceptions may exist, especially when assisting a character's Science or Medicine task.

In addition, assets may be expended during the battle, to provide the benefits below:

- When the characters' ship is targeted by a starship attack, the players may collectively choose to negate the attack, by redirecting it onto one of their Ship assets. The allied ship performs an emergency maneuver to intercept the attack, and suffers critical damage that removes the asset from play. Unless the characters spend the next round performing rescue operations under fire, the ship is lost with all hands.
- When a character is targeted by an attack in personal combat, the players may collectively choose to negate the attack, by redirecting it onto a nearby Character asset. The allied character dives to intercept the hit, and suffer critical injuries that remove the asset from play. Unless a character spends the next round providing emergency medical attention, the allied character dies.
- If appropriate for its nature, a Resource asset may be spent to negate a starship or personal attack, as above.
- At their discretion, the gamemaster may also allow players to sacrifice an asset to automatically succeed at a task, or complete an entirely separate task during a turn. Such actions almost always result in the death or destruction of the asset, unless immediately followed by attempts to rescue them.

withdraw and allow the Klingons to achieve their objective, or they must choose an asset assigned to the theater to be killed or destroyed. If they choose the latter, the heroic sacrifice of their allies prevents the Klingons from achieving their objective, at least for now.

SCENE 2: BREAKING NEWS

At the end of the second round of combat, something truly remarkable occurs. If the characters' ship is still intact, subspace transmissions reach them at the same time as the Klingons. There has been a coup on the Klingon homeworld of Qo'noS. L'Rell of House Mo'Kai has implanted a hydro bomb in the planet's volcanic structure, threatening to destroy Qo'noS unless the Empire acquiesces to her will. Her first command as Chancellor is that attacks on the Federation cease immediately, and that diplomatic channels should be opened. Any Klingon House that fails to comply will be considered an enemy of the Empire, and punished accordingly.

The effect on the Klingon battle fleet is immediate. All three attack wings break off their attacks; the characters' allies respond in kind. As the Klingons rally, though, they neither power down their weapons nor lower their shields. These are not the actions of diplomatic envoys.

If the characters' ship is functional enough for them to attempt to intercept Klingon communications, they can do so with a Difficulty 2 **Insight + Engineering** task, assisted by their ship's **Communications + Security**. Success reveals that the Klingons are deeply divided by this news. Some Commanders, including N'rath of House Mog'h (if present), are eager to break off the attack. They are relieved for the war to be over, or just afraid of what will become of their kin on Qo'noS if they fail to comply. Others seem confused or conflicted, unsure how to proceed. A **Presence + Command** task by the characters may help to sway these undecided commanders toward the path of peace.

About half of the Klingon ships – including K'valla, Torgg, and Trelgg, if they are still alive – reject their new orders outright. They may dismiss the news as a Federation deception, or accuse L'Rell of being a Federation stooge, unworthy of their obedience. Some are intent to call L'Rell's bluff, arguing she would never follow through with the destruction of her homeworld. Others are simply too bloodthirsty to break off the attack, and don't care about the consequences. Their only hesitation is trying to convince the other commanders to join in their final attack.

While the Klingons are conflicted, it is clearly only a matter of time before some of them take matters into their own hands, and restart the violence. This presents the crew with a familiar moral dilemma – should they fire on the Klingons first?

ACT 3: THE COST OF PEACE

640004

SCENE 1: THE FINAL SHOTS

The progression of the last battle fought in the Klingon-Federation War depends on whether the characters choose to fire on the Klingons first.

IF STARFLEET SHOOTS FIRST...

The characters' tactical officer makes an immediate attack against an enemy ship of their choice, assisted by their ship (and assets) as normal. This takes place outside the normal action order of combat, and can be followed up with an immediate second attack once the action order resumes.

Any Klingon ships that were disposed to accept L'Rell's ceasefire immediately warp out of the system, fearing they will be targeted by Starfleet's vengeance. Commanders who were undecided about the armistice fall back on their combat instincts once the shooting starts, and fight back in self-defense.

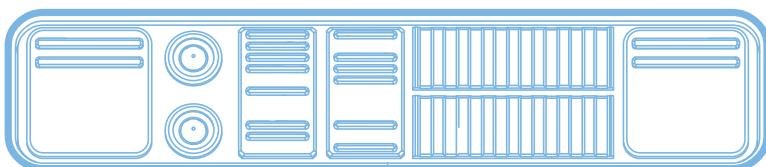
Any Klingon ships that were determined to keep fighting – which will be about half of the surviving vessels in all attack wings – respond to Starfleet's violation of the ceasefire with outrage. They fight to the death, ramming their ships and activating self-destruct systems if it will help them kill as many Federation dogs as possible.

Unless the characters secure agreement from their allies before they start shooting, the other Starfleet captains react with shock and horror. Nonetheless, they will battle to protect the crew once the fighting restarts. Any surviving assets that were dispatched to other attack wings rejoin the main fleet as the combat restarts.

IF THE KLINGONS SHOOT FIRST...

The lead ship of the warmonger faction – probably whichever ship has K'valla, Torgg, or Trelgg aboard, if they are still alive – opens fire on one of the players' Ship assets. The attack inflicts devastating damage, condemning the ship to destruction. Unless the characters commit the first round of the restarted combat to performing rescue operations under fire, the ship is lost with all hands. If the players have no remaining Ship assets present at the battle, resolve a "free" attack against their own ship instead.

After this opening volley, starship combat resumes. Choose half of the remaining ships in all three Klingon attack wings to continue the battle against Starfleet; assets that were dispatched to intercept other Klingon attack wings return to the main fleet for the battle.



Any Klingon ships that were not committed to fighting continue to linger around the battlefield. If ignored, they take little action – merely sending messages to their aggressive kin encouraging them to stand down, while rescuing warriors from the wrecks of Klingon ships. If the characters hail these Klingons, they may be persuaded to re-enter the fight against their wayward cousins, with a Difficulty 3 **Reason + Command** task, assisted by the ship's **Communications + Command**. Their attacks are designed to debilitate rather than destroy, but collateral damage is expected. Such is the cost of defying the Empire's new rulers.

If N'rath of House Mog'h and his ship are still present – and if the characters impressed him with their honor in “Scavenging Pahvo” (page 113) – he sides against the Klingon warmongers from the second round of restarting combat onward, whether the characters have communicated with him or not. From this point on, the Difficulty to convince other Klingon ships to turn against their kin is reduced by 1.

In this situation, the Klingons do not fight to the death, but break off if they are clearly outmatched by Starfleet. They also abandon their attack if the majority of the Klingon fleet has turned against them. Their preference is to flee rather than surrender, but if victory is impossible and retreat has been denied, they will hoist the white flag rather than attempt a last stand.

SCENE 2: PICKING UP THE PIECES

If the characters survived this terrible battle, there will still be plenty of work to do after the violence abates. The largest fleet engagement since the Battle at the Binary Stars has littered the Sol system with the burning wreckage of starships – some of them might have survivors, in urgent need of rescue. The bodies of the fallen must also be recovered, and honored according to their culture's funerary customs. This might be the first chance the characters get to discover the casualties aboard their own ship – see the rules for Casualty Reports on page 37.

Any Klingons who surrendered must be taken into custody. Any Klingons willing to open negotiations are now esteemed guests of the Federation. Treating Klingon wounded, and returning their slain, would be an excellent way to demonstrate good faith between understandably distrustful envoys.

If the Klingon attack wings destroyed the shipyards of Luna, there is a narrow window in which to rescue Starfleet engineers, and salvage valuable ship components. If the Klingon attack wings destroyed Earth's communications satellites, then its population is restless and panicked. Perhaps the characters could attempt to channel emergency communications through their own ship, or transport to Earth's surface to provide reassurance the war is over.

If the characters had attempted to evacuate the Earth, they may choose to recall the fleeing refugees, or make sure they're settled somewhere safe until order returns to the Federation capital. If the characters unleashed bio-weapons or booby-trapped their own space stations, they are ordered to disperse or disarm the weaponry as soon as possible, lest their war crimes upset the fragile peace any further...

CONCLUSION

640005

No matter how the characters conducted themselves in the battle, the war with the Klingons is over. However, the characters' actions will have had a huge impact on who lives, who dies, and how easy it will be to keep the peace.

If the characters held true to the ethos of Starfleet in this final battle – by refusing to fire first, showing considerate use of force, and fighting in defense of others – then they will earn the grudging respect of the Klingons who tried to kill them. It doesn't sound like much, but the Klingons currently present in the system will be the first to attempt post-war diplomatic negotiations with the Federation, and the outcome of those talks will set the tone for the peace to follow. The characters may even receive commendations or promotions for their conduct in the battle, not to mention goodwill from the most powerful people in the Federation!

If the characters compromised in the face of Armageddon – by breaking the ceasefire, participating in war crimes, or seeking revenge against old Klingon enemies – their actions cast a pall over the victory celebrations. Though the Klingons generally respect their new Chancellor's instructions to leave the Federation be, old vendettas die hard, and the crew should keep a wary eye on Klingon warships encountered in neutral space for the rest of their lives. It's possible the characters may be called before a Starfleet tribunal to account for their actions, but this is unlikely to result in long-term punishment. The unsettling truth is that a great many Starfleet officers have blemished their record in this war... so many that Command's preference is to put the matter behind them and move on.

Finally, the characters must pay their respects to the fallen. Any long-running allies who died in the Battle of Sol should be memorialized at this point – the crew's commanding officer will likely be invited to speak at their funeral. This is also an opportunity to meditate upon all the lives lost in the conflict, Federation and Klingon, and the appalling cost of the war. If anything good can come from this campaign of senseless violence, perhaps it could be a commitment by both sides to never wage war on this scale against each other ever again.

CONTINUING VOYAGES

640006

"The Dying of the Light" marks the end of this Federation-Klingon War tactical campaign. If the players' ship and crew survived the war, you may want to continue your **Star Trek Adventures** campaign, and explore how the Galaxy has changed since the war's end – though it's probably a good idea to take a break first!

Here are some ideas for future missions, that follow on from the tactical campaign and its immediate aftermath:

- Securing an armistice with the Klingons is not the same thing as achieving a lasting peace. All over the Galaxy, border worlds have transitioned from Federation to Klingon rule, and negotiating the Empire's orderly departure needs to be approached sensitively. Perhaps the crew will return to worlds they visited on previous campaign missions... or to points of interest they failed to defend. In either case, belligerent Klingon Houses will be waiting to take advantage of Starfleet weakness.
- During the Klingon-Federation War, many pirates stepped up their raids on defenseless worlds, confident Starfleet's resources were spread too thin to respond. These crimes must be answered for – but after 18 months of unrestrained plunder, these bandit fleets have grown far larger and more dangerous than the usual ragtag band of marauders.
- So much was discovered during the war that was exploited purely for military applications. Now, Starfleet is keen to discover how the technology can be adapted to better the lives of Federation citizens. What else have the Pahvans been trying to teach us? Could stolen Klingon stealth technology be adapted for unobtrusive surveillance of pre-warp civilizations? Can the flaws of mycelial transportation be overcome, without resorting to illegal genetic modification? And if a whole new Mirror Universe is out there, what other parallel dimensions are waiting to be discovered?
- A burst of seven signals have been detected across the Galaxy, their energy readings unlike anything Starfleet has encountered before. Under the command of her new captain, Christopher Pike, the *U.S.S. Discovery* is tasked with tracking down the source of the red bursts. What will your crew do to help?





SCRIPTED EVENT "THE TRUCE AT QO'NOS"

PRIORITY MESSAGE, STARFLEET COMMAND: ALL CAPTAINS (OFFICE OF ADMIRAL CORNWELL)

I can't believe I'm finally writing this, but the war is over. All captains are to cease all active offensive missions as of now and return to the nearest starbase for repairs and new orders. Those of you on patrol or standing in defense of any area should remain in place until we make sure this sticks. But you are not to fire on any Klingon vessel unless they fire first. We'll try to bring you all back in again as soon as we can. God knows we all deserve a rest.

I can't give you all the details as some of them are classified. But we've not won, or surrendered. Essentially, we are supporting a new leader of the Empire, who has the leverage to unite the Houses. In return she is ordering an end to hostilities so the Empire can regroup and take stock of its new political structure. I imagine each House will want to keep all their resources close, so they are ready to settle a few old scores. But I really couldn't care less about them killing each other.

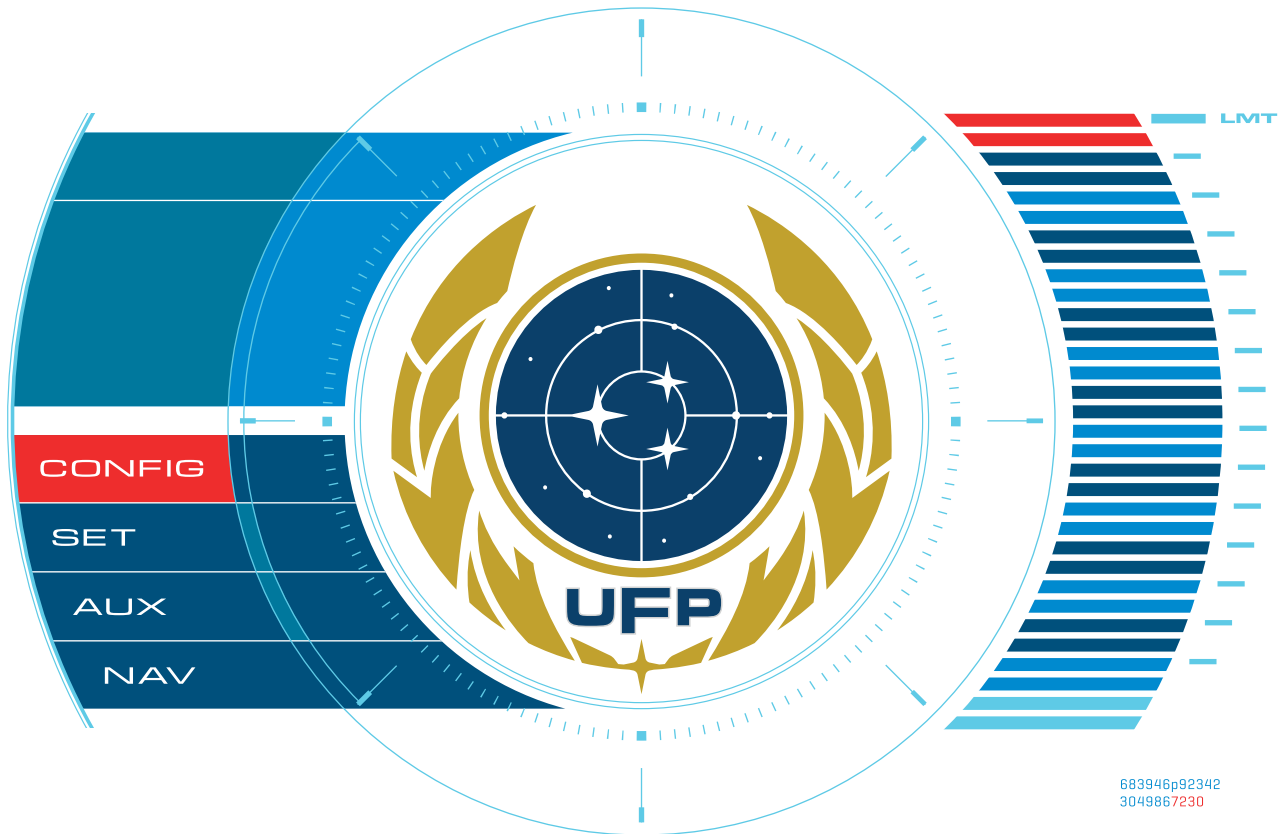
One thing I should underline is that this peace is a tentative one. I think it'll hold, but one spark might set it all off again. I know I don't have to say this, but there must be no more acts of aggression against the Klingons by any Starfleet vessels. I know you are all hurt, and some of you will want to give them a final kick when they are down. But they are not down, and anyone who has "communications issues" while finishing an action against the Klingons will feel the full force of a court martial. Trust me, I know how you feel, more than you might imagine, but we have to be the grownups here. This war has tested everything we stand for, and some of us have come up short, myself included. So let's be thankful for the opportunity to stand down and take a moment to reflect on what being a part of Starfleet means.

As a final note, I want to say thank you to all of you and your crews. I know you joined up to be explorers, not soldiers, but I am proud to serve with you all. We have all been tested and we have endured. There should be a medal for each and every one of you. But I believe the greatest reward is to finally come home again and be with the people we love.



CHAPTER 07.00

STARSHIPS



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FLEETS OF THE WAR

***“That is why we light our beacon this day. To assemble our people.
To lock arms against those whose fatal greeting is...‘We come in peace.’***

- T'KUVMA

THE FRONT LINE

710001

For both the United Federation of Planets and the Klingon Empire, the 2250s saw upheavals in both technology and tactics. The age of semi-conductor transistors powering the computers of the great powers was over, and duotronics was allowing technologies such as warp propulsion and sensors to advance at a faster rate than ever before. Those same advances in computing gave semi-autonomous weapon systems incredible accuracy, a battlefield development that outpaced defensive technologies.

Starfleet's vessels of the era, primarily those of the classes developed under Operation Next Step, were mature spaceframes by the time of the Federation-Klingon War in 2256. These vessels hadn't been designed to use duotronics, and the time required to retrofit the incredible technology into the ships' systems meant that few of these vessels had been retrofitted with the technology, and those that had were often the newest vessels serving in the fleet such as the *Constitution* and late-build *Nimitz*-class vessels.

In the Klingon fleet, two opposing developments struggled against each other. Stolen and reverse-engineered duotronic systems originating from the Federation were beginning to show how advanced they were compared to the reactivated Hur'q vessels that the Great Houses had come to rely upon. Some Great Houses began attempting retrofitting weapon

and sensor systems using the Federation technology, but Hur'q data networks were integrated inside the vessel's structures, and rendered any improvement in capabilities moot. While new ship classes such as the D6 and D7 were slowly being built, the number of Hur'q vessels continued to rise in service to the KDF while Minor Houses also constructed Hur'q-inspired designs that did utilize duotronic technology.

The war would result in catastrophic losses for both sides due to the rapid improvements to weapon systems that defensive systems could not match. Decades of ship building, tactics, and war planning for both polities were rendered into so much dust. From that dust would rise what would become the modern Starfleet and Klingon Defense Force that would be recognizable to citizens of both polities until the beginning of the 25th century.

FLEET ORGANIZATION

710002

UNITED FEDERATION OF PLANETS / STARFLEET

Between the founding of the Federation in 2161 and the Battle at the Binary Stars almost one hundred years later, Starfleet had been slowly changing its focus from one that centered on the core worlds of its founding members to being one that had differing commands that dealt with separate areas of its quickly growing volume of space under its control. In 2256, Starfleet consisted of six primary “fleets” in its organizational structure, each with its own focus and duties.

FIRST FLEET

Based in the Sol system, First Fleet consisted of newly constructed starships undergoing shakedown cruises, vessels assigned to patrol the core worlds of the Federation deep inside its volume of space, and remnants of the legacy fleets that Starfleet grew from such as UESPA (United Earth Space Probe Agency), the Vulcan High Command, the Andorian Guard, and the Consolidated Fleet of Tellar.

THE FLEET YOU HAVE

The starships presented in this section represent notable vessels from the classes of starships found in the *Star Trek: Discovery (2256-2258) Campaign Guide*. They may be used in any campaign either as NPC ships in a standard *Star Trek Adventures* mission, or their own campaign on one of these vessels for their players to experience the Federation-Klingon War. If so, the gamemaster should feel free to change any details they need in order to best utilize these vessels.

During the war, civilian vessels that were conscripted were placed in First Fleet to free up more capable vessels for front line service. Post-war, First Fleet would quickly become the most technologically advanced fleet in service due to the rapid replacement and expansion of Starfleet cycling the newest vessels through its ranks.

SECOND FLEET

Prior to the beginning of the war, Second Fleet contained the most heavily armed vessels in Starfleet due to their assigned duties, including patrolling the Romulan Neutral Zone. While almost a century in the past, the Earth-Romulan War still greatly affected the Federation member worlds, and fear of another attack, even during the Federation-Klingon War, meant that many vessels stayed in position. This fleet was also tasked with exploration of the coreward reaches of the Federation and patrol of the Patriarchy border regions. Also falling under the command of this fleet were the Border Outposts along the Neutral Zone, consisting of hardened starbases cut into the solid rock of metallic asteroids and small planetoids.

THIRD FLEET

Smaller than the other fleets at the start of the war, Third Fleet would see its ranks further drained as reinforcements were needed to replace the extraordinary losses seen in the first months of the War. Third Fleet was based out of the Kobliad star system and was tasked with patrolling the relatively peaceful border regions of the Tzenkethi Coalition, the Cardassian Union, and the Talarian Republic, as well as exploring the spinward reaches of the Federation. Post-war Third Fleet would see increased action due to the expansion of the Federation into sectors bordering the Cardassian Union and Talarian Republic, with the Admiralty often referring to the fleet as the “Diplomats.”

FOURTH FLEET

The center of activity during the Federation-Klingon War, the Fourth Fleet had been tasked with patrolling the Klingon border region and exploring the antispinward reaches of the Federation. Fourth Fleet suffered the worst casualties during the opening of the War as they fought defensive actions primarily across the Mempa, Qo’noS, and Archanis Sectors. Further rimward, Fourth Fleet was able to take pressure off the heavily engaged sectors by counterattacking into the Gariman Sector. Fourth Fleet would be reinforced by elements of the other fleets of Starfleet throughout the war, and few starships that began the War serving in Fourth Fleet remained to see its end.

FIFTH FLEET

During the war, Fifth Fleet (more than other fleets) would operate in support positions to Fourth Fleet as there was overlap between the assigned volumes of both fleets. Fifth Fleet had just been moved to base out of the Cait star system (a new Federation member world) and was tasked with exploration of the rimward regions of the Federation and patrolling the region of space claimed by the Tholian Assembly. Post-War, Fifth Fleet would also be assigned to patrol the border of the Gorn Hegemony, as contact with the species pre-war had been exceedingly rare.

“SIXTH FLEET”

The unofficial fleet inside of Starfleet, Sixth Fleet represented the starships assigned to deep space exploration and those ships deployed on five-year missions. As these vessels ranged far beyond the borders of the Federation and remained out of contact with the Admiralty for months or years at a time, those starships placed in the Sixth Fleet had

LOGISTICS AND STRATEGIC PLANNING

It cannot be overstated how important the movement of supplies in support of a military is in the art of warfare. Admiral Henry E. Eccles of the United States Navy said, “Logistics is the bridge between the economy of the nation and the tactical operations of its combat forces.” This would hold true even in *Star Trek*, but in the time of faster than light space travel, things get infinitely more complex and simple at the same time.

The economy of scale becomes a driving factor. In World War II, the United States (one of the most industrialized nations) had a population of 132 million supporting a military composed of around 16 million, meaning on a war footing that a nation with 20th century manufacturing techniques can maintain a military composing 12% of its

population, not even going into lend-lease to other nations. In *Star Trek*, there are over a hundred worlds in the Federation by the middle of the 23rd century, with a likely population of over half a trillion. The Federation has more efficient manufacturing techniques, automated mining and processing facilities, and hundreds more years of learning the quartermaster trade. This means, without exaggeration, the Federation could *easily* support Starfleet with active service members numbering over 60 billion strong.

We see nothing like this in *Star Trek*. This means that any inhabited planet can likely support the combat needs of the entirety of Starfleet. It also means that likely the only important strategic logistical points deal with plot-important material. Combine this with warp speeds, likely tens of thousands of merchant marines on either side of the conflict, and logistical matters are rendered moot, unless in service to the plot. If you as a gamemaster want something to be hard to get to put scarcity into a tense situation, do so, but detailing out how much antimatter is being produced in each Federation star system and how it is moved around is beyond the scope of *Star Trek Adventures*.

no formal chain of command or operational base from which commodores or admirals would manage them. Rather, Sixth Fleet vessels would make contact with whichever starbase or flag officer they could when coming back within range of subspace communications. Sixth Fleet also became the emergency starship force during the war that would act as a lifeboat to the Federation, attempting to raise a new government in exile somewhere else in the Galaxy if the Klingon Empire conquered its home worlds.

KLINGON EMPIRE / KLINGON DEFENSE FORCE

The sudden ability to use abandoned Hur'q vessels from across the Empire opened up incredible opportunities for the Great and Minor Houses of the Empire. Where before the Houses contributed personnel to the centralized KDF and ships were built at Imperial shipyards, now the Houses had access to their own ships of widely varying capabilities based on what Hur'q vessels they came across. The KDF itself continued to grow and expand, but at nothing like the rate of the House navies. This change would only cease with the losses of the War and the obsolescence of Hur'q technology compared to newer duotronic equipment.

KLINGON DEFENSE FORCE / IMPERIAL NAVY

Primarily consisting of native Klingon-designed starships and highly trained warriors, the KDF had lagged behind the Great Houses in power since Hur'q vessels began to be reactivated. Their primary loyalty was to the Empire, the Chancellor, and the Klingon people. The KDF centered its operations in the Qo'noS star system as the majority of shipyards were located there, but also found itself operating

in and near other star systems deemed critically important to the Empire, such as H'atoria, K't'inga, and Ganalda. Post war, the KDF would become the single largest fleet organization in the Klingon Empire, with the vast majority of newly built starships finding service in its ranks.

GREAT HOUSES

The Great Houses saw the majority of the fighting during the War, with each House competing with the others for glory in the destruction of Starfleet and conquest of the Federation. Great House Fleet compositions were primarily the largest of the reactivated and salvaged Hur'q vessels, with a minority being purpose-built craft. The fleets of the Great Houses followed the orders of whichever head of a Great House could command the most respect, and by the end of the War, the chaotic nature of the Great Houses' tactics resulted in them being a shadow of their former glory.

MINOR HOUSES

Drawing little respect from the Great Houses, the fleets of the Minor Houses were used as stopgap forces to fill in losses in the battle line, or as reinforcements. The fleets of these Houses primarily contained older starships, including D5s and centuries-old birds-of-prey. The one exception to this was the Minor House of K't'inga, which was already producing D7s on a small scale, and would later rise to the status of a Great House due to their contributions to the security of the Empire. While the age and low relative capabilities of the Minor Houses caused serious losses to their fleets during the War, they suffered comparatively less than the Houses that sat on the Council.

SWARM OF SHIPS

While not a tactic traditionally employed by the Klingon Empire, some the species forced into the war might choose to use swarms of smaller-scale vessels to attack and overwhelm the enemy. Creating a targeting nightmare for enemies, this tactic has been employed numerous times throughout the Galaxy to overwhelm their targets with sheer numbers.

CREATING A SWARM: Swarm is a trait that can be added to a large group of Scale 1 or Scale 2 ships that confers the following rules. A swarm is treated as a single ship except that when a swarm is introduced to a scene, the gamemaster determines its Scale.

A swarm takes a number of actions per round equal to its Scale and rolls additional ▲ on a successful attack equal to its Scale. The Swarm's attack is the most common attack profile of the ships making up the Swarm.

A swarm has Shields equal to the most common Structure value of the ships included plus the swarm's Scale multiplied by 2. In addition, a

swarm cannot suffer breaches or replenish shields. Instead, a swarm is defeated once its shields have been reduced to 0.

Example: The crew has been assigned a scouting mission to gather intelligence on a ship building facility run by a lesser Klingon House. Because the facility generally only makes Scale 1 and 2 ships, and the House likes to use swarm tactics, the gamemaster decides to turn the fourteen Scale 1 shuttles and six Scale 2 shuttles at the facility into a Swarm for the players to deal with.

To create the Swarm, the gamemaster decides the combined twenty shuttles should be Scale 4. Because there are more Scale 1 shuttles than Scale 2, the Scale 1 shuttles' Structure value of 6 is used to determine how many Shields the Swarm has. The Scale of 4, and a Structure of 6, are added together and then multiplied by 2 to determine the Swarm's Shields, giving it a total of 20 shields in total.



FEDERATION STARSHIPS

"A good Navy is not a provocation to war. It is the surest guarantee of peace."

– PRESIDENT THEODORE ROOSEVELT, UNITED STATES OF AMERICA, EARTH 1902 CE

STARSHIPS

720001

Hundreds of ships of the line took part in operations during the War, as well as several hundred more civilian or hastily improved or reactivated vessels that had been retired from active service years ago. The spaceframes for the starships listed below are ones that are appropriate to use in this era and can mostly be found in the *Star Trek: Discovery (2256-2258) Campaign Guide*. These vessels should be seen as examples of the vessels that served in the war.

The starships below also represent typical examples of *Human* crewed starships in Starfleet. Prior to the 2270s, most Starfleet vessels were crewed by a single species due to life support needs, ease of provisioning appropriate food and medical

supplies, and medical personnel trained to provide care for a single species rather than multiple ones. This non-uniform nature of Starfleet means that a different starships of the same class may have different Traits and refit priorities. A Starfleet vessel that isn't Human crewed should gain a Trait based on the species on-board. Additionally, if a ship had refits listed as it has been more than ten years from the classes launch, those refits *could* be different for other member species. As an example, *U.S.S. Rickenbacker* is an *Engle* class and is Human built, refit, and crewed. It has two refits, adding 1 to the Engines and Sensors Systems. A Vulcan crewed *Engle* may have put both refits in Sensors, an Andorian *Engle* may have put 1 in both Sensors and Weapons, and a Tellarite vessel of the class may have put a point in each Computers and Structure. Starfleet during the Federation-Klingon War is one of extreme variety.



DAEDALUS CLASS - U.S.S. SAN JUAN NCC-285

720002

San Juan had entered civilian service soon after the end of the Earth-Romulan War and performed as a medical relief vessel for UESPA merchantmen and Human colonies. The vessel was recommissioned into Starfleet service only two days after the Battle at the Binary Stars as *San Juan* was only two light years away. She was the first on the scene to rescue personnel in lifepods and other survivors of the battle.

COMMISSIONED: 2161, Refit 2250

MISSION PROFILE: Crisis and Emergency Response

TRAITS: Federation Starship, Long-Serving

SYSTEMS

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

DEPARTMENTS

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

SCALE: 3
POWER: 7

RESISTANCE: 3
SHIELDS: 10

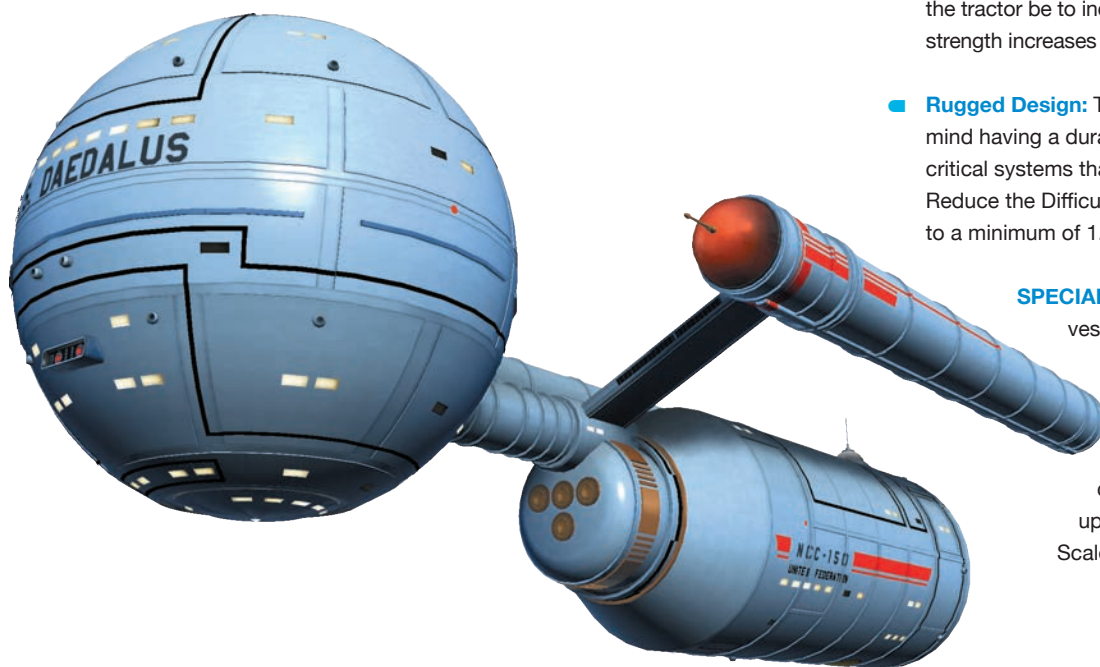
WEAPONS:

- Phase Cannons (Energy, Close, 7▲, Versatile 1)
- Photon Torpedoes (Torpedo, Long, 5▲, High Yield)
- Tractor Beam (Strength 4)

TALENTS:

- Advanced Sickbay:** The ship's medical ward or sickbay is well equipped, and larger than normal for a ship of this size. The ship gains the Advanced Medical Ward or Advanced Sickbay advantage, which applies to all tasks related to medicine and biology performed within the ward or sickbay. This advantage is lost if the ship's Computers system is disabled.
- Dedicated Personnel (Medical):** The ship gains two additional Crew Support, which may only be used to establish supporting characters who are part of the medical department.
- Extensive Shuttlebays:** The vessel's shuttlebays are large, well-supplied, and able to support a larger number of active shuttle missions simultaneously. The ship may have twice as many small craft active at any one time as it would normally allow, and it may carry up to two Scale 2 small craft.
- High Power Tractor Beam:** The ship's tractor beam systems channel far greater quantities of power and exert much more force on the target. The ship's tractor beam has a strength two higher than normal. Further, the ship may spend Power whenever a target attempts to escape the tractor beam to increase its strength for that attempt; the strength increases by 1 for every 2 Power spent.
- Rugged Design:** The ship is designed with the frontier in mind having a durable construction and easy to access critical systems that allow repairs to be made easily. Reduce the Difficulty of all tasks to repair the ship by 1, to a minimum of 1.

SPECIAL RULE: Efficiency: *Daedalus*-class vessels are constructed with simple systems that are easily maintained, and a highly adaptable modular construction beyond what most Starfleet vessels of even the 24th century use. These vessels may have up to five talents, rather than the three its Scale would normally permit.



INTREPID CLASS (22ND CENTURY) - U.S.S. WALLABY NCC-35FX

720003

Wallaby served in Starfleet during the Earth-Romulan War, surviving the conflict to be mothballed with the creation of the Federation Starfleet in 2161. With the incredible losses suffered by Starfleet in the opening months of the Federation-Klingon War, Starfleet began a crash reactivation program of the starships parked in the trans-Neptunian Boneyards. Under the command of Lieutenant Commander Macomb, the two-dozen-strong crew of *Wallaby* took part in three separate combat actions, two in the Andorian home system of Procyon, and the last in defense of the deep Oort Cloud scientific facilities in the Sol system in the last hours of the War. While the spaceframe was over a century old, modern phaser capacitors in its phase cannons allowed *Wallaby* to destroy one bird-of-prey and damage two others before it was forced to fall back. With *Wallaby*'s survival, the ship continued in service to Starfleet for the next two decades as a short-range patrol vessel.

COMMISSIONED: 2153, Refit 2257

MISSION PROFILE: Tactical Operations

TRAITS: Federation Starship, Long-Serving

SYSTEMS

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

DEPARTMENTS

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

SCALE: 3

RESISTANCE: 3

POWER: 9

SHIELDS: 11

WEAPONS:

- Phase Cannons (Energy, Close, 9A, Versatile 1)
- Photon Torpedoes (Torpedo, Long, 7A, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- Fast Targeting System:** The ship's targeting systems can lock weapons on target much faster and more accurately than other ships of its class, giving it an edge in battle. The ship does not suffer the normal Difficulty increase for targeting a specific system on the enemy ship.

- Improved Damage Control:** The ship has more efficient damage reporting systems, and better trained teams of technicians, allowing the crew to respond more quickly to damage during a crisis. When a character takes the Damage Control task aboard this ship, they may re-roll a d20. If the repairs require an extended task, then the character also gains Progression 1.

- Improved Impulse Drive:** The ship's impulse drives are more powerful than on most ships, allowing the ship to accelerate much more quickly. 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 tasks against the ship by 1 until the start of the flight controller's next turn, due to the ship's rapid acceleration.

NX CLASS IN THE FEDERATION-KLINGON WAR

Few NX class vessels were manufactured by United Earth prior and during the Earth-Romulan War. Those that did served as command vessels for commodores and admirals, their incredible capabilities being used to their fullest. As they were so central to Starfleet and her allies' success, these vessels were singled out by the Romulans for destruction, with only *NX-01 Enterprise* surviving the war. While this means that using the NX class in your game may not be realistic, it is your game, and you should do what you want with it.

To include the NX class in your game, add 2 to each System as published in the *Utopia Planitia Starfleet Sourcebook*.



WALKER CLASS - U.S.S. THUNDERBIRD NCC-1212

720004

Commanded by the noted subspace theorist Captain Polaza Caprici, *Thunderbird* began the War as a part of Second Fleet patrolling the Romulan Neutral Zone and supporting operations out of the Sierra outposts. After the Battle at the Binary Stars, Caprici's background, along with the specialty subspace monitoring sensors onboard *Thunderbird*, became incredibly useful to Starfleet Command and the Fourth Fleet Admiralty in particular. *Thunderbird* would typically "hunt" subspace signals that were leaking data from subspace sidebands emanating from older and less reliable Hur'q systems, allowing *Thunderbird* to pinpoint where large concentrations of Klingon forces were massing, and even tracking them from a moderate distance.

COMMISSIONED: 2200, Refit 2255

MISSION PROFILE: Pathfinder and Reconnaissance Operations

TRAITS: Federation Starship

SYSTEMS

COMMS	08	ENGINES	08	STRUCTURE	06
COMPUTERS	07	SENSORS	10	WEAPONS	06

DEPARTMENTS

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

SCALE: 3
POWER: 7

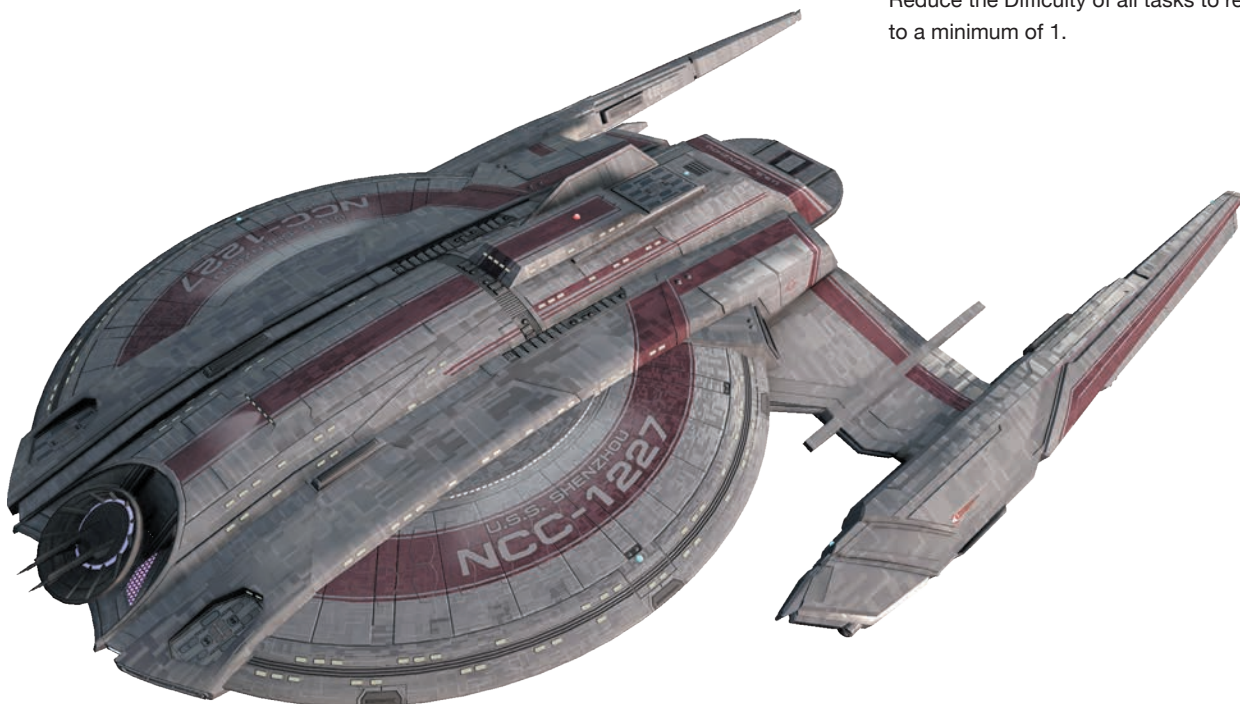
RESISTANCE: 3
SHIELDS: 8

WEAPONS:

- Phase Cannons (Energy, Close, 7▲, Versatile 1)
- Phaser Banks (Energy, Medium, 6▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long, 5▲, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- Expanded Munitions (Phaser Banks)**
- Improved Warp Drive:** The ship's warp drive is more efficient, capitalizing on improved field dynamics, or some other advancement that allows the ship to expend less energy when traveling at warp. Whenever the ship spends Power to go to warp, roll 1▲ for each Power spent; for each effect rolled, that point of Power is not spent.
- Rugged Design:** The ship is designed with the frontier in mind, having a durable construction and easy to access critical systems that allow repairs to be made easily. Reduce the Difficulty of all tasks to repair the ship by 1, to a minimum of 1.



SHEPARD CLASS - U.S.S. LAIKA NCC-1263

720005

Laika was at Earth's Baikonur Orbital Cosmodrome undergoing refits when the war broke out. Captain Dimitri Konstantin brought his crew together from shore leave and launched, with engineers from the Cosmodrome volunteering to stay aboard as not all the vessel's reactors had been fully reactivated. The extra reactors would come online at an opportune time when encountering a probing bird-of-prey squadron that had already ranged many light-years into the Federation. The opening shots disabled *Laika*'s warp drive, and Captain Konstantin used every electron in his ship's power grid to maintain shield integrity while juking his ship to avoid fire for nearly forty minutes before Commodore Th'Jan arrived, allowing the Starfleet vessels to dispatch the Klingon starships. *Laika* began the tradition of painting canine paw prints under the ship's registry to represent kills, ending the war with six to her credit.

COMMISSIONED: 2198, Refit 2256

MISSION PROFILE: Multirole Explorer

TRAITS: Federation Starship

SYSTEMS

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

DEPARTMENTS

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

SCALE: 3
POWER: 12

RESISTANCE: 3
SHIELDS: 10

WEAPONS:

- Phaser Banks (Energy, Medium, 7▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long, 6▲, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- Improved Impulse Drive:** The ship's impulse drives are more powerful than on most ships, allowing the ship to accelerate much more quickly. 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 tasks against the ship by 1 until the start of the flight controller's next turn, due to the ship's rapid acceleration.
- Rugged Design:** The ship is designed with the frontier in mind, having a durable construction and easy to access critical systems that allow repairs to be made easily. Reduce the Difficulty of all tasks to repair the ship by 1, to a minimum of 1.
- Secondary Reactors:** This ship has additional impulse and fusion reactors that allow the ship to generate far greater quantities of energy. This ship's Power capacity is increased by 5.



MAGEE CLASS - U.S.S. OLDS NCC-1403

720006

Olds was on a deep space survey assignment to the galactic south of the Federation-Klingon border region prior to the outbreak of the War, and only learned about it from a chance encounter with an Orion scout vessel as it was on course to return to Starbase 24 months after the facility had fallen to Klingon attackers. *Olds* drifted into position nine light-years from the Khitomer system, then began to construct a massive subspace transceiver from unwinding two of the vessel's warp coils. While dropping their cruising speed by fifteen percent, the improved communications array allowed the crew of *Olds* to communicate back to Starfleet Command in unoccupied space and relay sensor information on movements of Klingon forces through the sector. The starship was vulnerable due to the improvised subspace transceiver it had deployed, unable to go to warp in less than ten minutes, but thankfully the scientists of *Olds* kept a watchful eye on the ship's energy emissions and ensured that subspace transmission drift would be minimal, allowing them to survive the War and return to Federation space in 2258.

COMMISSIONED: 2198, Refit 2248

MISSION PROFILE: Science and Survey Operations

TRAITS: Federation Starship

SYSTEMS

COMMS 07	ENGINES 08	STRUCTURE 06
COMPUTERS 08	SENSORS 10	WEAPONS 05

DEPARTMENTS

COMMAND 02	SECURITY 01	SCIENCE 05
CONN 02	ENGINEERING 04	MEDICINE 02

SCALE: 3

RESISTANCE: 3

POWER: 8

SHIELDS: 7

WEAPONS:

- Phaser Banks (Energy, Medium, 5▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long, 4▲, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- Advanced Research Facilities:** The vessel is equipped with additional laboratories and long-term research facilities, which allow the crew to study phenomena over a protracted period, and thus generate a wealth of useful information. Whenever a character aboard the ship attempts a task to perform research, and they are assisted by the ship's **Computers + Science**, the character gains one bonus Momentum, which must be used for the *Obtain Information* Momentum spend.
- Dedicated Personnel (Science):** The ship gains two additional Crew Support which may only be used to establish supporting characters who are part of the Science department.
- High Resolution Sensors:** The vessel's sensors can gain large amounts of accurate data, though they are extremely sensitive. While the vessel is not in combat, any success task that is assisted by the ship's Sensors gains one bonus Momentum.



CARDENAS CLASS - U.S.S. JERVIS NCC-1424

720007

Jervis served as the command vessel for Commodore Karlos Manfred, commanding officer of ComBatDiv 2, Fourth Fleet based out of Xarantine star system. *Jervis* and her crew saw fierce combat in the opening stages of the war, often at the center of fleet actions, and always taking heavy fire. Her last battle was in the final months of the War near Regulus, when *Jervis* and her consorts were ambushed and destroyed. Survivors' reports said that even after the ship had broken apart, her independently powered phaser banks continued to fire at Klingon targets, claiming two D5s even after *Jervis*'s destruction.

COMMISSIONED: 2204, Refit 2252

MISSION PROFILE: Battlecruiser

TRAITS: Federation Starship

SYSTEMS

COMMS	07	ENGINES	10	STRUCTURE	07
COMPUTERS	07	SENSORS	07	WEAPONS	07

DEPARTMENTS

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

SCALE: 4

RESISTANCE: 4

POWER: 10

SHIELDS: 11

WEAPONS:

- Phase Cannons (Energy, Close, 10▲, Versatile)
- Phaser Banks (Energy, Medium, 9▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long, 7▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Expanded Munitions (Phaser Banks)**
- Improved Warp Drive:** The ship's warp drive is more efficient, capitalizing on improved field dynamics or some other advancement that allows the ship to expend less energy when traveling at warp. Whenever the ship spends Power to go to warp, roll 1▲ for each Power spent; for each effect rolled, that point of Power is not spent.
- Independent Phaser Supply:** Common prior to the 2270s, the ship's phasers use an independent power supply rather than drawing directly from the ship's other power sources. Attacking with the ship's phasers no longer has a Power requirement. However, the ship may not spend additional power to boost the effectiveness of an attack with the phasers.
- Redundant System (Warp Engines):** The ship has multiple additional redundancies that allow it to withstand severe damage more easily. When the warp propulsion (Engines) becomes damaged or disabled, the crew may choose to activate the backups as a minor action; if the system was Damaged, it is no longer Damaged. If it was Disabled, it becomes Damaged instead. A system's backups may only be activated once per adventure, so subsequent damage will have the normal effect.



HOOVER CLASS - U.S.S. NEGRELLI NCC-1615

720008

Initially assigned to probe the Romulan Neutral Zone as a part of Second Fleet, *Negrelli* was quickly transferred to Fourth Fleet at the outbreak of the War. As all of her class were designed with combat in mind, and nominally designated as destroyers, *Negrelli* didn't need to return to dry dock for refitting, even though her initial mission was one of exploration and intelligence gathering. *Negrelli* and her crew operated semi-independently for much of the War, darting between the Paulson and Azure Nebulas, raiding Klingon logistics convoys. In June of 2257 she became part of Operation CUTOFF, a mission that took four starships deep into the Empire to the Beta Lankal system, where Starfleet attempted to attack a Hur'q boneyard where the Empire was reactivating dozens of larger vessels. Once there they quickly discovered that the facility was guarded by three D-6 battlecruisers along with two reactivated *Qoj*-class dreadnaughts. The central Hur'q facility was successfully destroyed and salvage operations there delayed until long after the War ended, but *Negrelli* was the only Starfleet vessel to return.

COMMISSIONED: 2213, Refit 2249

MISSION PROFILE: Multirole Explorer

TRAIT: Federation Starship

SYSTEMS

COMMS

07

ENGINES

08

STRUCTURE

07

COMPUTERS

07

SENSORS

08

WEAPONS

08

DEPARTMENTS

COMMAND

02

SECURITY

03

SCIENCE

03

CONN

02

ENGINEERING

03

MEDICINE

02

SCALE: 4

POWER: 8

RESISTANCE: 5

SHIELDS: 10

WEAPONS:

- Phaser Cannons (Energy, Close, 9A, Versatile 2)
- Photon Torpedoes (Torpedo, Long, 6A, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Extensive Shuttlebays:** The vessel's shuttlebays are large, well-supplied, and able to support a larger number of active shuttle missions simultaneously. The ship may have twice as many small craft active at any one time as it would normally allow, and it may carry up to two Scale 2 small craft.

- High Resolution Sensors:** The vessel's sensors can gain large amounts of accurate data, though they are extremely sensitive. While the vessel is not in combat, any successful task that is assisted by the ship's Sensors gains one bonus Momentum.

- Improved Hull Integrity:** The ship's hull has been reinforced to hold together better under stress and damage. The ship's Resistance is increased by 1.

- Rugged Design:** The ship is designed with the frontier in mind, having a durable construction and easy to access critical systems that allow repairs to be made easily. Reduce the Difficulty of all tasks to repair the ship by 1, to a minimum of 1.



MALACHOWSKI CLASS - U.S.S. RASKOVA NCC-1633

720009

Having only taken command three weeks prior and his first command, Captain Eli Cho wasn't seen as having the tactical experience needed for the kinds of positions the heavily armed *Raskova* would find herself in. Initially assigned to Fifth Fleet as an escort vessel moving between Risa and Al Nath, Cho singled his intent to break away from the still heavily guarded convoy and formally transferred his command to Fourth Fleet. While the Klingon Empire claimed space antispinward of Al Nath, *Raskova* found that few Klingon starship assets were in the area, and Captain Cho decided to begin training his crew and himself in the skills of raiding rather than guarding against it. Striking at automated mining facilities, terraforming equipment, and even finding an undiscovered (by Klingons) Hur'q drydock, *Raskova* drove deep into the Empire, causing havoc on material and equipment.

COMMISSIONED: 2215, Refit 2250

MISSION PROFILE: Patrol

TRAIT: Federation Starship

SYSTEMS

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

DEPARTMENTS

COMMAND	01	SECURITY	05	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	02

SCALE: 3
POWER: 6

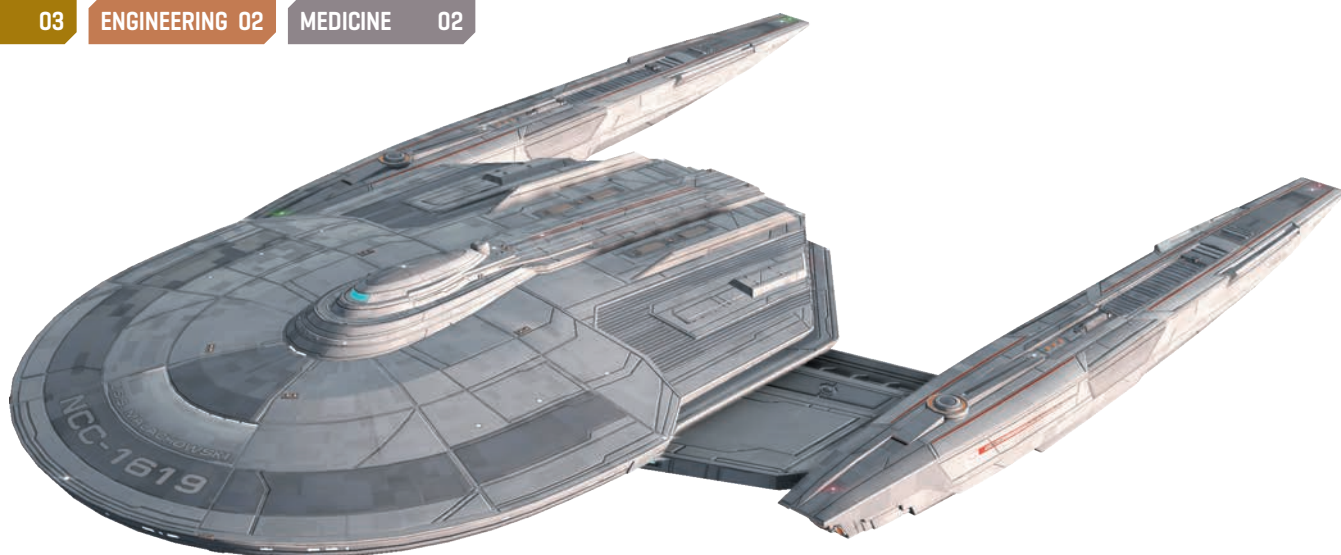
RESISTANCE: 3
SHIELDS: 14

WEAPONS:

- Phaser Banks (Energy, Medium, 9▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long, 8▲, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- **Fast Targeting Systems:** The ship's targeting systems can lock weapons on target much faster and more accurately than other ships of its class, giving it an edge in battle. The ship does not suffer the normal Difficulty increase for targeting a specific system on the enemy ship.
- **High Resolution Sensors:** The vessel's sensors can gain large amounts of accurate data, though they are extremely sensitive. While the vessel is not in combat, any successful task that is assisted by the ship's Sensors gains one bonus Momentum.
- **Rapid Fire Torpedo Launcher:** The vessel's torpedo launchers have been designed to allow the ship to fire multiple torpedoes much more quickly and accurately. Whenever the crew adds 3 to Threat to fire a torpedo salvo, they may re-roll a single d20 on the attack, and any number of ▲ on the damage roll.



ENGLE CLASS - U.S.S. RICKENBACKER NCC-1347

720010

Rickenbacker and her crew were assigned to Deep Space K-7 at the start of the War, and in the panic that followed the Battle at the Binary Stars, she helped evacuate medically vulnerable civilians and personnel from 14 Eridani, Zeta Eridani, and HIP 15776 to a Starfleet mustering point near Tarlac. On her return to K-7, her crew witnessed the final defense of Deep Space K-7 and its fall to the attacking Klingon forces. Unable to flee without giving themselves away, *Rickenbacker* stayed hidden among some debris nearby, waiting for the Klingons to drop their guard enough to make a warp hop in close to pick up as many life pods as they could before their life support systems failed. Survivors' numbers dwindled while the crew watched, and unable to stand by while more Starfleet personnel died, *Rickenbacker* performed her warp hop and took incredible fire from a remaining Qoj-class vessel while her shields were down and she was beaming survivors aboard. *Rickenbacker* suffered thirty-six crew casualties that day, but escaped and saved eighty from slow suffocation in failing life pods.

COMMISSIONED: 2230, Refit 2254

MISSION PROFILE: Crisis and Emergency Response

TRAIT: Federation Starship

SYSTEMS

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

DEPARTMENTS

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

SCALE: 3
POWER: 6

RESISTANCE: 3
SHIELDS: 14

WEAPONS:

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

TALENTS:

- Advanced Sickbay:** The ship's medical ward or sickbay is well equipped, and larger than normal for a ship of this size. The ship gains the Advanced Medical Ward or Advanced Sickbay advantage, which applies to all tasks related to medicine and biology performed within the ward or sickbay. This advantage is lost if the ship's Computers system is disabled.
- Improved Impulse Drive:** The ship's impulse drives are more powerful than on most ships, allowing the ship to accelerate much more quickly. 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 tasks against the ship by 1 until the start of the flight controller's next turn, due to the ship's rapid acceleration.
- Improved Warp Drive:** The ship's warp drive is more efficient, capitalizing on improved field dynamics, or some other advancement that allows the ship to expend less energy when traveling at warp. Whenever the ship spends Power to go to warp, roll 1▲ for each Power spent; for each effect rolled, that point of Power is not spent.



NIMITZ CLASS - U.S.S. FLETCHER NCC-1651

720011

Fletcher acted as the command vessel for the First Combat Flotilla of Fourth Fleet under the command of Admiral Ashikaga Shiori and became known as the “*Fletcher’s Finest*” during the War. Nominally a diplomat ship used to wave a martial flag for the Romulans and Klingons to see in an attempt to ward off hostilities, instead *Fletcher* attracted attack after attack against her, resulting in the crew, and the entire 1st/4th, seeing some of the most combat of any Starfleet group of the War.

COMMISSIONED: 2238, Refit 2255

MISSION PROFILE: Battlecruiser

TRAITS: Federation Starship

SYSTEMS

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

DEPARTMENTS

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

SCALE: 4

RESISTANCE: 4

POWER: 8

SHIELDS: 14

WEAPONS:

- Phaser Cannons (Energy, Close, 9▲, Versatile 2)
- Phaser Banks (Energy, Medium, 8▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long, 6▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Command Ship:** The ship has command and control systems allowing it to coordinate easily with allies during a crisis. When a character on the ship succeeds at a Command task to create an advantage, they may always be assisted by the ship’s **Communications + Command**, and they may confer the advantage to allied ships, landing parties, or away teams with whom the ship maintains a communication link.
- Expanded Munitions:** Phaser Banks
- Extensive Shuttlebay:** The vessel’s shuttlebays are large, well-supplied, and able to support a larger number of active shuttle missions simultaneously. The ship may have twice as many small craft active at any one time as it would normally allow, and it may carry up to two Scale 2 small craft.
- Improved Warp Drive:** The ship’s warp drive is more efficient, capitalizing on improved field dynamics, or some other advancement that allows the ship to expend less energy when traveling at warp. Whenever the ship spends Power to go to warp, roll 1▲ for each Power spent; for each effect rolled, that point of Power is not spent.



720012

When she was under construction, *Dove's Dream* was to be assigned to the Andorian Relief and Rescue Agency, but instead was shuffled into the Federation Colony Support Flotilla of the Fifth Fleet. With her life support systems already attuned to Andorian standards, *Dove's Dream* had a primarily Andorian crew assigned to her, supporting that species' colonies in HIP 24035 (Comoni IV) and HIP 26196 (Sunset). During the War, *Dove's Dream* continued in its role, but moved under the command of the Fourth Fleet, primarily being assigned to evacuate newly settled worlds or badly injured Starfleet personnel to facilities farther back from the front lines.

COMMISSIONED: 2250

MISSION PROFILE: Colony Support

TRAITS: Federation Starship, Andorian Starship

SYSTEMS

COMMS	08	ENGINES	06	STRUCTURE	08
COMPUTERS	09	SENSORS	08	WEAPONS	05

DEPARTMENTS

COMMAND	02	SECURITY	01	SCIENCE	04
CONN	01	ENGINEERING	02	MEDICINE	05

SCALE: 3
POWER: 6

RESISTANCE: 3
SHIELDS: 9

WEAPONS:

- Phaser Cannons (Energy, Close, 6A, Versatile 2)
- Tractor Beam (Strength 2)

TALENTS:

- Advanced Sickbay:** The ship's medical ward or sickbay is well equipped, and larger than normal for a ship of this size. The ship gains the Advanced Medical Ward or Advanced Sickbay advantage, which applies to all tasks related to medicine and biology performed within the ward or sickbay. This advantage is lost if the ship's Computers system is disabled.
- Extensive Shuttlebay:** The vessel's shuttlebays are large, well-supplied, and able to support a larger number of active shuttle missions simultaneously. The ship may have twice as many small craft active at any one time as it would normally allow, and it may carry up to two Scale 2 small craft.
- Redundant System (Life Support / Structure):** The ship has multiple additional redundancies that allow it to withstand severe damage more easily. Nominate a single system. When that system becomes damaged or disabled, the crew may choose to activate the backups as a minor action; if the system was Damaged, it is no longer Damaged. If it was Disabled, it becomes Damaged instead. A system's backups may only be activated once per adventure, so subsequent damage will have the normal effect.



SCOUT TYPE - U.S.S. CYGNUS NCC-617

720013

Cygnus was the first of the Block 3 scouts to be launched from the San Francisco Orbital Shipyards in 2252. She incorporated new improvements to the small paired coils in her single warp nacelle that both improved warp field stability and also required less power input for operation, freeing up more primary power for other systems such as her sensors or defensive shields. *Cygnus* would become notable during the Federation-Klingon War, as the officers manning the helm and the engine room were able to tease out incredible warp performance from the vessel, sustaining a speed of warp 8.8 for the entire journey from Xarantine to Lorillia with only minor repairs needed afterward. Post War, *Cygnus* would continue the tradition of breaking records, as it was the only vessel to that time to survive a sudden loss of warp field from a speed of warp 7.9. *Cygnus* remains on display at the orbital annex of the Smithsonian Air and Space Museum at Earth.

COMMISSIONED: 2252

MISSION PROFILE: Pathfinder and Reconnaissance Operations

TRAITS: Federation Starship

SYSTEMS

COMMS 07 ENGINES 10 STRUCTURE 08

COMPUTERS 06 SENSORS 08 WEAPONS 06

DEPARTMENTS

COMMAND 02 SECURITY 02 SCIENCE 03

CONN 05 ENGINEERING 02 MEDICINE 01

SCALE: 4
POWER: 10

RESISTANCE: 4
SHIELDS: 10

WEAPONS:

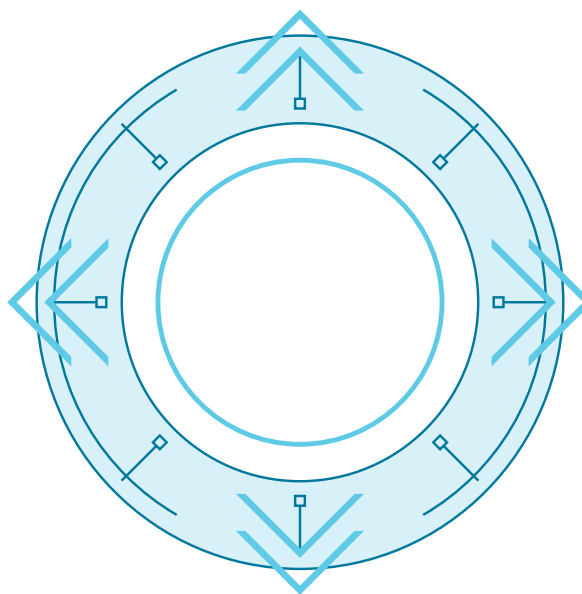
- Phaser Banks (Energy, Medium Range, 7▲, Versatile 2)
- Tractor Beam (Strength 3)

TALENTS:

- Improved Reaction Control System:** The ship's maneuvering thrusters operate with greater precision, allowing the ship to adjust its course more carefully. Whenever a task to move or maneuver the ship would increase in Difficulty

because of obstacles or hazards, reduce the Difficulty by 1 (to a minimum of the task's normal Difficulty).

- Improved Warp Drive:** The ship's warp drive is more efficient, capitalizing on improved field dynamics, better control of antimatter flow rates, or some other advancement that allows the ship to expend less energy when traveling at warp. Whenever the ship spends Power to go to warp, roll 1▲ for each Power spent; for each effect rolled, that point of Power is not spent.
- Independent Phaser Supply:** Common prior to the 2270s, the ship's phasers use an independent power supply rather than drawing directly from the ship's other power sources. Attacking with the ship's phasers no longer has a Power requirement. However, the ship may not spend additional Power to boost the effectiveness of an attack with the phasers.
- Rugged Design:** The ship is designed with the frontier in mind, with a durable construction and easy access to critical systems that allow repairs to be made easily. Reduce the Difficulty of all tasks to repair the ship by 1, to a minimum of 1.



CONSTITUTION CLASS - U.S.S. MERRIMAC NCC-1715

720014

Merrimac was on her way back into Federation space after her first five-year mission when the War began, but was still far antispinward of the nearest Federation listening post on the Klingon border. While on her mission, *Merrimac* had dropped numerous subspace boosters to allow later exploration ships better communications with Starfleet Command, and these same boosters allowed them to pick up the highly classified transmission made to all *Constitution* class vessels to stay away from Federation space and act as a fresh start for the Federation if it should fall to the Klingons. Captain Barbara Clayton reversed her course, and for the rest of the War ensured that the Federation had a future by acting in the Federation's stead by admitting new worlds to the fold on the far side of Klingon and Romulan space. The actions of *Merrimac* and her crew would allow two dozen worlds to enter the Federation over the next century and provide easier access to Starfleet into the Shackleton Expanse.

COMMISSIONED: 2253

MISSION PROFILE: Strategic and Diplomatic Operations

TRAITS: Federation Starship, Arc of the Federation

SYSTEMS

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

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	03
CONN	05	ENGINEERING	02	MEDICINE	01

SCALE: 4

POWER: 8

RESISTANCE: 4

SHIELDS: 9

WEAPONS:

- Phaser Banks (Energy, Medium Range, 7▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Command Ship:** The ship has command and control systems allowing it to coordinate easily with allies during a crisis. When a character on the ship succeeds at a Command task to create an advantage, they may always be assisted by the ship's **Communications + Command**, and they may confer the advantage to allied ships, landing parties, or away teams with whom the ship maintains a communication link.
- Extensive Shuttlebays:** The vessel's shuttlebays are large, well-supplied, and able to support a larger number of active shuttle missions simultaneously. The ship may have twice as many small craft active at any one time as it would normally allow, and it may carry up to two Scale 2 small craft.
- Modular Laboratories:** The ship has considerable numbers of empty, multi-purpose compartments that can be converted to laboratories when required. At the start of an adventure, the crew may decide how the modular laboratories are configured; this configuration counts as an advantage which applies to work performed within the laboratories.
- Rugged Design:** The ship is designed with the frontier in mind, with a durable construction and easy access to critical systems that allow repairs to be made easily. Reduce the Difficulty of all tasks to repair the ship by 1, to a minimum of 1.



VULCAN SCIENCE ACADEMY RESEARCH FACILITY

720015

LAUNCH YEAR: 2221

OVERVIEW: Starfleet had taken the lead on many scientific research activities for the Federation as the 23rd century began, but the Vulcan Confederacy (and the Vulcan Science Academy) wished to retain some independence. Smaller outposts had been long used by the VSA, but larger facilities were called for to survive the frontier. The newly designed VSA Research Facility resembled other Federation facilities only slightly in that it had a large, disc-like habitation area and a central spire. The facilities were built in modules and transported to the world in which it was to be assigned and assembled in-situ. As the research facilities on board were able to swap out for more updated ones built back on Vulcan, the VSA Research Facility would continue to be used in its original intended role until the end of the 23rd century. The rise of isolinear systems in the early 24th century proved to be difficult to work into the highly interconnected computer systems on board without full module replacement, and instead the VSA converted many of these facilities into satellite universities and schools servicing the Federation and improving education on newly admitted worlds to the Federation and beyond.

CAPABILITIES: The VSA Research Facility nominally has a crew of three hundred officers and crew pulled from the Vulcan High Command. Academic personnel, researchers, fellows, and students number between one thousand and eighteen hundred depending on the exact research being performed. Dangerous research projects, or ones that could result in interference with other projects, are housed in one of three “extensions,” cylinder-like habitats that are self-contained and can be sealed off from the rest of the population of the station. Each one of these extensions also contains power generation that can be used when operating independently or assist in station-wide power management. Originally, this starbase was configured only for Vulcan standard conditions, which prevented, or discouraged, non-Vulcan member species from seeking a fellowship role in the VSA at one of these facilities. The rise of duotronics and more compact and efficient gravity plating and climate systems changed this in the early 2270s, and allowed the VSA to convert many of these facilities to be open universities and education platforms for multiple member species.

TRAITS: Federation Starbase, Vulcan Starbase, Research Facility

SYSTEMS

COMMS 09

ENGINES 08

STRUCTURE 09

COMPUTERS 09

SENSORS 11

WEAPONS 07

DEPARTMENTS

COMMAND 02

SECURITY 01

SCIENCE 05

CONN 01

ENGINEERING 02

MEDICINE 02

SCALE: 7
POWER: 13

RESISTANCE: 7
SHIELDS: 10

CREW SUPPORT: 7

DOCKING CAPACITY: Up to four vessels, each of Scale 3 or less.

WEAPONS:

- Phaser Banks (Energy, Medium, 9▲, Versatile 2)
- Tractor Beam (Strength 6)

TALENTS:

- **Advanced Sensor Suites:** The vessel's sensors are among the most sophisticated and advanced available in the fleet. Unless the ship's sensors have suffered one or more breaches, whenever a character performs a task assisted by the ship's Sensors, they may reduce the Difficulty of the task by 1, to a minimum of 0.
- **Modular Laboratories:** The station has considerable numbers of empty, multipurpose compartments that can be converted to laboratories when required. At the start of an adventure, the crew may decide how the modular laboratories are configured; this configuration counts as an advantage which applies to work performed within the laboratories.
- **Secondary Reactors:** The ship has additional impulse and fusion reactors that allow the ship to generate far greater quantities of energy. Increase the ship's Power capacity by 5.

KLINGON STARSHIPS

"We fight to preserve Klingon identity."

— L'RELL

STARSHIPS

730001

The spaceframes for the starships listed below can be found in the *Star Trek: Discovery (2256-2258) Campaign Guide*. These vessels should be seen as examples of the vessels that served in the war. The Hur'q vessels used by the Klingon Empire began to be phased out of service after the War due to heavy losses and improvements in native starship design and construction, most importantly the inability for older Hur'q vessels' systems to utilize the newer and very powerful computing strength of duotronic computers.

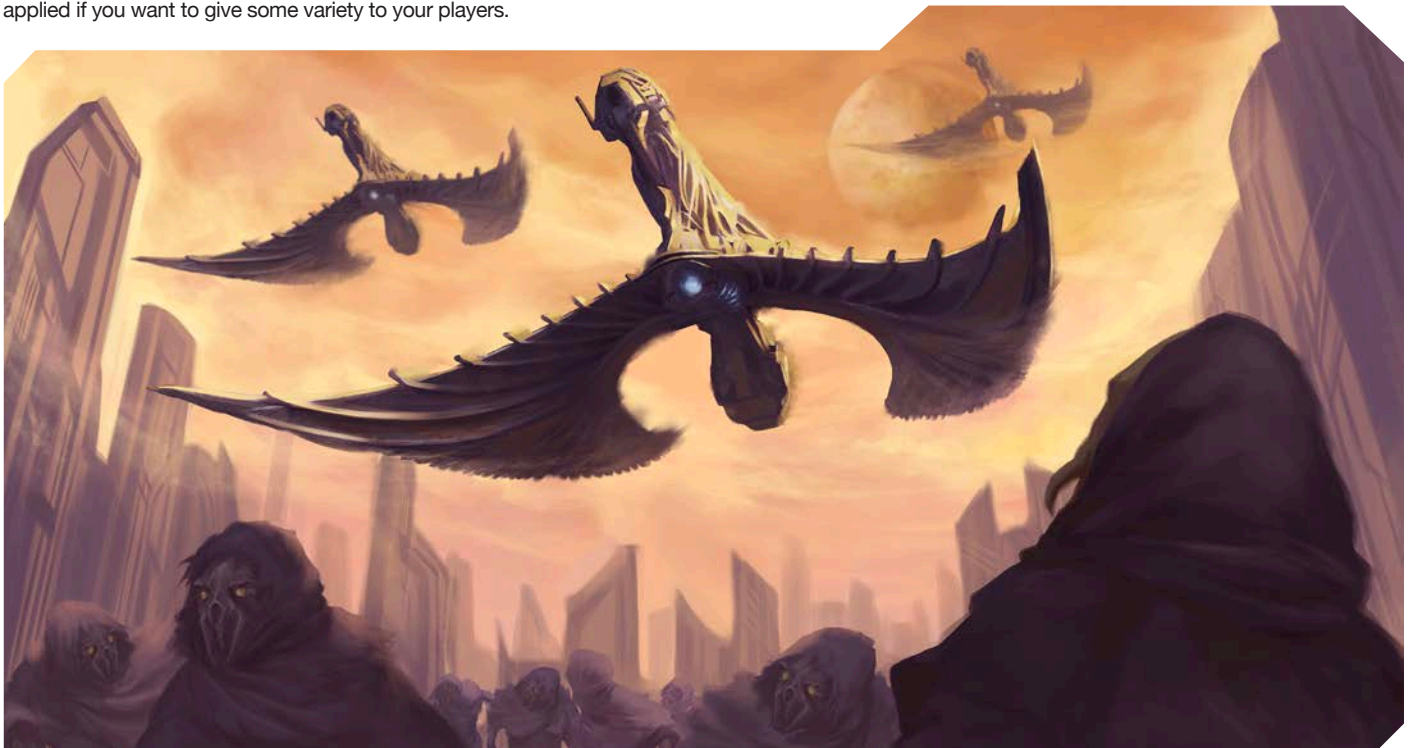
Much like Starfleet, the Klingon navy had many different versions of the Hur'q and homebuilt starships. Where one House may improve a ship's Sensors, another may wish to only improve the quality of the Weapons systems. As a gamemaster, feel free to switch around where refits for these ships are applied if you want to give some variety to your players.

KLINGON STARSHIP TALENT

STEALTH SYSTEMS

These stealth systems, precursor to the Klingon cloaking device, include adaptive chromatic plates on the outer hull to blend into the background in the near infrared to ultraviolet wavelengths, thermal buffers and heat sinks to reduce the emissions in the far infrared, and microscale wavelength guides to absorb incoming sensor beams and prevent returns. This equipment is difficult to use, requiring a **Control + Engineering** task with a Difficulty of 3 and a Power requirement of 5. If successful, the vessel gains the Cloaked trait.

While cloaked, the vessel cannot attempt any attacks, nor can it be the target of an attack unless the attacker has found some way of detecting the cloaked vessel. While cloaked, a vessel's shields are down. It requires a minor action to deactivate the stealth systems.



QUGH CLASS - I.K.S. QOB

730002

Qob was the first Hur'q vessel to be fully reactivated and brought into the service of the Klingon Empire and specifically the Chancellor of the High Council. *Qob* was easily seen as different from others of her class, as Chancellor Qobur had the outer hull lined in a gold-like alloy so it shone brightly while in orbit of conquered worlds he toured. While the vessel did act as the flagship of the Klingon Navy for some decades, larger vessels overtook it by the end of the 22nd century. The former flagship would be relegated to patrol of the Qo'noS star system and limited other patrols, but after the spectacular Battle at the Binary Stars, the Empire raced to keep its advantage. *Qob* was deployed with the Chancellery Honor Guard in the Bombardment of Japori, and the Excision of 18 Poppis. The vessel suffered extensive damage during the Excision and was scrapped post-War to maintain other Hur'q vessels being used as museum ships.

COMMISSIONED: 2130 (originally built in 1315CE), Refit 2250

MISSION PROFILE: Multirole Battlecruiser

TRAITS: Klingon Starship, Hur'q Starship, Flagship (2159-2190)

SYSTEMS

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

DEPARTMENTS

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

SCALE: 3

RESISTANCE: 4

POWER: 14

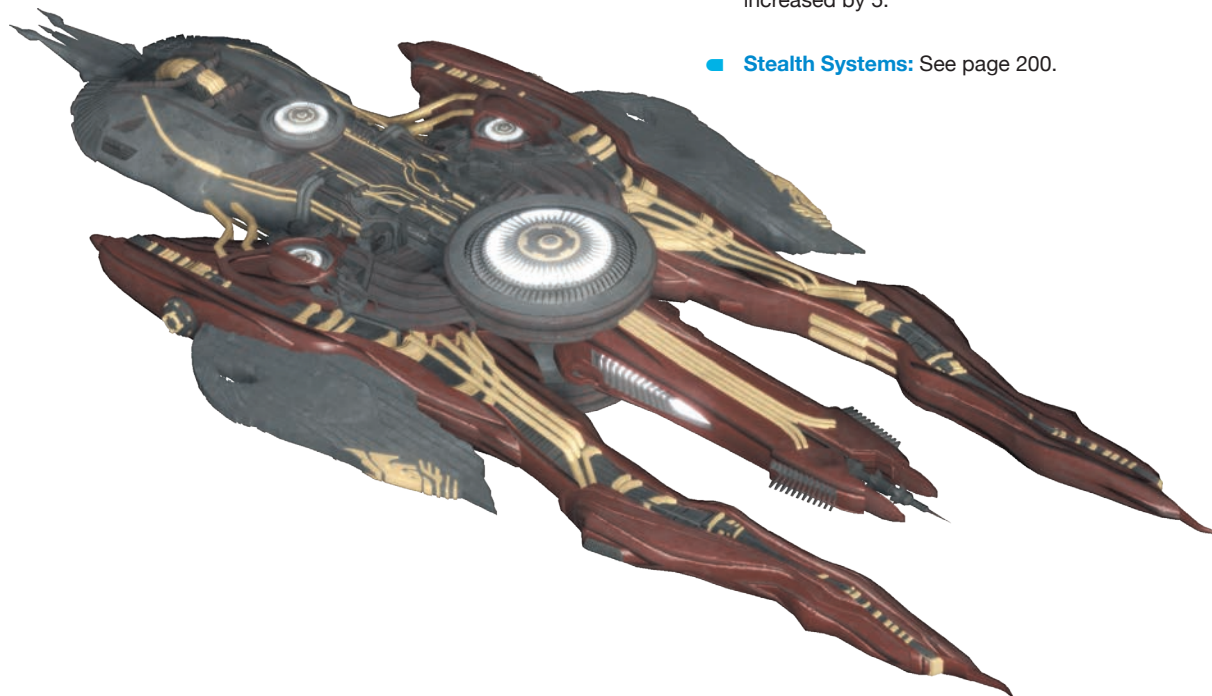
SHIELDS: 11

WEAPONS:

- Disruptor Cannons (Energy, Close Range, 8▲, Vicious)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- **Improved Hull Integrity:** The ship's hull has been reinforced to hold together better under stress. The ship's Resistance is increased by 1.
- **Secondary Reactors:** This ship has additional impulse and fusion reactors that allow the ship to generate far greater quantities of energy. This ship's Power capacity is increased by 5.
- **Stealth Systems:** See page 200.



D5 CLASS - I.K.S. QU'QAH

730003

Qu'Qah was the flagship of the Minor House of Luy'yed during the 22nd century, and gained notoriety for being used by that House in multiple raids against the Romulan Empire. With the rise of other Houses as they developed the weapons and ships left behind by the Hur'q, House Luy'yed kept acquiring other D5 battlecruisers from Houses that no longer wished to use the aging vessels, upgrading them to the standard that *Qu'Qah* was kept. House Luy'yed was relegated to the rear lines, but *Qu'Qah* was notable in that she led the largest single class fleet of D5 battlecruisers, numbering eighteen, in the infamous attack by Starfleet forces at Carraya late in the War.

COMMISSIONED: 2156, Refit 2256

MISSION PROFILE: House Guard

TRAITS: Klingon Starship, Long-Serving

SYSTEMS

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

DEPARTMENTS

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

SCALE: 2
POWER: 8

RESISTANCE: 3
ARMOR: 10

WEAPONS:

- Disruptor Cannons (Energy, Close Range, 7▲, Vicious)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)

TALENTS:

- Improved Hull Integrity:** The ship's hull has been reinforced to hold together better under stress and damage. The ship's Resistance is increased by 1.
- Improved Warp Drive:** The ship's warp drive is more efficient, capitalizing on improved field dynamics, or some other advancement that allows the ship to expend less energy when traveling at warp. Whenever the ship spends Power to go to warp, roll 1▲ for each Power spent; for each effect rolled, that point of Power is not spent.

RAPTOR CLASS - I.K.S. VAV'QOQ NGEM

730004

Vav'QoQ Ngem, or "Father Forest," saw relative obscure service to House D'Ghor throughout its lifetime, and always as an intelligence gathering vessel in order to ensure that D'Ghor was prepared for any attack. *Vav'QoQ Ngem* suddenly became one of the most important vessels in service to the Empire in 2246 when its crew was successful at obtaining a first generation duotronic computer system from the Federation colony at Acamar.

COMMISSIONED: 2163, Refit 2256

MISSION PROFILE: Intelligence and Reconnaissance Operations

TRAITS: Klingon Starship, Long-Serving, Targ-Pit

SYSTEMS

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

DEPARTMENTS

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

SCALE: 2
POWER: 7

RESISTANCE: 4
ARMOR: 11

WEAPONS:

- Disruptor Cannons (Energy, Close Range, 7▲, Vicious)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)

TALENTS:

- Ablative Armor:** The vessel's hull plating has an ablative layer that disintegrates slowly under extreme temperatures, such as those caused by energy weapons and torpedo blasts, dissipating the energy. Older models of starships with this talent have additional hull plating, thickening the normal protection the vessel has. This plating is replaced periodically. The ship's Resistance is increased by 2.
- Improved Reaction Control System:** The ship's maneuvering thrusters operate with greater precision, allowing the ship to adjust its course more carefully. Whenever a task to move or maneuver the ship would increase in Difficulty because of obstacles or hazards, reduce the Difficulty by 1 (to a minimum of the task's normal Difficulty).

DASPU' CLASS - I.K.S. PO'TEL

730005

Po'Tel acted as the flagship of House Kor during the majority of the War before Kol, son of Kol-Sha, moved his command aboard the ancient *Sarcophagus* ship formerly the possession of House T'Kuvma. Soon after the transfer of his flag to that ancient vessel, *Po'Tel* would fight its last battle on a deep raid against a Federation supply cache point in the Nausicaa star system.

COMMISSIONED: 2180, Refit 2255

MISSION PROFILE: Warship

TRAITS: Klingon Starship, Hur'q Starship, TargPit

SYSTEMS

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

DEPARTMENTS

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

SCALE: 3

POWER: 7

RESISTANCE: 3

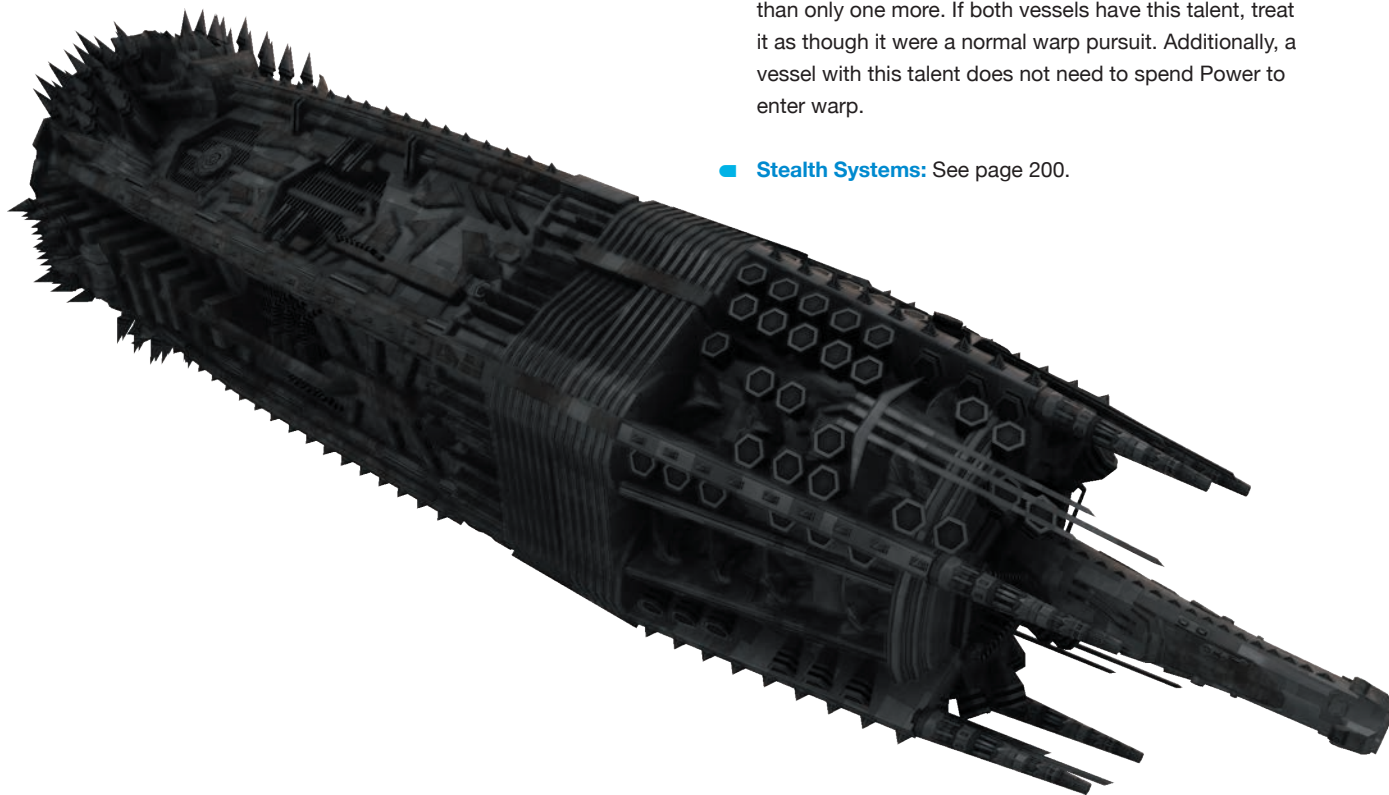
SHIELDS: 13

WEAPONS:

- Disruptor Banks (Energy, Medium Range, 8▲, Vicious)
- Phaser Cannons (Energy, Close Range, 9▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 7▲, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- **Expanded Munitions:** Phaser Cannons
- **Monopole Warp Field:** A monopole warp field results from either tightly packed warp coils or through what is referred to as "warp rings," such as early Vulcan superluminal propulsion. These fields provide excellent straight line warp acceleration, allowing vessels to outrun or escape from pursuers with ease. If an enemy wishes to pursue a vessel with this talent, they must spend at least 2 more Power than the vessel with the talent, rather than only one more. If both vessels have this talent, treat it as though it were a normal warp pursuit. Additionally, a vessel with this talent does not need to spend Power to enter warp.
- **Stealth Systems:** See page 200.



NA'QJEJ CLASS - I.K.S. 'UGHNES

730006

'ughnes was one of the last of the five Na'Qjei class to be built by House HuH'gat before the costs associated with the construction of these massive vessels overwhelmed the Minor House, leaving it unable to defend itself against other, more powerful Houses. Prior to the War, this vessel had been used as a cargo ship, moving material between Qo'noS and Mempa. The vessel was quickly brought up to combat status as tensions were rising against the Federation. In its first action during the War, its commanding officer (the son of a former member of House HuH'gat) took it upon himself to prove the usefulness of the vessel by ramming it into the isolated Federation Outpost 10 outside of the Azure Nebula, destroying it and 'ughnes in an antimatter-fueled plasma storm.

COMMISSIONED: 2225, Refit 2255

MISSION PROFILE: Warship



TRAITS: Klingon Starship, Doomed

SYSTEMS

COMMS	07	ENGINES	08	STRUCTURE	11
COMPUTERS	06	SENSORS	06	WEAPONS	08

DEPARTMENTS

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

SCALE: 5

RESISTANCE: 9

POWER: 8

SHIELDS: 14

WEAPONS:

- Disruptor Banks (Energy, Medium Range, 9▲, Vicious)
- Disruptor Cannons (Energy, Close Range, 10▲, Versatile 2)

TALENTS:

- Ablative Armor:** The vessel's hull plating has an additional ablative layer that disintegrates slowly under extreme temperatures, such as those caused by energy weapons and torpedo blasts, dissipating the energy, and protecting the ship. Older models of starships with this talent have additional hull plating, thickening the normal protection the vessel has. This plating is replaced periodically. The ship's Resistance is increased by 2.
- Fast Targeting Systems:** The ship's targeting systems can lock weapons on target much faster and more accurately than other ships of its class, giving it an edge in battle. The ship does not suffer the normal Difficulty increase for targeting a specific system on the enemy ship.
- Improved Hull Integrity (x2):** The ship's hull has been reinforced to hold together better under stress and damage. The ship's Resistance is increased by 1 each, for a total of 2.
- Stealth Systems:** See page 200.

ETLH CLASS - I.K.S. TUN SUS

730007

tun SuS, or “Gentle Wind,” was a derogatory name given to a ship meant to whisk wounded warriors to receive treatment for their injuries so they may continue to serve the Empire. Like many of her class, this vessel saw extensive service to the KDF and as a temporary part of House fleets in the decades prior to the War. *tun SuS* would become well known during the War for not only treating Klingon warriors, but also honored warriors from Starfleet and the Federation. During the conquering of Deep Space K-7, *tun SuS* would treat dozens of Tellarites who refused to surrender and fought the Klingon landing shuttles by ramming with their life pods to give civilians more time to evacuate. The dedication these warriors showed meant they were treated with respect by the medical personnel of *tun SuS* and were repatriated to the Federation once the fighting was done.

COMMISSIONED: 2197, Refit 2255

MISSION PROFILE: Crisis Response and Interception



TRAITS: Klingon Starship

SYSTEMS

COMMS 07

ENGINES 08

STRUCTURE 09

COMPUTERS 07

SENSORS 08

WEAPONS 06

DEPARTMENTS

COMMAND 03

SECURITY 03

SCIENCE 01

CONN 02

ENGINEERING 03

MEDICINE 03

SCALE: 4

RESISTANCE: 5

POWER: 8

SHIELDS: 12

WEAPONS:

- Disruptor Banks (Energy, Medium Range, 8▲, Vicious)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Advanced Medical Ward:** The ship's medical ward or sickbay is well equipped, and larger than normal for a ship of this size. The ship gains the Advanced Medical Ward or Advanced Sickbay advantage, which applies to all tasks related to medicine and biology performed within the ward or sickbay. This advantage is lost if the ship's Computers system is disabled.
- Extensive Shuttlebays:** The vessel's shuttlebays are large, well-supplied, and able to support a larger number of active shuttle missions simultaneously. The ship may have twice as many small craft active at any one time as it would normally allow, and it may carry up to two Scale 2 small craft.
- Improved Hull Integrity:** The ship's hull has been reinforced to hold together better under stress and damage. The ship's Resistance is increased by 1.
- Improved Warp Drive:** The ship's warp drive is more efficient, capitalizing on improved field dynamics, or some other advancement that allows the ship to expend less energy when traveling at warp. Whenever the ship spends Power to go to warp, roll 1▲ for each Power spent; for each effect rolled, that point of Power is not spent.

BATLH CLASS - I.K.S. TLHUH

730008

Tlhu spent its entire service life assisting in the orbital “security” of the conquered world of Wrastili, an irony as the Wrastili themselves were the primary engineers and workers in its construction. As Klingon forces were drawn away into Federation space, the Wrastili rose up against House D’Ghor and successfully took control of *Tlhu*. While orbital fortresses bombarded the planet back into submission, *Tlhu* became the first Klingon starship to defect to the Federation in twenty years when it made its way Argelius in the final weeks of the War, having to hide from multiple attempts to hunt the vessel down.

COMMISSIONED: 2218, Refit 2253

MISSION PROFILE: Warship

TRAITS: Klingon Starship

SYSTEMS

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

DEPARTMENTS

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

SCALE: 4

POWER: 8

RESISTANCE: 6

SHIELDS: 12

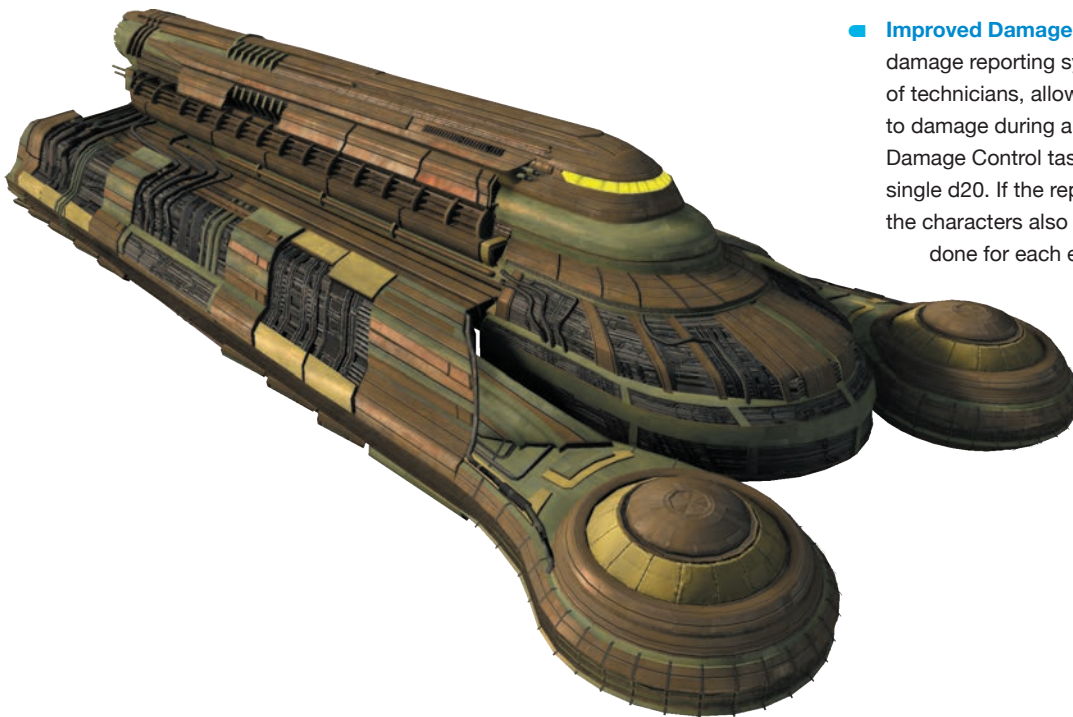
WEAPONS:

- Disruptor Banks (Energy, Medium Range, 9▲, Vicious)
- Photon Torpedoes (Torpedo, Long Range, 7▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Ablative Armor:** The vessel’s hull plating has an additional ablative layer that disintegrates slowly under extreme temperatures, such as those caused by energy weapons and torpedo blasts, dissipating the energy and protecting the ship. Older models of starships with this talent have additional hull plating, thickening the normal protection the vessel has. This plating is replaced periodically. The ship’s Resistance is increased by 2.
- Fast Targeting Systems:** The ship’s targeting systems can lock weapons on target much faster and more accurately than other ships of its class, giving it an edge in battle. The ship does not suffer the normal Difficulty increase for targeting a specific system on the enemy ship.
- Improved Damage Control:** The ship has more efficient damage reporting systems, and better trained teams of technicians, allow the crew to respond more quickly to damage during a crisis. When a character takes the Damage Control task aboard this ship, they may re-roll a single d20. If the repairs require an extended task, then the characters also gain Progression 1, adding 1 to Work done for each effect rolled.

- Stealth Systems:** See page 200.



QOJ CLASS - I.K.S. QOJ

730009

Qoj was the pride of the fleet when she became the first of her class to be launched from the facilities above Qo'noS. She survived the War, a battle-damaged hulk, and was relegated to become an orbital bombardment platform over the conquered world of Ganvanali II. As the Hur'q technology was incompatible with duotronic systems, she rapidly became obsolete and was retired from her station and scrapped in 2273.

COMMISSIONED: 2225, 2255

MISSION PROFILE: Battlecruiser

TRAITS: Klingon Starship, Hur'q Starship

SYSTEMS

COMMS08

ENGINES06

STRUCTURE09

COMPUTERS06

SENSORS07

WEAPONS09

DEPARTMENTS

COMMAND03

SECURITY03

SCIENCE02

CONN03

ENGINEERING02

MEDICINE02

SCALE: 5

RESISTANCE: 8

POWER: 6

SHIELDS: 12

WEAPONS:

- Disruptor Banks (Energy, Medium Range, 9▲, Vicious)
- Phaser Cannons (Energy, Close Range, 10▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 4)

TALENTS:

- Ablative Armor:** The vessel's hull plating has an additional ablative layer that disintegrates slowly under extreme temperatures, such as those caused by energy weapons and torpedo blasts, dissipating the energy and protecting the ship. Older models of starships with this talent have additional hull plating, thickening the normal protection the vessel has. This plating is replaced periodically. The ship's Resistance is increased by 2.
- Command Ship:** The ship has command and control systems allowing it to coordinate easily with allies during a crisis. When a character on the ship succeeds at a Command task to create an advantage, they may always be assisted by the ship's **Communications + Command**, and they may confer the advantage to allied ships, landing parties, or away teams with whom the ship maintains a communication link.
- Expanded Munitions:** Phaser Cannons
- Rapid Fire Torpedo Launcher:** The ship's hull has been reinforced to hold together better under stress and damage. The ship's Resistance is increased by 1.
- Stealth Systems:** See page 200.



BORTAS BIR CLASS - I.K.S. FAH'NAV

730010

Most of the *BortaS bir* class acted as consorts to the mighty *Qoj*-class dreadnoughts, but *FaH'nav* was the only one of her class to be operated by the KDF in a similar manner to *Constitution*-class vessels in Starfleet, as a detached explorer. *FaH'nav* was deep spinward of the Empire during the War, scouting the perimeter of the Shackleton Expanse, and could catalogue dozens of star systems that would later be claimed and exploited by the Empire in the decades after the War.

COMMISSIONED: 2240, 2255

MISSION PROFILE: Multirole Battlecruiser

TRAITS: Klingon Starship, Hur'q Starship

SYSTEMS

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

DEPARTMENTS

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

SCALE: 4

POWER: 8

RESISTANCE: 4

SHIELDS: 11

WEAPONS:

- Disruptor Banks (Energy, Medium Range, 8▲, Vicious)
- Disruptor Cannons (Energy, Close Range, 9▲, Vicious)
- Phaser Banks (Energy, Medium Range, 8▲, Versatile 2)
- Tractor Beam (Strength 3)

TALENTS:

- **Expanded Munitions:** Phaser Banks
- **Fast Targeting Systems:** The ship's targeting systems can lock weapons on target much faster and more accurately than other ships of its class, giving it an edge in battle. The ship does not suffer the normal Difficulty increase for targeting a specific system on the enemy ship.
- **Improved Reaction Control System:** The ship's maneuvering thrusters operate with greater precision, allowing the ship to adjust its course more carefully. Whenever a task to move or maneuver the ship would increase in Difficulty because of obstacles or hazards, reduce the Difficulty by 1 (to a minimum of the task's normal Difficulty).
- **Stealth Systems:** See page 200.



SECH CLASS - I.K.S. SAQ'TIN

730011

Flagship of House Saq'tin, and built with the assistance of House K't'inga, *Saq'tin* was a marvel of Klingon starship engineering when it was first launched. During the War, this vessel acted as a flanking ship, using its high warp velocities to outmaneuver slower Starfleet vessels and harass the rear areas. The vessel would survive the War with dozens of merchantmen kills to her name, and would continue to see service to House Saq'tin until the late 2290s to transport high-demand products from its scattered system holdings across the Empire.

COMMISSIONED: 2231, 2251

MISSION PROFILE: House Guard

TRAITS: Klingon Starship

SYSTEMS

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

DEPARTMENTS

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

SCALE: 4

RESISTANCE: 4

POWER: 13

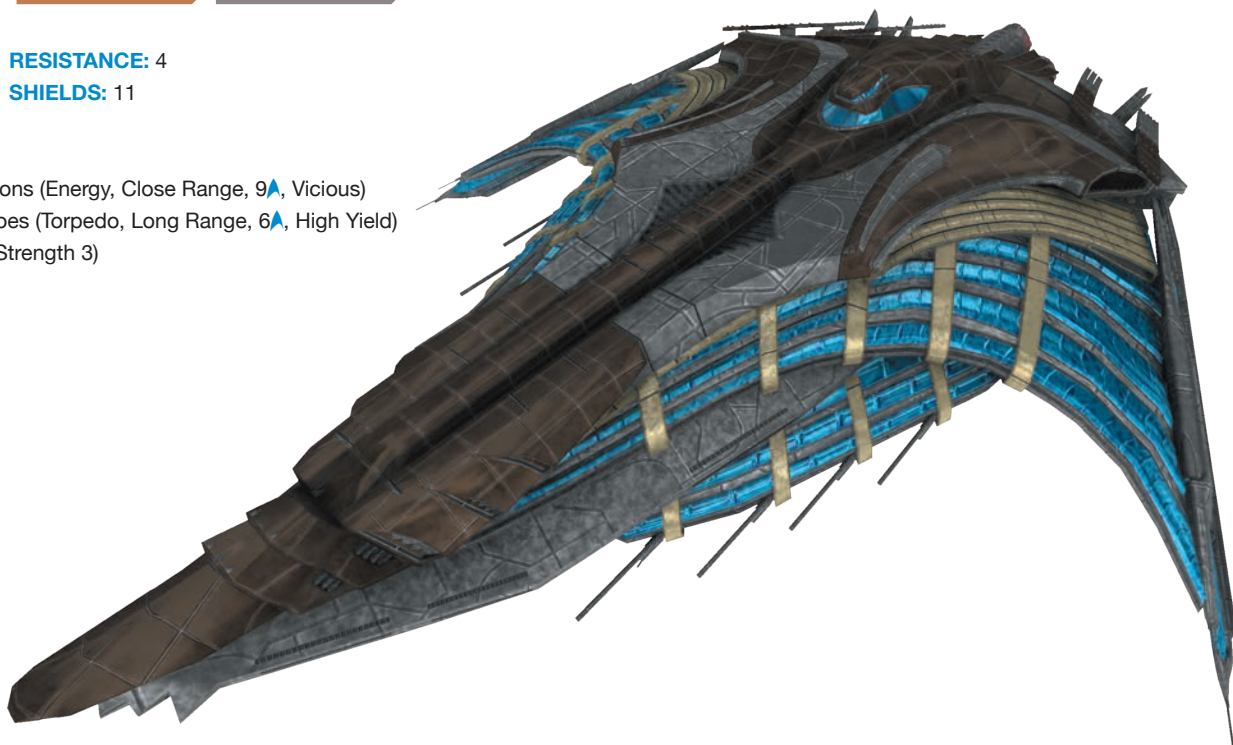
SHIELDS: 11

WEAPONS:

- Disruptor Cannons (Energy, Close Range, 9▲, Vicious)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Improved Power Systems:** The ship's power systems are extremely efficient, allowing power to be redirected and rerouted from different systems very quickly. Whenever a character succeeds at a Power Management task, the ship gains 2 Power per Momentum spent (Repeatable) instead of 1.
- Improved Warp Drive:** The ship's warp drive is more efficient, capitalizing on improved field dynamics, or some other advancement that allows the ship to expend less energy when traveling at warp. Whenever the ship spends power to go to warp, roll 1▲ for each Power spent; for each effect rolled, that point of Power is not spent.
- Secondary Reactors:** This ship has additional impulse and fusion reactors that allow the ship to generate far greater quantities of energy. Increase the ship's normal Power capacity by 5.
- Stealth Systems:** See page 200.



BIRD OF PREY (MID-23RD CENTURY) - I.K.S. MESH'GAH

730012

Mesh'gah made a name for herself during the Federation-Klingon War by leading multiple attacks on the Federation mining colony of Corvan II. This bird-of-prey accounted for three civilian cargo vessels destroyed and five ground based defense phaser systems. It was only the arrival of *Discovery* in 2256 that saved the colony from destruction and resulted in the loss of *Mesh'gah*, along with several other starships operating in the bombardment and interdiction flotilla.

COMMISSIONED: 2235, Refit 2253

MISSION PROFILE: Crisis Response and Interception

TRAITS: Klingon Starship, Bird-of-Prey

SYSTEMS

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

DEPARTMENTS

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

SCALE: 3
POWER: 8

RESISTANCE: 3
SHIELDS: 13

WEAPONS:

- Phaser Cannons (Energy, Close Range, 7▲, Versatile 2)
- Photon Torpedoes (Torpedoes, Long Range, 7▲, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- Monopole Warp Field:** A monopole warp field results from either tightly packed warp coils or through what is referred to as "warp rings" such as early Vulcan superluminal propulsion. These fields provide excellent straight line warp acceleration, allowing vessels to outrun or escape from pursuers with ease. If an enemy wishes to pursue a vessel with this talent, they must spend at least 2 more Power than the vessel with the talent, rather than only one more. If both vessels have this talent, treat it as though it were a normal warp pursuit. Additionally, a vessel with this talent does not need to spend Power to enter warp.

- Stealth Systems:** See page 200.



CHARGH / JACH CLASS - I.K.S. 157

730013

157 was the project code for the original *Chargh* class of vessels and would act as the flagship of House K't'inga for a short time before the first D-6 and D-7-class vessels came into service. 157 was lost early in the War in fighting between House K't'inga and D'Ghor over who would assault the system of Ajjilion.

COMMISSIONED: 2250

MISSION PROFILE: Warship

TRAITS: Klingon Starship

SYSTEMS

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

DEPARTMENTS

COMMAND	02	SECURITY	05	SCIENCE	01
CONN	02	ENGINEERING	04	MEDICINE	01

SCALE: 4

RESISTANCE: 4

POWER: 9

SHIELDS: 13

WEAPONS:

- Disruptor Banks (Energy, Medium Range, 10▲, Vicious)
- Photon Torpedoes (Torpedo, Long Range, 8▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Fast Targeting Systems:** The ship's targeting systems can lock weapons on target much faster and more accurately than other ships of its class, giving it an edge in battle. The ship does not suffer the normal Difficulty increase for targeting a specific system on the enemy ship.
- Rapid Fire Torpedo Launcher:** The vessel's torpedo launchers have been designed to allow the ship to fire multiple torpedoes much more quickly and accurately. Whenever the crew add 3 to Threat to fire a torpedo salvo, they may re-roll a single d20 on the attack, and any number of ▲ on the damage roll.
- Redundant System (Computers):** The ship has multiple additional redundancies that allow it to withstand severe damage more easily. When the Computer system becomes damaged or disabled, the crew may choose to activate the backups as a minor action; if the system was Damaged, it is no longer Damaged. If it was Disabled, it becomes Damaged instead. A system's backups may only be activated once per adventure, so subsequent damage will have the normal effect.
- Stealth Systems:** See page 200.



NA'QJEJ CLASS - HUH'GAT'S GLORY

730014

HuH'gat's Glory was the first of the great cleave ships that were not destroyed in testing by House HuH'gat and entered regular service to the House. As this vessel was supposed to represent the technological achievements of the House, it received regular upgrades and refits at HuH'gat's small ship-building facility. Used as House HuH'gat's flagship, this vessel shows the scars of many fierce battles that have attempted to destroy the vessel, only to learn that all cleave ships are doomed to die, but at a moment of their own choosing.

COMMISSIONED: 2186 (2255 refit)

MISSION PROFILE: House Guard

TRAITS: Klingon Starship, Doomed

SYSTEMS

COMMS 07	ENGINES 08	STRUCTURE 11
COMPUTERS 05	SENSORS 06	WEAPONS 09

DEPARTMENTS

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

SCALE: 5

RESISTANCE: 9

POWER: 8

SHIELDS: 13

WEAPONS:

- Disruptor Banks (Energy, Medium Range, 8▲, Vicious)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)

TALENTS:

- Ablative Armor:** The vessel's hull plating has an additional ablative layer, that disintegrates slowly under extreme temperatures, such as those caused by energy weapons and torpedo blasts, dissipating the energy and protecting the ship. Older models of starships with this talent have additional hull plating, thickening the normal protection the vessel has. This plating is replaced periodically. The ship's Resistance is increased by 2.
- Improved Hull Integrity x2:** The ship's hull has been reinforced to hold together better under stress and damage. The ship's Resistance is increased by 1 each, for a total of 2.
- Redundant Systems (Structure):** The ship has multiple additional redundancies that allow it to withstand severe damage more easily. When the ship's Structure system becomes Damaged or Disabled, the crew may choose to activate the backups as a minor action; if the system was Damaged, it is no longer Damaged. If it was Disabled, it becomes Damaged instead. A system's backups may only be activated once per adventure, so subsequent damage will have the normal effect.
- Stealth Systems:** See page 200.



When House K't'inga first began designs of the D6, they couldn't know the effect they would have on the Imperial Navy and history, nor would they have begun their construction as early as they did. The D6 was a state-of-the-art battlecruiser that K't'inga felt would put him among the Great Houses, but when the Empire gained access to duotronic computers, K't'inga immediately ceased production of the D6, only allowing a single spaceframe to leave his House's drydock. He used the lessons gained from constructing this single vessel and began to upgrade the systems into the D7 spaceframe. The D6 prototype is still used by House K't'inga as a flagship for the head of the House's favored daughter.

COMMISSIONED: 2250

MISSION PROFILE: House Guard



TRAITS: Klingon Starship, Digital Computer System

SYSTEMS

COMMS

07

ENGINES

08

STRUCTURE

08

COMPUTERS

06

SENSORS

07

WEAPONS

09

DEPARTMENTS

COMMAND

02

SECURITY

04

SCIENCE

02

CONN

03

ENGINEERING

03

MEDICINE

01

SCALE: 4

RESISTANCE: 4

POWER: 13

SHIELDS: 12

WEAPONS:

- Disruptor Cannons (Energy, Close Range, 10▲, Vicious)
- Phaser Banks (Energy, Medium Range, 9▲, Versatile)
- Photon Torpedoes (Torpedo, Long Range, 7▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- **Expanded Munitions:** Phaser Banks
- **Redundant Systems (Weapons):** The ship has multiple additional redundancies that allow it to withstand severe damage more easily. When a Weapons system becomes Damaged or Disabled, the crew may choose to activate the backups as a minor action; if the system was Damaged, it is no longer Damaged. If it was Disabled, it becomes Damaged instead. A system's backups may only be activated once per adventure, so subsequent damage will have the normal effect.
- **Rugged Design:** The ship is designed with the frontier in mind, with a durable construction and easy access to critical systems that allow repairs to be made easily. Reduce the Difficulty of all tasks to repair the ship by 1, to a minimum of 1.
- **Secondary Reactors:** This ship has additional impulse and fusion reactors that allow the ship to generate far greater quantities of energy. Increase the ship's normal Power capacity by 5.

D7 CLASS - I.K.S. K'T'INGA

730016

The first vessel launched in the Klingon Empire to have duotronic systems as standard was the *I.K.S. K't'inga*, named after the Great House that built it, and its founder. The D7 design was so advanced that it showed the limitations of the widely used salvaged Hur'q vessels that could only use older semiconductor computers in their systems. K't'inga himself would showcase the vessels' capabilities by simply destroying smaller vessels attempting to prove themselves against him, or by using the ships' duotronic computers and advanced EW systems to hack and disable opponents' vessels before turning them into debris.

COMMISSIONED: 2255 (prototypes)

MISSION PROFILE: Technical Testbed

TRAIT: Klingon Starship

SYSTEMS

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

DEPARTMENTS

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

SCALE: 4

RESISTANCE: 4

POWER: 13

SHIELDS: 12

WEAPONS:

- Disruptor Cannons (Energy, Close Range, 10▲, Vicious)
- Phaser Banks (Energy, Medium Range, 9▲, Versatile)
- Photon Torpedoes (Torpedo, Long Range, 7▲, High Yield)
- Tractor Beam (Strength 3)

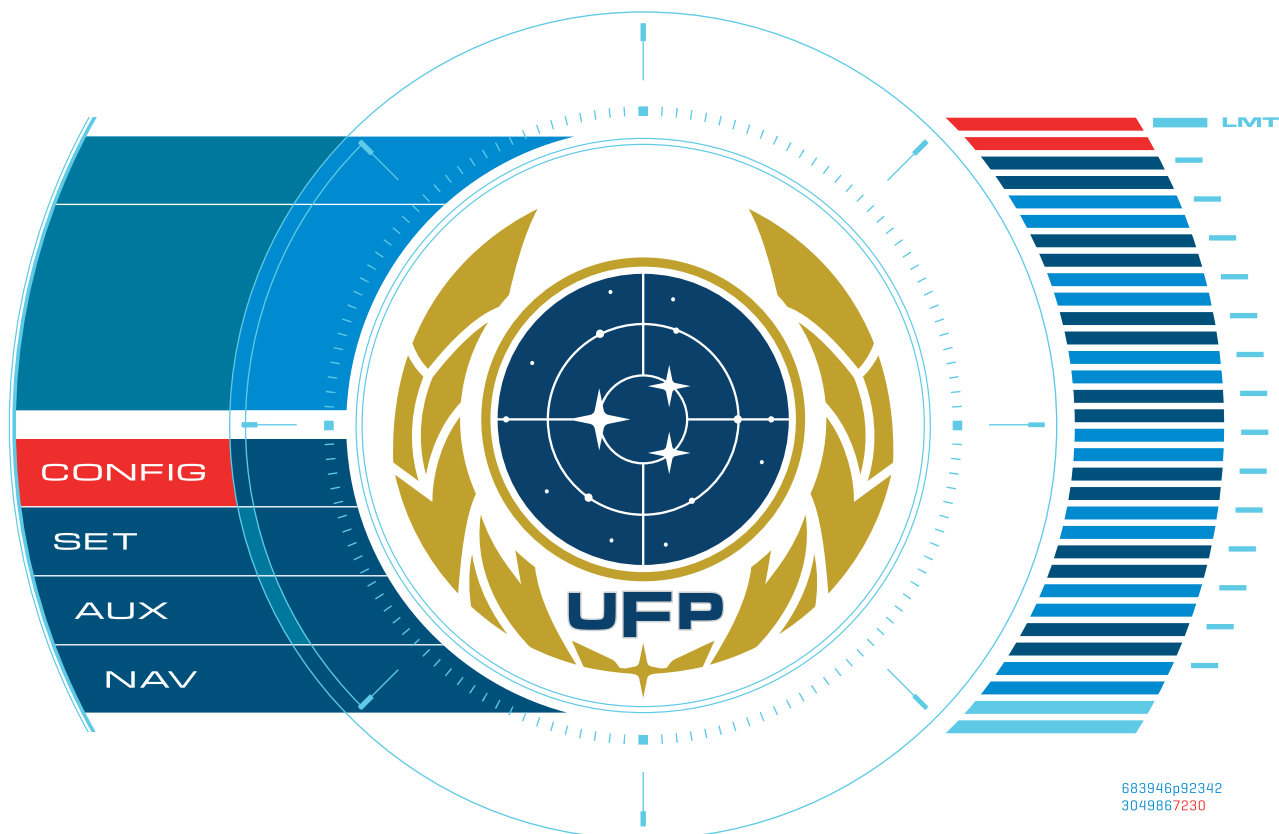
TALENTS:

- Expanded Munitions:** Phaser Banks
- Redundant Systems (Computers):** The ship has multiple additional redundancies that allow it to withstand severe damage more easily. When the Computers system becomes Damaged or Disabled, the crew may choose to activate the backups as a minor action; if the system was Damaged, it is no longer Damaged. If it was Disabled, it becomes Damaged instead. A system's backups may only be activated once per adventure, so subsequent damage will have the normal effect.
- Rugged Design:** The ship is designed with the frontier in mind, with a durable construction and easy access to critical systems that allow repairs to be made easily. Reduce the Difficulty of all tasks to repair the ship by 1, to a minimum of 1.
- Secondary Reactors:** This ship has additional impulse and fusion reactors that allow the ship to generate far greater quantities of energy. Increase the ship's normal Power capacity by 5.



CHAPTER 08.00

ALLIES AND ADVERSARIES



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ALLIES AND ADVERSARIES



FEDERATION AND STARFLEET

"When a civilization acts in opposition to its instincts, it may be under the influence of something, or someone, new."

- SUREK

ADMINISTRATOR NANCY HEDFORD

810001

[MINOR]

Born to politician parents, Nancy Hedford had always dreamed of following in their footsteps. This dream eventually became a reality when she was appointed to the Federation Council just before the Federation-Klingon War broke out. She used her position to secure ties with numerous species aligned with the Federation and was part of the delegation that insisted on a Starfleet presence near Corvan II.

TRAITS: Human, Politician

ATTRIBUTES

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

DISCIPLINES

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

FOCUSES: Debate, Galactic Law, Galactic Politics

STRESS: 8

RESISTANCE: 0

ATTACKS:

- Unarmed Attack (Melee, 2A, Knockdown)
- Phaser Type-2 (Ranged, 3A, Charge, Hidden)

SPECIAL RULES:

- ROUSING SPEAKER:** When Hedford attempts a Presence task to convince or persuade others with a stirring speech, reduce the Difficulty of the task by 1.
- STUBBORN:** When attempting a task where one of her focuses is applicable, Hedford re-rolls a single d20.

COMMODORE ROBERT APRIL

810002

[MAJOR]

One of the most noted starship captains of the mid-23rd century, Robert April would not only prove the new *Constitution*-class starship was the future of Starfleet, he would go on to become the most important diplomat-at-large the Federation had seen since Admiral Archer. Along with his wife Sarah acting as Chief Medical Officer, then-Captain April would be the first captain of *Enterprise*, completing a five-year mission before being promoted to Admiral and turning command over to his former first officer, Christopher Pike. His post-*Enterprise* career was just as impressive, as he spearheaded Federation membership negotiations with six different multi-system polities. Starfleet granted him the rare distinction of continuing to command starships by making him a commodore, and allowing him to coordinate system defense for the solar system during the Federation-Klingon War from the bridge of *U.S.S. Monitor* (NCC-1713).

TRAITS: Human, First Captain of *Enterprise* NCC-1701, Dependent (Wife) – Sarah April

VALUES:

- A Call to Service Must Be Answered
- Pushing the Boundaries of the Human Experience
- The Bridge Is More Like a Home Than the One I Leave Behind
- The Truth Is Among the Stars

ATTRIBUTES

CONTROL	11	FITNESS	08	PRESENCE	12
DARING	10	INSIGHT	09	REASON	09

DISCIPLINES

COMMAND	05	SECURITY	02	SCIENCE	02
CONN	02	ENGINEERING	04	MEDICINE	01

FOCUSES: Constitution-Class Starships, Diplomacy, Empathy, Fusion Reactors, Starfleet Protocols, Warp Propulsion

STRESS: 10 **RESISTANCE:** 0

ATTACKS:

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

TALENTS

- **ADVANCED TEAM DYNAMICS:** The people working for April are the best, and he expects the best from them. The first time in each adventure that a supporting character is introduced, that supporting character may take one additional option to improve the supporting character (from the list on page 134 of the core rulebook, or page 126 of *The Klingon Empire core rulebook*).
- **BOLD (ENGINEERING):** Whenever April attempts a task with Engineering, and buys one or more d20s by adding to Threat, he may re-roll a single d20.
- **SPIRIT OF DISCOVERY:** April has the drive, spirit, and courage to voyage into the unknown. He may spend one Determination to add 3 points to the group Momentum pool. The normal conditions for spending Determination still apply.
- **TEACHER:** Beyond only being a leader, April concerns himself with the development and growth of his crew, taking pride in their accomplishments. When he creates an advantage for an ally that represents his guidance or advice, that ally may re-roll one d20 on a single task they attempt which benefits from that advantage.

ADMIRAL SHUKAR
810003

[MAJOR]

Admiral Shukar of Andoria is the flag officer commanding the 4th Fleet from its headquarters at Starbase 24, though the admiral often transfers his flag to passing vessels. Prior to the war, he could be found on vessels patrolling the borders and assisting commodores in devising new patrol routes to better utilize the vessels at their command, intervening with Corps of Engineers difficulties in getting much-needed supplies to the border outposts or new terraforming projects. The reason for this hands-on attitude was the admiral ensuring that all the pieces of the 4th Fleet could function at peak efficiency, even under adverse circumstances. It was only this incredible preparation and his focus on training and cooperation between Starfleet branches that 4th Fleet survived at all as an active fleet.

TRAITS: Andorian, Well-Regarded, Admiral of the 4th Fleet

VALUES:

- A Well-Oiled Weapon Rarely Fails
- Coordination Is Key
- The Needs of the Many Will Be Respected
- The Right Choice Is Rarely Easy

ATTRIBUTES

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

DISCIPLINES

COMMAND	05	SECURITY	04	SCIENCE	01
CONN	02	ENGINEERING	03	MEDICINE	01

FOCUSES: Astronavigation, Defense Shields Operations, Logistics, Negotiations, Photon Torpedo Systems, Subspace Field Theory

STRESS: 13 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 5▲, Knockdown, Size 1H, Non-lethal)
- Type-2 Phaser (Ranged, 7▲, Size 1H, Charges)

TALENTS

- **METHODICAL PLANNING:** Shukar has a clear path to achieving his goals, and a thorough understanding of what he and his allies need to do. When an ally attempts a task which benefits from an advantage or other trait Shukar created based on his plans or strategy, he may assist that ally's task even if he is not present. In combat, this assistance does not require Shukar to use his task to assist that ally.
- **PROUD AND HONORABLE:** Shukar's personal integrity is unimpeachable, and he will not willingly break a promise made. Whenever he attempts a task to resist being coerced into breaking a promise, betraying his allies, or otherwise acting dishonorably, reduce the Difficulty by 1.
- **REASSURING:** Shukar's presence is a boon to his comrades, providing them with a little extra confidence when they need it most. When he succeeds at a task using Presence, he may spend Momentum to reassure his allies, so long as they are within communication range of him. It costs 1 Momentum (Repeatable) to reassure an ally, and this effect allows them to ignore a single complication rolled. This cannot be used to ignore complications from succeeding at cost.
- **SUPERVISOR:** The ship's Crew Support increases by 1. This increase is cumulative if multiple main characters in the group select it. This represents the flag staff Admiral Shukar brings with him.

ADMIRAL TERRAL

810004

[MAJOR]

Terral joined Starfleet after a long service to the Vulcan Science Academy and the Federation Science Council as an investigator of research projects that may have crossed ethical boundaries. The admiral's command mandate in Starfleet centers on ships utilizing new technologies or investigating new phenomena. Terral has developed a reputation for demanding strict adherence to ethical standards and an almost preternatural skill at rooting out corruption. While his research duties remained during the War, he was also assigned to a think tank on Memory Alpha that was analyzing Klingon attack patterns in order to better predict fleet movements.

TRAITS: Vulcan, Attaché to the Federation Science Council

VALUES:

- Bring Order to Chaos and Understanding to the Ignorant
- Confusion Is a Natural State in the Process of Understanding
- Relationships Between Things Are as Important as the Things Themselves
- When Emotions Are Expended, Logic May Reign

ATTRIBUTES

CONTROL	12	FITNESS	08	PRESENCE	10
DARING	09	INSIGHT	10	REASON	10

DISCIPLINES

COMMAND	04	SECURITY	02	SCIENCE	05
CONN	02	ENGINEERING	02	MEDICINE	01

FOCUSES: Composure, Computer Programming, Linguistics, Scientific Ethics, Starfleet Protocol, Xeno-Technology

STRESS: 10 **RESISTANCE:** 01

ATTACKS:

- Unarmed Strike (Melee, 3▲, Knockdown, Size 1H, Non-lethal)
- Type-2 Phaser (Ranged, 5▲, Size 1H, Charges)

TALENTS

- **APPLIED RESEARCH:** Terral is a practical scientist, always looking to see how his knowledge can be put into practice. Once per scene, when he attempts a task which relates to information he received earlier that scene from an *Obtain Information* question, he may roll an additional d20.
- **COMPUTER EXPERTISE:** Whenever Terral attempts a task that involves the programming or study of a computer system, he may add a bonus d20 to his pool.

- **INTENSE SCRUTINY:** Whenever Terral succeeds at a task using Reason or Control as part of an extended task, he may ignore up to 2 Resistance for every effect rolled.

- **KOLINAH:** Terral has undergone the ritual journey to purge all emotion. He reduces the Difficulty of all tasks to resist coercion, mental intrusion, pain, and other mental attacks by 2.

AMBASSADOR ROBERT FOX

810005

[NOTABLE]

Known for having an understanding of Starfleet protocols and operations, Fox used this information with his ambassadorial duties. Most notably was the proposed treaty port that became the platform of his early career. According to Fox, this port would save the lives of thousands by providing a safe trade center for multiple species to use.

TRAITS: Human, Diplomat

VALUE: Diplomacy Should Be Left to Diplomats

ATTRIBUTES

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

DISCIPLINES

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

FOCUSES: Galactic Politics, Military History, Negotiation

STRESS: 9 **RESISTANCE:** 0

ATTACKS:

- Unarmed Attack (Melee, 3▲, Knockdown)
- Phaser Type-2 (Ranged, 4▲, Charge, Hidden)

SPECIAL RULES:

- **DAUNTLESS:** When attempting to resist being intimidated or threatened, add 1 additional d20 to the pool.
- **ADVISOR:** When assisting using Fox's Command discipline, the character being assisted may re-roll one d20.

COMMODORE, DESTROYER SQUADRON

810006

[NOTABLE]

In charge of a flight of three *Hoover*, *Malachowski*, *Engle*, or *Hermes*-class vessels, the commodore (the highest-ranking commanding officer of the group of starships) must be skilled in many areas. Not only must they uphold the standards all Starfleet captains must in competence and leadership, they also need to be able to closely coordinate the actions of all the starships in their command over distances of light-years. Having a skilled commodore in charge of the squadron or flight of starships you are serving in is often the difference between life and death during the Federation-Klingon War.

TRAIT: Tellarite

VALUE: Klingons Can Be Trusted, but Only as Far as My Sensors Reach

ATTRIBUTES

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

DISCIPLINES

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

FOCUSES: Astronavigation, Sensor Operations, Starship Tactics, Team Dynamics

STRESS: 13 **RESISTANCE:** 1

ATTACKS:

- Unarmed Strike (Melee, 4▲, Knockdown, Size 1H, Non-lethal)
- Ranged Weapon (Ranged, 6▲, Size 1H, Charge)

SPECIAL RULES

- COMMODORE:** A Commodore, like a Commanding Officer, may spend a point of Determination to grant any other character they can communicate with a point of Determination. In addition, the Commodore may also receive Determination in this way from the other commanding officers in their command.
- CONSTANTLY WATCHING:** When the Commodore attempts a task to detect danger or hidden enemies, reduce the Difficulty by 1.

CONSUL ST. JOHN TALBOT

810007

[NOTABLE]

Talbot had a wealthy childhood and inspired to ensure others could have a similar experience. It was this passion that led John to join the Federation Diplomatic Corps. In his early years in the corps, Consul Talbot was responsible for several successful terrorist and hostage negotiations.

With these important skills, John was thrust into the middle of the Federation-Klingon War. With the chaotic and different political style the Klingons possessed, John was not as successful as he was used to and he blamed himself for the deaths of hundreds during failed negotiations. This failure would eventually cause John to sink into a deep depression and to seek out other ways of feeling successful.

TRAITS: Human, Diplomat

VALUE: Not a Drop of Blood Should Be Shed

ATTRIBUTES

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

DISCIPLINES

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

FOCUSES: Hostage Negotiation, Political Structures

STRESS: 11 **RESISTANCE:** 0

ATTACKS:

- Unarmed Attack (Melee, 3▲, Knockdown)
- Phaser Type-2 (Ranged, 4▲, Charge, Hidden)

SPECIAL RULES:

- ADAPTABLE OUTLOOK:** Once per scene, if the gamemaster spends Threat during a social conflict, Talbot may add 1 Momentum to the group pool.
- HOSTAGE NEGOTIATOR:** When attempting a task during a social conflict that involves hostages or prisoners, add one additional d20 to the pool.

LIEUTENANT LAWRENCE STYLES

810008

[NOTABLE]

Styles was an extremely confident and competent conn officer aboard the *U.S.S. Farragut* when it was sent out for deep space exploration. Unfortunately, the war broke out and the *Farragut* was redeployed to assist the fleet in patrolling the Klingon border. Here, the lieutenant skillfully evaded the Klingons while running attack patterns on ships that had not yet installed a cloaking device.

These successful missions boosted Styles's confidence even more. When the war ended, Styles began to dream of what it would be like to pilot a ship at faster warp speeds, a dream that he would continue to pursue into the future.

TRAITS: Human, Pilot

VALUE: Speed Is the Biggest Advantage

ATTRIBUTES

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

DISCIPLINES

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

FOCUSES: Attack Patterns, Confidence, Theoretical Propulsion Drives

STRESS: 10 **RESISTANCE:** 0

ATTACKS:

- Unarmed Attack (Melee, 3▲, Knockdown)
- Phaser Type-2 (Ranged, 4▲, Charge, Hidden)

SPECIAL RULES:

- **BOLD (CONN):** When attempting a task using Conn, and Styles buys one or more d20s using Threat, he may re-roll a single d20.
- **FLIGHT CONTROLLER:** Whenever Styles attempts an Engineering task regarding how the ship's propulsion is affecting its movement in space, he may replace Engineering with his Conn rating.

MACO (MILITARY ASSAULT COMMAND OPERATIONS)

810009_T

[NOTABLE]

Integral to the allies' victory in the Earth-Romulan War, the Military Assault Command Operations had its presence reduced on Starfleet vessels after the formation of the Federation. United Earth continued to train volunteers as MACOs, and from other member worlds for their own programs, resulting in a highly skilled but small organization. As boarding actions became common during the Federation-Klingon War, MACOs (and other member worlds' special forces) were once again assigned to act as marines and special forces, fighting the Klingons both in space and on the ground.

TRAITS: Human

VALUES: My Duty Is to Starfleet and the Federation

ATTRIBUTES

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

DISCIPLINES

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

FOCUSES: Boarding Actions, Hand to Hand Combat, Phaser Systems, Small Craft Operations

STRESS: 15 **RESISTANCE:** 1

ATTACKS:

- Unarmed Strike (Melee, 5▲, Knockdown, Size 1H, Non-lethal)
- Type-2 Phaser (Ranged, 7▲, Size 1H, Charges)

SPECIAL RULES

- **PACK TACTICS:** Whenever a MACO assists another character during combat, the character they assisted gains one bonus Momentum if they succeed.



KLINGONS

“T’Kuvma was a beacon, a messiah to unite us.”

- VOQ

DENNAS OF HOUSE D'GHOR

820001

[MAJOR]

During the years leading up to the Federation-Klingon War, House D'Ghor was a rising power among the High Council on Qo'noS, and many felt it was primarily due to the incredible mind of Dennas. While not the head of her House, Dennas proved time and again her value to the D'ghor leadership with insight into the other Houses' scheming, or seemingly always having the information available that was desperately needed to fend off the machinations of the other Great Houses. It was only a matter of time before Dennas was placed on Qo'noS to represent House D'Ghor, cementing her place in the political structure and drawing together other Houses with schemes and plans to ruin the Federation. Dennas was instrumental in planning the failed abduction of Sarek, quickly pivoting the failure into a success by capturing Starfleet's Admiral Cornwell.

TRAITS: Klingon

VALUES:

- Knowing Your Enemy Isn't as Important as Knowing Your Allies
- My Word Is Not Only Mine but My House's
- One Should Treat petaQ with Respect Until They Treat You Otherwise
- Those That Most Loudly Claim Honor Have the Least

ATTRIBUTES

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

DISCIPLINES

COMMAND 04	SECURITY 05	SCIENCE 02
CONN 01	ENGINEERING 01	MEDICINE 03

FOCUSES: Athletics, Composure, Diplomacy, Espionage, Klingon Opera, Klingon Politics

STRESS: 13

RESISTANCE: 01

ATTACKS:

- Unarmed Strike (Melee, 6▲, Knockdown, Size 1H, Non-lethal)
- *D'k tahg* dagger (Melee, 6▲, Vicious 1, Deadly, 1H, Hidden)
- Disruptor Pistol (Ranged, 8▲, Size 1H, Vicious 1)

TALENTS

- **BARGAIN:** When negotiating an offer with someone during social conflict, Dennas may re-roll a d20 on her next Persuade task to convince that person. If the social conflict involves an extended task, Dennas gains the Progression 1 benefit when rolling her Challenge Dice.
- **DAUNTLESS:** Whenever she attempts a task to resist being intimidated or threatened, Dennas may add a bonus d20 to her dice pool.
- **INTERROGATION:** When Dennas succeeds at a task to coerce someone to reveal information in a social conflict, she gains one bonus Threat, which may only be spent on the *Obtain Information* Momentum spend.
- **WELL-INFORMED:** Dennas has contacts everywhere and she listens for news and rumors from far and wide. At the start of a scene, she may spend 1 Threat to ask the gamemaster two questions about the situation or location, as if she had spent Momentum on the *Obtain Information* spend. The answers she receives represent knowledge she's gained from her contacts and the news and rumors she's heard.



UJILLI OF HOUSE MO'KAI

820002

[MAJOR]

Though never the head of the Great House of Mo'Kai, Ujilli was integral to the rise of that House through the middle of the 23rd century. Unlike many warriors, Ujilli listened and sparred with words in much the same way Humans and Vulcans had in their dealing with the Empire. Unlike those cultures, Ujilli understood words had to be backed by force. He would often be found on the command ships of sizable fleets put together by House Mo'Kai, leading from the front. He would use his knowledge of the history of both the Empire as a whole and of the other Great Houses to push House Mo'Kai closer to those that shared their long-term goals, adding his House's power and strength. Because of Ujilli, House Mo'Kai saw an alliance built with House D'Ghor, and would later build alliances for his niece, Chancellor L'Rell.

TRAITS: Klingon

VALUES:

- A House That Stands Alone Falls
- Deliberately Showing Weakness Can Be a Strength
- Let Your Opponent Choose Their Weapon and Use It Against Them
- Not Every Battle Is Fought with Blades

ATTRIBUTES

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

DISCIPLINES

COMMAND	05	SECURITY	03	SCIENCE	01
CONN	04	ENGINEERING	02	MEDICINE	01

FOCUSES: Diplomacy, Hand-to-Hand Combat, History, Investigation, Klingon Culture, Linguistics

STRESS: 13

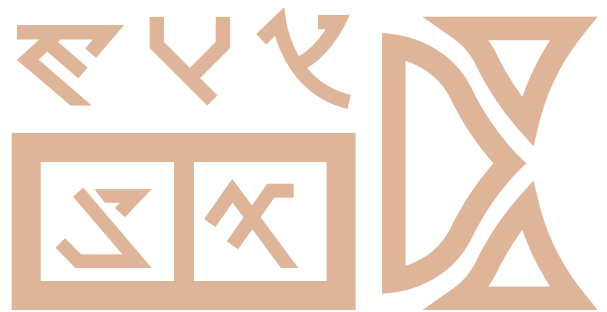
RESISTANCE: 01

ATTACKS:

- Unarmed Strike (Melee, 4▲, Knockdown, Size 1H, Non-lethal)
- D'k tahg dagger (Melee, 4▲, Vicious 1, Deadly, 1H, Hidden)
- Disruptor Pistol (Ranged, 6▲, Size 1H, Vicious 1)

TALENTS:

- **FLEET COMMANDER:** Commanding a vessel during a fleet action reduces the Difficulty of a task to grant a bonus to Ujilli's vessel or group by 1, to a minimum of 1. Aboard a vessel during a fleet action, he may treat the vessel as having a Command Department of 4+, regardless of the actual value.
- **INTERROGATION:** When Ujilli succeeds at a task to coerce someone to reveal information in a social conflict, he gains 1 bonus Threat, which may only be spent on the *Obtain Information* Momentum spend.
- **TEACHER:** Beyond only being a leader, Ujilli concerns himself with the development and growth of his crew, taking pride in their accomplishments. When he creates an advantage for an ally that represents his guidance or advice, that ally may re-roll one d20 on a single task they attempt which benefits from that advantage.
- **VETERAN:** Ujilli is wise and experienced and draws upon inner reserves of willpower and determination in a more measured and considered way. Whenever the character spends a point of Determination, roll 1▲. If an effect is rolled, immediately regain that spent point of Determination.



BATTLECRUISER FLOTILLA GENERAL

820003

[MAJOR]

When a Klingon starship commander has survived multiple engagements, besting the enemies of the Empire and proving their martial prowess and earning the respect of their crews, it's only a matter of time before less experienced commanding officers are put under their care for training and blooding them in combat. A Flotilla General must be able to command another ship's crew even if they may not be on board, and to do so they must develop skills which will let them command more and more battlecruisers, or they will fail and be replaced with someone else who may learn more quickly.

TRAITS: Klingon, Veteran

VALUES: Death Before Dishonor

ATTRIBUTES

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

DISCIPLINES

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

FOCUSES: Bladed Weapons, Disruptor Operations, Intimidation, Leadership, Starship Tactics, Survival

STRESS: 14 **RESISTANCE:** 01

ATTACKS:

- Unarmed Strike (Melee, 5▲, Knockdown, Size 1H, Non-lethal)
- D'k tahg* dagger (Melee, 5▲, Vicious 1, Deadly, 1H, Hidden)
- Disruptor Pistol (Ranged, 7▲, Size 1H, Vicious 1)

SPECIAL RULES

- DAUNTLESS:** Whenever the Flotilla General attempts a task to resist being intimidated or threatened, they may add a bonus d20 to their dice pool.
- FLEET COMMANDER:** Commanding a vessel during a fleet action reduces the Difficulty of a task to grant a bonus to the Flotilla General's vessel or group by 1, to a minimum of 1. Aboard a vessel during a fleet action, the character may treat the vessel as having a Command Department of 4+, regardless of the actual value.
- FLOTILLA GENERAL:** A Flotilla General in charge of a detachment of multiple battlecruisers, like a Commanding Officer, may spend a point of Determination to grant any other character they can communicate with a point of Determination. In addition, the Flotilla General may also receive Determination in this way from the other commanding officers in their command.
- VETERAN:** The character is wise and experienced and draws upon inner reserves of willpower and determination in a more measured and considered way. Whenever the Flotilla General spends a point of Determination, roll 1▲. If an effect is rolled, immediately regain that spent point of Determination.

MINOR HOUSE LEADER

820004

[NOTABLE]

The twenty-four Great Houses that sit on the Council on Qo'noS are well known to all Klingons, but for each of the Great Houses, there are hundreds of small Minor Houses vying for power, recognition, and freedom from the restrictions placed on them by the Great Houses. While the Great Houses reap the rewards of the Empire, the Minor Houses are the ones having to control occupied worlds, meet quotas of rare minerals to be shipped to Qo'noS, and be used as expendable shock troops. One day your House will rise and control your peers.

TRAITS: Klingon

VALUE: The Only Difference between the Great Houses and Mine Is That We Have Something to Achieve

ATTRIBUTES

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

DISCIPLINES

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

FOCUSES: Hand-to-Hand Combat, Leadership, Military Tactics

STRESS: 12 **RESISTANCE:** 01

ATTACKS:

- Unarmed Strike (Melee, 4▲, Knockdown, Size 1H, Non-lethal)
- D'k tahg* dagger (Melee, 4▲, Vicious 1, Deadly, 1H, Hidden)
- Disruptor Pistol (Ranged, 6▲, Size 1H, Charges)

SPECIAL RULES

- HOUSES' HONOR:** In any task where the Minor House Leader's Reputation or Honor is brought into question (and by extension their House), they may buy 2 extra dice for the cost of 2 Threat rather than 3.
- TO BATTLE!** Whenever a Minor House Leader buys additional dice for a melee attack using Threat, for each Threat added to the pool, they gain 1 bonus Threat that can only be spent on Bonus Stress.

QUCHHA' INFILTRATOR

820005

[NOTABLE]

The ability of the *QuchHa'* to blend into the throngs of Federation worlds has been long known, but as medical technology has continued to improve, those afflicted by the Augment Virus have had surgical reconstruction to look like many species from the Federation. Some have been able to infiltrate the Vulcan Science Academy, while others have made it to Delta, Ardana, and Efrosia. Regardless of their posting, these infiltrators are taught extensively in the native language and culture of the species they are meant to be. Only through detailed medical examination can the origins of these *QuchHa'* be determined as the Augment Virus has helped in masking their original genome.

TRAITS: Klingon, *QuchHa'*

VALUE: Inside Me Beats the Heart of a Klingon Warrior

ATTRIBUTES

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

DISCIPLINES

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

FOCUSES: Culture of Assigned World, Espionage, Infiltration

STRESS: 11

RESISTANCE: 01

ATTACKS:

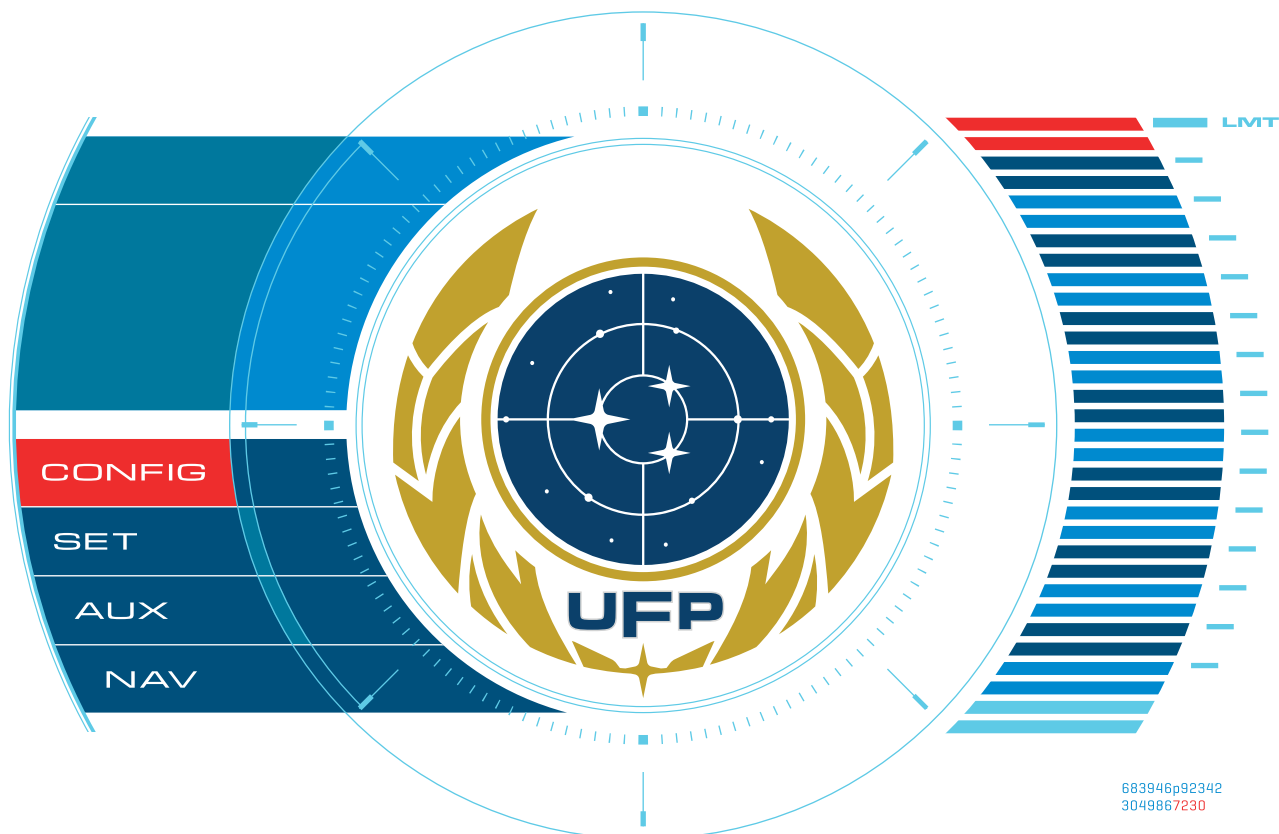
- Unarmed Strike (Melee, 4A, Knockdown, Size 1H, Non-lethal)
- Phase Pistol (Ranged, 6A, Size 1H, Charges)

SPECIAL RULES

- INTERROGATION:** When the *QuchHa'* Infiltrator succeeds at a task to coerce someone to reveal information in a social conflict, they gain one bonus Threat, which may only be spent on the *Obtain Information* Momentum spend.
- QUCHHA' CONFUSION:** In addition to the regular genome changes wrought by the Augment Virus, surgery, DNA grafts, and bioengineered replacement organs allow the *QuchHa'* Infiltrator to defeat most routine medical examinations. All attempts to discover the true identity of the infiltrator using the Medicine discipline have their Difficulty and Threat range increased by 1.
- UNDERCOVER:** When attempting a **Control + Security** task to avoid being noticed or discovered, the *QuchHa'* Infiltrator may roll one additional d20.



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GAMEMASTER CAMPAIGN TRACKER

810002

Campaign Name: _____

Campaign Pace: _____ Stage: _____ Turn: _____

POINT OF INTEREST 1

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____

POINT OF INTEREST 2

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____

POINT OF INTEREST 3

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____

POINT OF INTEREST 4

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____

POINT OF INTEREST 5

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____

POINT OF INTEREST 6

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____

POINT OF INTEREST 7

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____

POINT OF INTEREST 8

Type: _____ Description: _____

Difficulty: _____ Urgency: _____

Notes: _____



PLAYER CAMPAIGN TRACKER

810002

ASSET 1

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 2

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 3

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 4

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 5

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 6

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 7

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 8

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 9

Type: _____ Notes: _____

Power: _____ Assignment: _____

ASSET 10

Type: _____ Notes: _____

Power: _____ Assignment: _____

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SAFETY CHECKLIST

810002

This checklist is a tool which the gamemaster can use to help players in discussing where their personal boundaries for certain themes in this campaign may lie.

- ALWAYS OK:** This means the player is always comfortable with this topic being described, shown and represented in a game.
- YELLOW ALERT:** This means the player is generally comfortable with this topic being discussed in a game, but prefers for the more vivid descriptions to be handled "off-screen."
- RED ALERT:** This means the player does not want this subject to be discussed in a game; they may have any number of reasons for this. Some reasons may include objection to the topic on moral principles, traumatic personal experience, a dislike of the topic being trivialized in a fictional entertainment medium like a game, and so on. Don't ask what the reason is for the player who feels this way; it isn't anyone's place to change that player's mind. Simply accept their stance, respect it, and do not include the topic in question.

Violence

**Always
OK**

**Yellow
Alert**

**Red
Alert**

Descriptions of
dismemberment

Descriptions of gore

Descriptions of mass
destruction or genocide

Harm to animals

Harm to children

Harm to minority groups,
targeted hate crimes

Gameplay Mechanics

**Always
OK**

**Yellow
Alert**

**Red
Alert**

Traitor mechanics /
Player vs. Player (PVP)

Hatred

**Always
OK**

**Yellow
Alert**

**Red
Alert**

Directed hate against
other species
(e.g., Klingons,
Humans)

Homophobia /
transphobia

Racism (within one's
own species)

Religious intolerance

Sexism

Targeted hateful
language

Helplessness

**Always
OK**

**Yellow
Alert**

**Red
Alert**

Entrapment; being
buried underground, etc.

Grief

Imprisonment or
restraint

Lack of personal
agency or ability to
change events

Mental abuse or
conditioning

Stranded, unable to
contact aid

War Crimes

**Always
OK**

**Yellow
Alert**

**Red
Alert**

Biological weapons

Desecration of bodies

Execution

Forced scientific
experimentation

Murder of non-
combatants

Torture

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 Shackleton Expanse Campaign Guide
 The Klingon Empire Gamemaster Toolkit
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 Klingon Geomorphic Map Tiles
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 Utopia Planitia Starfleet Sourcebook
 Lower Decks Campaign Guide

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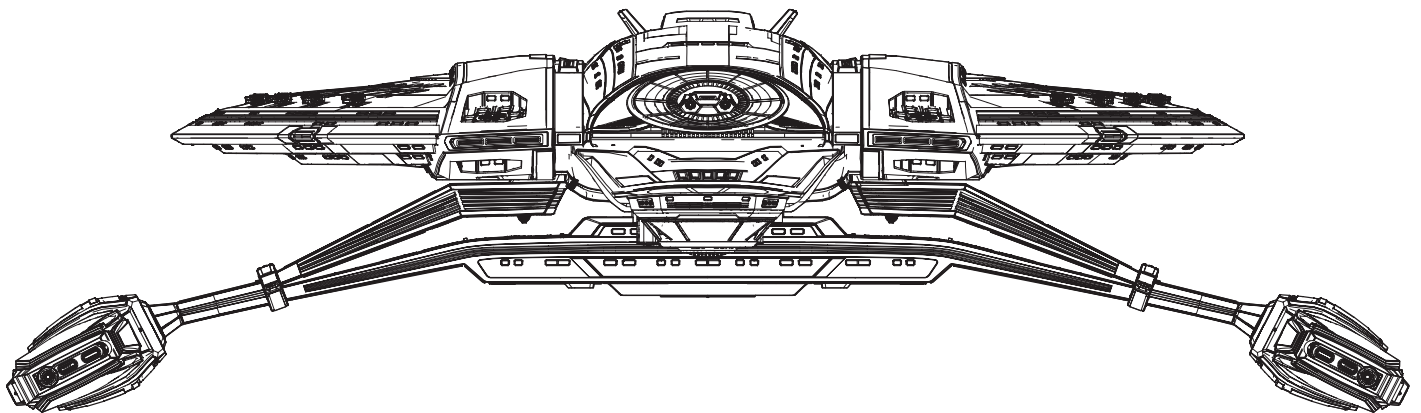
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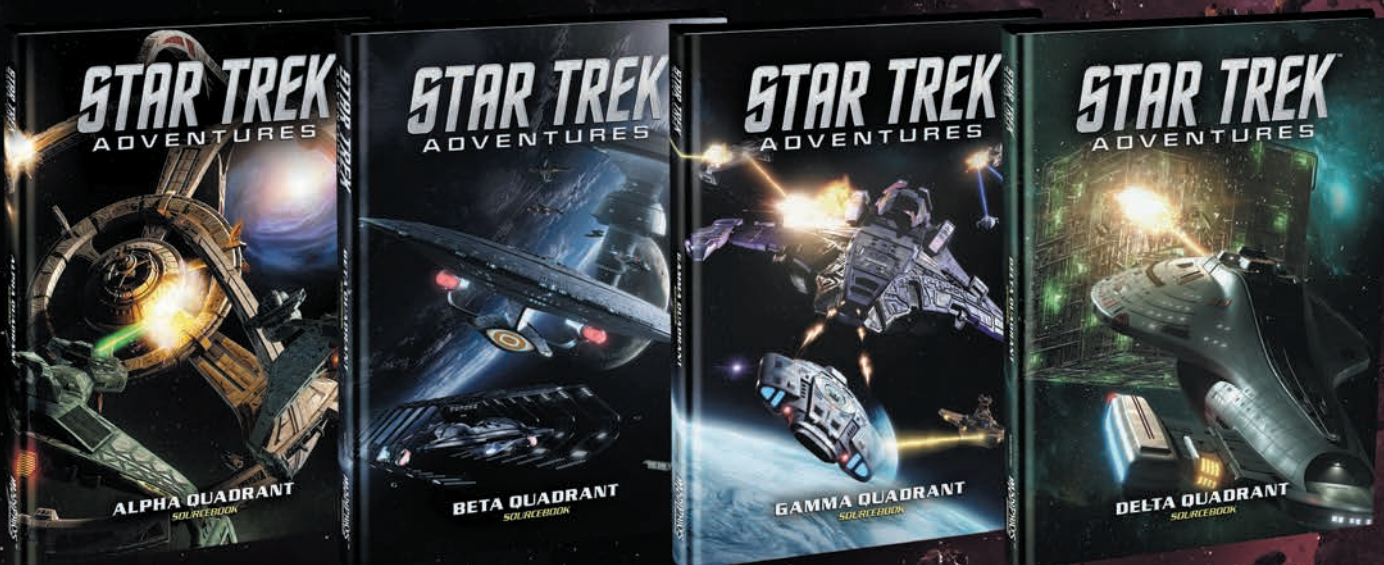
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-T'KUVMA

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