

Episode 1 "Dragnet" Stardate 2212.15

The starship *Essex* has been ordered to Rigel VII to escort a group of scientists to Starbase 2, where a commercial liner will take them to earth.

Rigel lies within an unstable area of space near the newly formed Organian Peace Treaty Zone (re: "*Errand of Mercy*" Stardate 2208.01), which separates the Federation and the Klingon Empire, and space claimed by several bands of Orion pirates who have been accosting shipping lanes for some time.

Starfleet Command wishes these scientists to appear at a private seminar on Earth, and has ordered the *Essex* to escort them into deeper Federation territory for safe transport.

Coordinates for the guests have been pre-arranged and verified, through Starfleet. The scientists and their equipment will beam aboard once the *Essex* has entered orbit around Rigel VII.

Game time actually begins with the transporting of the scientists on board the ship. All senior officers should be present in the transporter room at this time to greet the passengers.

The Scientists

The scientists consist of four humanoid males and two humanoid females. The leader of the group is *Dr. Elam Grenig*, from the University of Draxis, an expert on fourth dimensional physics. He and his assistants are on their way to Earth to chair a seminar as guests of the Daystrom Institute, with the backing of Starfleet Command.

At this point, *Dr. Grenig* may reveal the subject of the lecture, however, emphasis on this point is not necessary. A player who speaks with *Dr. Grenig* may make a roll against his CHA score, a success indicating the doctor's willingness to reveal general details about his work.

The Research

Dr. Grenig and his team have been testing a theory about *Hilbert space*, the dimensional area in which tachyons are known to originate, and a possible way to siphon raw energy from the flow of tachyons between the dimensional barriers.

Dr. Grenig achieved some success by creating several devices that use the natural dimensional harmonics of an object, neutronium isotopes being the test objects because of their intense density, to open a conduit which allows tachyons to pass through, releasing energy as they pass.

When the doctor published his theory, he was met with great criticism amongst his colleagues in the science field. However, scientists at the *Daystrom Institute* relayed the theory to Starfleet Command, who showed great interest, for obvious reasons: a virtual unlimited power supply.

The equipment brought on board are contained in one-meter square cargo storage units. The equipment itself is a variety of devices designed by the scientists for the sole purpose of extracting energy from Hilbert space. They assure, however, that the gross energy is minimal and harmless, and meets all Starfleet safety requirements for the transport of hazardous material.

The actual working models of the Hilbert device as transported onto the ship at this time do not produce any energy measurable in game terms.

Travel Time

The commercial liner coming to pick up the scientists is not due for several days. At W4, the *Essex* can easily reach Starbase 2 within four days.

This provides ample opportunity for the players to role-play with their characters for a while before the main portion of the plot begins. During this time, a basic idea of the scientist's research should be revealed if they haven't inquired already.

The Distress Call

Several hours after the *Essex* departs the Rigel system, a distress call comes in over the emergency channel. The message is in code and possibly automated. It simply reads:

SOS
mayday
help

The call comes from a nearby binary star system, a red giant with a companion white dwarf orbited by several gaseous planets ranging in size. A thick belt of asteroids surrounds the outer rim of the system. The radiation signature of the suns prevent any accurate sensor scans, however, the source of the distress call can be narrowed to the far side of the asteroid field.

SENSOR DATA

- 1- Type M Red Giant Star
- 2- Type G white Dwarf

Background radiation prevents detailed scans

The distress call continues as the ship draws closer.

A call from the engineering deck comes at this time. The duty officer reports that his diagnostic shows a slight discrepancy from the warp field generator.

The discrepancy comes from the source of the distress signal.

The Disaster

The Bridge

As the *Essex* ferries through the asteroid belt, it suddenly rocks, as if a massive object has struck it. The entire ship shudders, tossing the crew about. The ship's interior darkens as power cuts out not only to the lights, but also to all onboard systems.

All players must make a roll vs. DEX at -40 or sustain 4d10 points of stun damage. All shipboard systems have cut out, including sensors, communications, and life support. Auxiliary power kicks on once all of the players have made their rolls and taken their damage.

The Engine Room

The sudden pitching of the ship disrupts the normal routine. The sound of the ship's superstructure groaning is a sure sign that something terribly wrong has occurred.

As the bridge crew, everyone in the engine room must make a roll vs. DEX at -40 or sustain 4d10 points of stun damage.

As the ship continues to strain, crashing sounds can be heard throughout the corridors of the ship.

The concussion of the attack has caused several interior sections of the ship to collapse, including sections leading to the engine room . All internal communication is cut off immediately following the initial impact, alienating the bridge from all other parts of the ship.

As the ship continues to strain, the engine room begins to fill with coolant gas from a leak coming from a crack in the warp coil housing.

The gas is extremely hazardous, causing unconsciousness and possibly death. A roll vs. DEX determines whether a player inhales the gas. An unsuccessful roll causes 4d10 points of damage and immediate unconsciousness, with 5 points of additional points of damage for each hour the players remains in the area. An additional roll vs. DEX at -10 and a roll vs. *starship engineering* allows the player immediate access to the coolant emergency cutoff.

Suddenly, control panels within the engine room begin to burst into sparks and small fires, followed by an explosion coming from the main power coupling area.

Explosion is a 4d10 radius blast from the power coupling area.

It is after the explosion that the main power is cut throughout the ship.

The Situation

The Bridge

The bridge is lit only by the crimson glow of the aux. power lights. All of the stations remain operational, save for the engineering station, which is still darkened. Although the consoles are operational, there's not enough power to activate any of the ship's main systems. Auxiliary power doesn't provide enough to operate the sensor array. The antennae array for communications is operational, however, the signal would be very weak, as was the distress call, and would unlikely to be heard by any ship any time soon. Internal ship communications has been severed. No departments can be hailed from the bridge. The door to the turboshaft does not open automatically, but can be opened manually.

A combined strength of 120 will sufficiently crack open the door.

The main viewscreen does operate, however. Outside the ship, all that can be seen are asteroids of varying sizes.

Once every so often, a percentile roll under 05 indicates that the ship has been struck by an asteroid. D10/2 rounding down superstructure damage incurs each time it is struck, system damages calculated accordingly. Players must make a DEX roll to keep balance. Failures 20 points above their score results in 1D10 points of temporary damage.

Traveling Through the Ship

The interior lights of the ship remain inoperable, only the dim glow of the aux. power lights guiding the way.

Flashlights are available in storage compartments on the level beneath the bridge and throughout sections of the ship.

Crewmen, most hurt from the accident, some repairing sections best they can, are scattered throughout the ship. Damaged panels and power conduits litter the floors and droop from the ceilings. There are several areas where the inner walls of the corridor have buckled and twisted open from the superstructure stress.

The Corridor Leading to the Engine Room

Players trying to reach the engine find themselves faced with a wall of collapsed ceiling panels and conduit preventing them from reaching the door to the engine room. Various types of escaping gases prevent them from seeing beyond a few feet down the corridor.

The corridor stretch is buried, however, it is possible to clear the rubble. A combined score of 200 strength can force past to the engine room door in 4 hrs, double the strength score in half the time, etc. Players may suggest the use of phasers to burn away some of the rubble. It will take 12 turns to reach the door to the engine room. For each turn there is a D10 roll. On a roll of 1, a greater portion of the ceiling collapses, delaying the group another 1D10/2 turns.

The Engine Room

A) If the spread of the coolant gas has been contained then the engine room is seen as follows:

As the door to the engine room opens, there is a momentary sickly smell that quickly dissipates into the corridor. Also, amiss is the drone of the engines that is normally present within the engine room. There are sparks and small fires coming from exposed ceiling and control panels throughout the area. Several of the crewmen stationed here are on the ground unconscious with the remaining trying to pry open the door or working the various remaining stations.

B) If the spread of the coolant gas was not contained, then the engine room is seen as follows:

As the door to the engine room opens, a large cloud of gas quickly envelops the corridor.

A roll vs. DEX determines whether or not players inhale the gas. An unsuccessful roll causes 4D10 points of damage and immediate unconsciousness. Anyone trying to enter the room must make a roll vs. DEX and then a save vs. END for each turn the player remains in the engine room. Movement in the room costs twice the AP due to the avoidance of inhaling the gas and poor vision in the room.

Inside, all the engineers appear to be unconscious and sprawled across the room. Sparks and small fires can be seen from various stations throughout the room. Debris of various sizes lie all about the area. From across the room, the source of the gas continues to spew.

A roll vs. *starship engineering* or *warp drive tech* at -20, whichever is higher, allows the player to reach the console that shuts off the gas.

Damage Assessment

Damage to the ship is obviously quite extensive, the main difficulty being the lack of power.

Engine power: The battery backup on board will last approximately 48 hrs., depending on usage. The interior warp coils have been severely damaged, beyond the ability to be repaired outside of an orbiting facility. Whatever the source of the accident was also caused an overload of the impulse drive buffers. This is more than likely repairable.

A roll vs. warp drive technology will determine repair time. A success places repair time at the engineer's score in warp drive tech / 10 (round up) + 1D10 hrs. A failure adds another 1d10 hrs to the repair time. A successful repair returns the impulse drive to full power.

Ship's superstructure: Whatever happened to the ship caused a considerable amount of structural damage to the ship, approximately 1/2 of its total structural integrity (excluding any damages caused by passing asteroids).

The superstructure may be repaired to an extent. The engineer may roll vs. starship engineering. . A success will allow 1 point of superstructure repair every 3 hrs. A roll of less than 05 is a critical success, allowing repairs at a rate of 1 point every 1 1/2 hrs. The player with the highest damage control proc score may make a roll to increase the repair time by half, to a maximum of 8 points.

Starship Sensors: The sensor array, though undamaged, is receiving only at 1/4 gain due to the lack of power to the array and its subsystems.

A successful roll vs. Starship Sensors doubles the gain to 1/2 information level III (SEE STARSHIP SENSOR CHART) in 1D10 hrs.

Helm/Navigation: Impulse power, once restored, allows normal subspace movement, though the ship reacts a bit sluggish.

Emergency evasive maneuvers is double the superstructure/engine damage.

The Klingons

During the course of the damage assessment, the ship once again pitches and shudders, tossing the crew about.

A save vs. DEX to maintain station, otherwise 1-2 turns to return. The ship has been trapped by a tractor beam coming from the Klingon ship approaching. A roll vs. Starship Sensors will confirm the tractor beam. The Klingon ship's distance is 20,000 km (20 megs) so its detection is based first on whether the sensors can detect it, then a roll vs. Starship Sensors.

The Klingon ship hails the Essex. The visual shows a burly human fusion Klingon, with the standard warrior caste goatee and a noticeably long scar across the length of the left side of his face. Without much delay, he announces:

"I am Kythe, commander of the Imperial Klingon Vessel Nightblade, and you, federation starship, are my prize."

With that, the transmission disappears, replaced with the image of the Klingon D-7 rotating its aft toward the Essex. With a slight shudder, the Essex begins to move along with the Klingon ship.

Assessment/Options

Anyone with *Starship Sensors* can project the course of the Klingon ship, which is the closest distance to the Klingon border. At the current speed, both ships will cross into Klingon territory in 12 hours.

The Essex occasionally groans under the strain of being dragged by the tractor beam. The crew continues to work to complete the limited repairs to the ship.

As the situation currently stands, the Essex doesn't have the power to break free of the tractor beam, nor to power its weapon systems enough to attack the Klingons effectively once across the border. The answer lies with Dr. Grenig and his Hilbert Space Device. The device generates its field based on the density of the object used as a source. The ship's dilithium crystal density and fourth dimensional properties could produce enough to power the Essex, but the Grenig doesn't have the Starship knowledge to apply the device. A Starship Engineering skill over 60 will be able to install the device in $20 - (\text{skill}/10)$ hrs. Once the device is installed, the Essex returns to full power, however, still has no warp capability. The device has a limited life span of two hours, because it wasn't designed for its current use. The captain may choose to break away, which will succeed, but, when the device fails, the Klingon ship will return to reclaim his prize. Tactically, it would be best to wait until both ships are across the border and attack the Klingons in hopes of disabling them and returning across the border. Once across the border, the Essex can call for help. The Derf Class repair tender Stewart under the command of Commander Downing is within the area.

End Game

After the Essex receives its repairs, it may continue its mission to deliver Dr. Grenig and his staff to Starbase Two without incident. Although the Hilbert Space Device no longer functions, Grenig will use this incident as a field test that would surely impress Starfleet Command. Once docked, the Essex will spend the next couple weeks at the base for repairs.

Dr Elam Grenig
SEX: M AGE:62 RACE: O
STR: 35 END: 60 INT:92 DEX: 40 CHA:62 LUC:04 PSI:57

Dr Anna Hampton
SEX: F AGE: 38 RACE: H
STR: 32 END: 59 INT: 73 DEX: 49 CHA:49 LUC:29 PSI: 25

If anyone has any additional ideas, backgrounds, questions or comments about this adventure, feel free to E-mail me at: ufc465537@yahoo.com.



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