

Episode 3a

Heart of Kaha

Gamemaster Prologue: This adventure was designed to take advantage of the skills of the Security Chief, who oftentimes is overlooked in most ST:RPG adventures. To keep the player's interest, I use him as an operative for Star Fleet Intelligence, gathering data and going on small undercover operations. The are references to the Star Fleet Intelligence Manual, however, there is little need for it in this adventure. A copy of the Triangle would come in handy if available to provide a lot of background for the region. When I played this adventure, the players took several side trips that I did not anticipate and the book really came in handy.

I also intended this to be a short adventure, lasting an evening. It instead became a six-week Trader Captain and Merchant Princes campaign, which would have been just fine, if I didn't have another set of players waiting for this adventure to finish. Admittedly, it was by far the most memorable out of all the adventures we've had so far.

I gave the player's a Chameleon class scout ship to use for this adventure, but, use whatever vessel you feel best. I decided pretty much at the last minute and it doesn't take away from the adventure one way or the other. I would steer away from armed ships and trigger-happy players, though.

There's no map of the Orion's cave, so bring a piece of graph paper with you, or design one in advance.

Lastly, the adventure calls for the player's to capture only the main NPC, a human fusion Klingon. I overlooked that the warp shuttle he was using had a crew of 20. Out of those 20, I had 7 survivors of the crash, mainly because it was a workable number for me at the time.

Debriefing

Stardate 2301.08: The Essex once again rendezvous with Starbase Two to re-supply and pick up crew replacements. During the layover, Captain Curp meets with Commodore Shea, senior officer on Starbase Two, Security Chief Leone, and **Commander Bottoms, Section Head of the Klingon Sector Intelligence**¹ stationed out of Starbase 23. The meeting involves the recruitment of Chief Leone and two more Essex crewmen for a special covert operation.

On Stardate 2212.27, Kavet Tor, an operative inside the Klingon Empire was to join up with a Federation scout vessel near Outpost 1. Tor managed to retrieve sensitive information about Klingon fleet movements deep within the Klingon Empire, and sought to rely them to Star Fleet before he vanished. Contacts reported Tor's warp shuttle passing near **Turnstile**⁴, an Orion free trade center within the Triangle. Since his last reported position, no contact has been made. Star Fleet cannot mount a full search in neutral territory without arousing suspicion, so Star Fleet Intelligence wants a small group to investigate the area and determine the whereabouts of Tor and his ship. Leone's group mission will be to cross in the Triangle posing as merchants/black marketers, working the trade route between Turnstile and the surrounding free trade worlds. Star Fleet Intelligence will provide the ship, supplies and appropriate cover identities for the group.

The Essex will rendezvous with the group at Outpost 1 at a preset time.

Leone has already been debriefed by Star Fleet Intelligence before the Essex's arrival. His team is to discover the whereabouts of Tor and his ship, and recover sensitive information that Tor either has hidden onboard his ship or on his person. The information about the Klingon fleet movements is a cover for the true contents of the data Tor is carrying: plans for a new planetary assault weapon code-named "The Heart of Kaha". The weapon utilizes transporter technology to breakdown and disperses organic matter within a radius of 100 km., leaving the infrastructure of the target relatively undamaged. Although still in the design stages, such a weapon would alter the balance of power between the Empire and the Federation.

Leone must retrieve the data for the torpedo and exchange them with fake military plans supplied by Commander Bottoms. Star Fleet Intelligence cannot afford to have Kavet Tor captured

¹ Star Fleet Intelligence Manual, Game Operations, p48

and returned to the Klingon Empire, for risk of him revealing other operatives within the Empire. If Tor cannot be returned safely to Federation space, Leone has authorization to terminate him.

Mission

On the pretense of delivering medical supplies, the Essex will deposit Leone's team on Federation Outpost One, where they will acquire their ship and equipment. From there, the Essex will quickly proceed on its normal patrol route near the Klingon Neutral Zone, as not to arouse any suspicion by Klingon long range sensing devices.

From the outpost, the team will enter the trade lanes at Precipice², a small trade world in the Brightstar system just inside the Federation Border. From there, the group should easily be able to enter the Triangle with impunity. Leone's team will pose as merchants who have a load of rare woven carpets and rugs from within the Federation interior, looking for a lucrative exchange on Freeloader³, the trade center of Turnstile⁴.

Tor's last known position places his warp shuttle between Turnstile⁴ and the Klingon Border (see **map of the Triangle**). Star Fleet believes that if Tor had some sort of difficulty reaching the border, he may have tried to reach the Turnstile⁴ interior, where he could easily evade any pursuit on one of the trade worlds.

Tor's Mission

Kavet Tor has been an operative for the Federation for quite some time, passing as an independent asteroid miner and prospector. Being a human fusion klingon gives him a unique advantage working amongst the Klingons. Tor has managed to set up quite a network of operatives that help him pass along information into the Federation. Over the past several years, he's made contacts within the Imperial Klingon States⁵, who have been passing along sensitive information through their own contacts within the Klingon Empire. "The Heart Of Kaha" project is one of the more closely guarded secrets within the Empire, and they will go great lengths to keep it that way.

Tor realized that the information was far too delicate to relay through his normal network and decided it best to deliver the plans himself. After acquiring the data on Lanroche VIII⁶, Tor arranged for a rendezvous with the USS Sager, a Nelson Class scout stationed out of Federation Outpost One. Suspecting that the Klingons knew of the missing plans, he decided to circumvent Turnstile⁴ believing Klingon Intelligence would be expecting him there.

The area contact was lost with Tor falls between Workday⁷ and Kannaga⁸, a Klingon colony and outpost just within the interior. A warp core malfunction forced Tor to crash land on an uncharted planet in a system roughly a parsec out from Kannaga⁸. The unconscious Tor was captured by a band of Orion pirates who've been using the planet as a hideout.

GM Notes: Below is an encounter chart I slapped together for this adventure. It doesn't account for the players' skill in Starship Sensors. It's not necessary to use the chart to proceed with the adventure, but, it does provide an opportunity to extend the adventure if a considerable amount of time remains for the evening. As it turned out, this chart was instrumental in extending this evening adventure into a several week excursion, requiring me to create a whole new scenario, involving an escape from a cell on board a Klingon cruiser. Consider this a fair warning.

² Triangle, The, p. 26

³ Triangle, The, p. 47

⁴ Triangle, The, pp. 16-7,47,8

⁵ Triangle, The, p. 17-20

⁶ Triangle, The, p. 60

⁷ Triangle, The, p. 48

⁸ Triangle, The, p. 30

Search Area

Roll Once for Each Hour Searching:

10 or less: Sensors detect a radiation discharge, possibly from Tor's ship.

11-30: A Klingon patrol coming from/going to the base at Kannaga; 1-3 ships

31-75: A trading vessel/convoy

76-99: Nothing

00: Special (GM discretion; an encounter of some kind, possibly with the IKS or other Orion pirates. Be creative)

Crash Landing

The radiation leakage leads Leone's group to a small planet in an uncharted solar system one-parsec from Kannaga. A quick sensor scan will reveal the following:

Type M Red Giant Star

6-Planets

1-Class M planet

Planetary scan:

0-Natural Satellites

1.0 G

Dia: 11,000 km

Rotation: 27 hrs

Thin Atmosphere

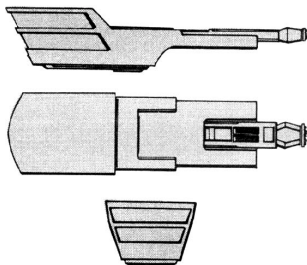
Desert Climate

A sensor scan of the planet will reveal the crash sight.

A Sensor Skill over 40 is required due to the harsh planetary conditions

The planet's surface is scoured by constant sandstorms. Transporting to the surface would be a near impossibility. Landing on the surface would be the best course of action, and even so, requires some skill.

A roll Small Vessel Piloting or Starship Helm Op at 30+ is necessary to land safely. A failed roll constitutes a crash landing, leaving the crew stranded planetside.



The wreckage at the crash site appears to be that of a Klingon Koreba Class warp shuttle, the same type Tor was using. Almost completely covered by sand, crew will need some time to access the airlock.

Arbitrarily, 1d10/2 hrs without taking into account the number of people or any skills and attributes

Wreckage

The disk with the data is on Tor's body, lying underneath an organic patch that matches his skin tone, making it difficult to detect. There is no evidence of the disk on board the shuttle. Tor has been captured by a band of Orion pirates, who await the party after they emerge from the shuttle.

The interior of the darkened ship smells dank from several weeks of no air circulation. The ship is slightly tilted to one side from the crash, so the team will have to be careful not to slip and fall.

A saving roll vs. DEX initially, failure causing 1d10/2 points of physical damage. After the initial roll, no further ones will be necessary.

Bridge: The control panels have been overloaded and burned out. The computer is still operational, though there is no power running through the ship.

Due to the nature of his mission, Tor kept no log and installed a bogus flight plan into the navigational computer

Engineering: Many of the engineering panels appear burnt and inoperable. Some power may remain in the ship's batteries.

A roll vs. Starship Engineering and Language (Klingonaase) divided amongst any of the characters will bring light, life support and enough power to run the computer terminals.

Cabin: The cabin is disheveled, even more than what would be expected from the landing. Drawers are open, with clothes tossed about the room. There is a desk in the corner with all the drawers removed, with their contents on the floor.

The Orions ransacked the room looking for anything of relative value. They found nothing.

The Orions

Exiting the shuttle, the group is encountered by a group of roughly dressed humanoids armed with disruptor rifles.

6 Orion pirates

STR: 52 END: 57 INT: 48 DEX: 54 CHA 39 LUC 20 PSI 15

TO HIT, MODERN: 39

TO HIT, UNARMED: 42

DAMAGE: 1d10+3

DISRUPTOR RIFLE DAMAGE: 75/25

The pirates will attempt to disarm the players, and return them to their lair

The pirates escort the players to a mountainside cave, roughly 2-km from Tor's shuttle. The cave itself contains cargo containers scattered about the main room. At the center of the room lies a large portable lantern providing all of the light in this part of the cave. Once there, the Orions place the players in a small cavernous opening, leaving two guards at the entrance. Inside the same cave is Tor, slightly shaken, but none the worse for wear.

The Orions know nothing of the mission and have no interest for the players except for monetary exploitation. For spontaneity's sake, the escape should be left to the players. Good players should be able to come up with something in the traditional Star Trek style. If they do, allow them to make off. Otherwise, make them cool their heels until they can role-play their way out of it.

The players, should they make it back to their ship, can lift off with no harassment from the remaining Orions.

If their ship was damaged upon landing, they'll have to recover parts from the warp shuttle to repair their damaged ship. The other option would be to wait for the Orion smuggler ship to return. The smuggler ship option may be something the players want to do, and would have to be adlibbed.

Endgame

Returning to Federation Space should be a problem once the players escape from the Orions. Once away from the solar system, consult the transit table to see if anything should confront them.

Characters

Kavet Tor

Race: Human Fusion Klingon

Age: 44

Sex: Male

STR: 65 END: 62 INT: 65 DEX: 67 CHA: 42 LUC: 35 PSI: 17

TO HIT, MODERN 55

TO HIT, UNARMED 55

Background

Heart of Kaha: An ancient Klingon legend that tells of of the Great King Kaha, who killed an opposing army with nothing more than the burning fury of his Klingon heart and his bat'leth.

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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