

Episode 7

The Good Doctor Has Gone For a Stroll

Shore Leave

An ion storm in the area has conveniently presented the crew of the Essex the opportunity to enjoy an extended shore leave on Copernicus Majorus, a pleasant tropical planet that prides itself on its beautiful beaches. Though the storm rages throughout the sector, the ship's low orbit allows the planet's magnetic field to shield it from most of the damaging effects.

Below are possible starting points for the players should they not have any specific in mind:

Captain Curp is currently enjoying his leave on a luxury cruise liner with Samura, a lovely cocktail waitress that has kept the Captain company for the his brief stay.

McGillicutty and Flonaise have been spending the past several days at a plush seaside resort. The resort is owned by a business associate of the McGillicutty family and gladly offered the chief engineer accommodations for two for the duration of his stay.

Dr. Heronomous remains shipboard to tend to a small outbreak of Denebian flu. Currently, he is resting in his quarters.

Barlok is currently spending this quiet period to catch up on some quality meditation time.

The Good Doctor Has Gone For A Stroll (a)

The chirping of the Captain's communicator disrupts whatever private moment he may be having. First officer Baxtor excuses himself for the interruption and reports that the good doctor is "gone". Dr. Heronomous had not reported for duty and he is currently not on board the ship. Duty officers report that he did not leave the ship either by transport, travel pod or shuttlecraft. Transport stations on Copernicus Majorus report that they haven't received the doctor. A check of transporter systems will take (Transporter Sys plus Starship Engineering) /2 hours. Results will find no error in the system.

The Doctor's Quarters

A search through the doctor's quarters will show that he has been there recently. The bed is unmade and looks slept in. Aside from a few personal effects and clothes, there is nothing in his quarters to indicate where he may have gone or what possibly happened to him. If someone happens to scan the room with a tricorder (Small Equipment Op roll), there will be an indication that this room has an unusual spatial continuity. The ship's computer can cross reference a similar reading taken from the alien ship on the planetoid located in the Tarsis nebula.

Sickbay

The sickbay has several patients who are recovering from the Denebian flu. Dr. Sal Tipme has remained on duty in light of the Heronomous' absence. The doctor reports nothing unusual except for the unexpected disappearance of the chief medical officer. He recalls Dr. Heronomous telling him nothing unusual recently, though he has noticed him staying in sickbay for extended periods doing some 'personal research'. Dr. Tipme points the investigating officer's to Dr. Heronomous' office. In the corner is a desk with various items: A computer PAD, some magnification equipment, a medical tricorder, some computer disks, and a standard terminal. A more thorough search will reveal a small box hidden secretly within his desk. In the box are what appear to be two collars from the alien race that tried to invade our universe (episode: "What's Cooking in McBride's Stew?"). One collar appears to be intact with only minor sections removed for examination. The other is totally dismantled, its parts rattling in the bottom of the box. A tricorder scan will reveal a similar spatial reading of that in the doctor's quarters. There is no record of the doctor's findings in the ship's medical log.

The doctor's personal log contains more detailed information. To view the doctor's personal log requires the captain's override. To review the entire log will take 6D10 minutes, less 1D10 for each additional person looking. According to the doctor's record, he managed to stow the two collars from the Starfleet investigators after the incident in the Tarsis Nebula. Since then, the doctor has been slowly examining the collars to determine how they function. His findings show that the collars are mind amplifiers that transverse the dimensional barrier. The collar's multi-phasic qualities appear to be inherent to the alien material and are used to focus the device for each victim. Apparently, people with weak psionic ability were not sensitive enough to be affected by the main device on board the saucer, and required the collar to be affected. The doctor's log also notes a strange effect that may be related to his investigation. Apparently, his prolonged contact with the collars has had the side effect of disappearing limbs. He notes several occasions where his hands, arms, and legs seem to become translucent for short periods of time. The last entries state that he intended to bring the chief engineer and the science officer into his confidence.

Gamemaster Notes

A skill level over 40 in Astrophysics will be required to formulate what may have happened to the doctor. An investigation of the time of the incident will show that the doctor disappeared during a particularly intense period of the ion storm. The space time continuum happened to be weak at this time, and the doctor's unstable condition led to his untimely disappearance. The doctor currently resides in a parallel dimension. It is possible to retrieve the doctor, using the transporter and similar environmental conditions. The ion storm will pass through a nearby star system where the gravitational distortions will allow the doctor to pass through. The storm will arrive at the system in 12 hours. Their current position places them 10 hours away at warp 6. All superstructure stress damages still apply. During this time, the chief engineer will need to make the adjustments necessary to transport the doctor. These adjustments will take 1D10 minus Transporter OP skill/10 hours, with a minimum of one hour. This time can be reduced by 1D10 if someone assists who has a Transporter Op skill of 40. Should the players fail to retrieve the doctor at that time, the next possible place lies deep within Klingon space.

The Call

While the Essex hurries on its way, the communications officer, En. Marsh, picks up a broken message that sounds like a distress call. The S.S. Alta McKinley is under attack by Orion pirates. They are requesting assistance. The message continues to break up, undoubtedly due to Orion interference. A quick sensor scan places the Alta McKinley several minutes away at maximum warp. A roll against Starship Sensors will reveal several warp signatures, suggesting more than one attacking vessel. No other Starfleet vessel is close enough to assist. A background check shows the Alta McKinley is a Fitzgerald class bulk freighter 20 days out of Deneb 5, en route to a refining colony near the Triangle. The players may refuse to assist, however, they should be reminded that it is a court martial offense and may stand against criminal charges if anyone on board the freighter is hurt or killed.

Orion Attack

When the ship comes within visual range, the Alta McKinley is being bombarded by disruptor fire from two Orion Blockade Runners. Sensor scans that the freighter's shields are weakening, with several hits having gotten through doing some superstructure damage. The Orion ships turn toward the Essex once within range. Several good hits from the Essex will drive away the pirate ships. Should the Essex take damage from the Orion Ships, it should be noted that every 10% of engine damage reduces their maximum warp speed by one.

The captain of the freighter Arthur Cory, will be very grateful and requests further assistance with his injured crewmen. Apparently, the ship's doctor is one of the injured and requires immediate medical attention. Also, there is substantial damage to the vessel's engineering deck and will require immediate repairs to prevent a potential catastrophe. The repairs will take 1D10 minus Starship Engineering/10 hours.

Arrival

The Essex drives deep into the heart of the ion storm, pitching and rolling as the gravitational forces batter against the ship's shielding. Once the ship is in orbit there is nothing left to do but wait. The ship's shields must be down during the transport. To transport the doctor back requires a minimum score of 40 in Transporter Op. A total of three attempts can be made, each at +20 to the roll. The helmsman needs to maintain a steady orbit while the procedure is done. For each turn taken to transport the doctor back, the helmsman also needs to roll against Starship Helm at +20. If the helmsman fails, then an additional +10 is added to the transporter roll and 1D10 points of damage is done to the ship. If all three attempts fail, then the doctor is lost in the alternate dimension.

Regardless of the outcome, when the Essex is done, it may proceed to Starbase 2.

The Good Doctor Has Gone For A Stroll (b)

The good doctor finds himself waking in the middle of the desert, still dressed in his sleeping apparel. The winds here are constant, and the air dry, but, breathable. The sky here is a bright red and there two suns high overhead. As far as the eye can see are sand dunes, with wisps of blowing sand kicking up. There seems to be no signs of life anywhere, and more importantly, no water. Presumably, the doctor will begin to wander through the desert. Allow the doctor to arbitrarily decide what the cardinal points are, and choose a direction. If he chooses any direction other than north he will take 5 points of fatigue and will need to make fatigue saving rolls after his END is reduced beneath his Unconscious Threshold. If he chooses north then he will discover the encampment within 5 turns (and 25 fatigue points). If he never decides to go north, he will eventually fall unconscious, and tribesmen will discover him and bring him to camp.

The Encampment

The camp consists of a dozen or so leather tents surrounding a central pit of ash, presumably a communal fire pit. Beside each tent is a large animal that looks like a cross between a buffalo and a camel. The heads are large with two horns and large humps. Several of these beasts have reigns and saddles. There are also several carts, large enough to pack up the entire settlement. There are several dozen men, women and children mulling about in the center of the camp conducting their daily business. The females are wearing colorful toga garments. The men are less covered, wearing a plain colored wrap around their wastes and headdress similar to turbans. Some of the men carry wooden spears. The natives are inherently friendly, and will take the doctor into the camp. There is a considerable language barrier that the doctor must overcome. Any language skill lumped and averaged with the doctor's INT score will help translate basic ideas to the people. A noticeable physical trait amongst these people is their size. The largest male stands barely four feet tall. Their skin is a ruddy color, slightly darker than the average Orion.

The chief is an older man, seated in the largest tent in the compound, where the people take the doctor once he arrives in the compound. The chief seems very amiable, and offers the doctor food and water. The food is a variety of dried meats and vegetation served on a wooden bowl. The taste leaves a bit to be desired. If the doctor manages to convey that his is indeed a doctor to these people, there is a young man who has fallen and broken his leg. Their tribal medicine man is either missing or dead, and they have no one who knows how to set a broken leg. The doctor doesn't need to roll to set the leg.

That evening, the tribe will hold a feast in honor of their guest. There will be a wild beast of some kind roasting in the fire pit, and much merriment and dancing. The natives produce an animal skin filled a strong alcoholic beverage made from a local plant sap.

The next morning, Dr. Heronomous is awoken by the sound of thunderous explosions coming from outside. The encampment has come under siege by some kind of mortar attacks, leaving craters throughout the camp. The doctor has a 1 in 100 chance of being hit by these mortars for the next three turns. If he is hit, the doctor may try to dodge the blow, rolling against his DEX. A mortar hit is 2D10 points of damage, half if the dodge is successful. After several minutes the shelling stops, and beam weapon fire tears through the terrified crowd.

The doctor may try to see who the assailants are. A roll vs. (INT plus LUC)/2. If successful, he can see in the distance (roughly 700 meters) appear to be a half dozen tracked vehicles with a dozen more foot soldiers beside them. The doctor, even at this distance, can recognize them wearing the same suits as the aliens did inside the alien saucer. This is the time the Essex transports him back.

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



December 27, 2001

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Special thanks to Starship Schematics and the Starship Design Consortium

LIGHTNING CLASS IV BLOCKADE RUNNER

Construction Data:

Model Number—	B-6
Date Entering Service—	Unknown
Number Constructed—	Approx. 50

Hull Data:

Superstructure Points—	16
Damage Chart—	C
Size	
Length—	100 m
Width—	33 m
Height—	32 m
Weight—	39,930 mt

Cargo

Cargo Units—	40
Cargo Capacity—	2,000 mt

Landing Capability—

	none
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Equipment Data:

Control Computer Type—	MK-IV
Transporters—	
standard 8-person—	2
cargo—	1
small—	2
large—	1

Other Data:

Crew—	23
Passengers—	10
Shuttlecraft—	2

Engines And Power Data:

Total Power Units Available—	33
Movement Point Ratio—	3/1
Warp Engine Type—	OWA-1
Number—	2
Power Units Available—	15
Stress Charts—	G/F
Maximum Safe Cruising Speed—	Warp 8
Emergency Speed—	Warp 10
Impulse Engine Type—	OIB-3
Power Units Available—	3

Weapons And Firing Data:

Beam Weapon Type—	QD-3 Disruptor
Number—	6
Firing Arcs—	3fp/s1p,1s,1a
Firing Chart—	R
Maximum Power—	4
Damage Modifiers—	
+1	(1-16)

Shields Data:

Deflector Shield Type—	OSF
Shield Point Ratio—	1/3
Maximum Shield Power—	6

Combat Efficiency:

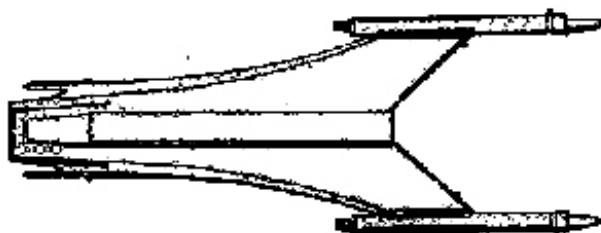
D—	81.4
WDF—	18.0

Notes:

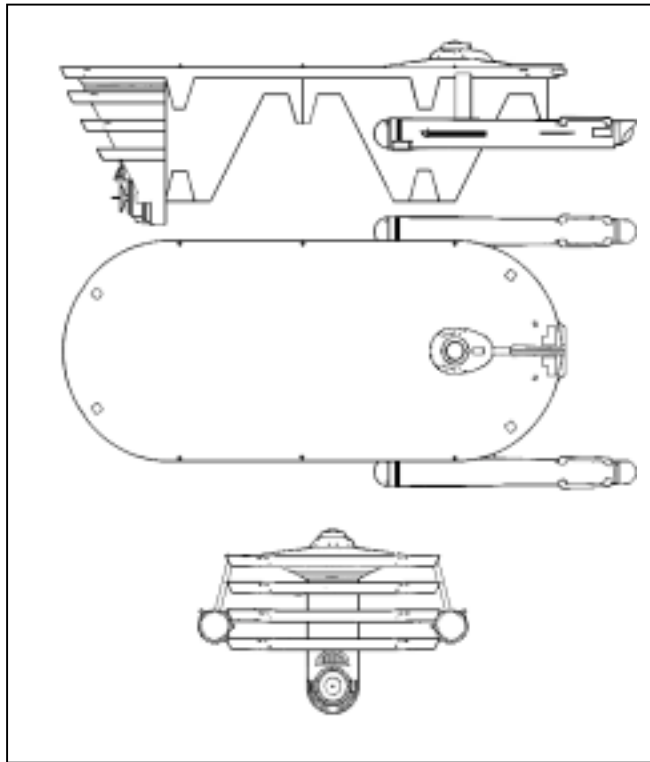
For a Class IV vessel, the *Lightning* seems exceptionally well-armed with its six disruptors, half of them mounted for forward fire. This is no ordinary merchant vessel—though, with its crew of only 23, it is also a paltry excuse for a pirate vessel.

The *Lightning* is a courier, a light, fast ship intended to carry small valuable cargoes, blasting out of its path any opposition it cannot outrun. Though it bears a superficial resemblance to many similar vessels of the Orions, the *Lightning* is more recent than the *Wanderer*, having been designed during the tumult of the Four Years War. Designed to pour its heart out in speed, this ship has shields so paltry and a hull so strong that it makes no difference whether shields are up or not. Many Orion captains put their trust in speed and live to tell how both dorsals were holed and still they got away.

Equipped with fail-safe navigation systems, permitting accurate guidance even if the main sensors are shot away, and crewed by diehards who get paid only if they live to deliver the goods, *Lightnings* are exceptionally good at getting where they are supposed to go.



Classification:	Heavy Transport	
Class:	IX	
Model:	Mk I	
Class Commission Date:	2252	
Number Proposed:	270	
Constructed:	249	
Lost:	28	
Destroyed:	17	
Scrapped:	23	
Training:	3	
Captured:	14	
Sold:	164	
Superstructure:	17	
Damage Chart:	C	
Dimensions:		
Length:	310m	
Width:	141m	
Height:	80m	
Displacement:	133070 Mt	
Cargo Specs	Unloaded	Loaded
Total SCU:	74 SCU	5000 SCU
Cargo Capacity:	3720 Mt	250,000 Mt
Computer Type:	M-2	
Landing Capacity:	none	
Cloaking Device:	none	
Power to Engage:		
Transporters-		
6-person:	2	
20-person Combat:	none	
22-person Emergency:	2	
cargo:	5	
Laboratories:	none	
Brigs:	11	
Replicators:	2	
Shuttlecraft-		
Light Shuttle:	2	
Standard Shuttle:	2	
Heavy Shuttle:	none	
Cargo Shuttle:	7	
Medical Shuttle:	none	
Survey Shuttle:	none	
Ships Complement:	212	
Officers:	42	
Enlisted:	169	
Troops:		
Passengers:	16	
ENGINEERING-		
Total Power Available:	51	
Movement Point Ratio:	3/1	5/1
Warp Engine Type:	FWD-1	
Number:	2	
Power Units:	24	
Stress Chart:	L/G	
Optimum Speed:	5	3
Max Safe Cruising:	7	4
Emergency Speed:	8.47	4.07
Maximum Speed:	9.12	4.38
Impulse Engine Type:	FIC-2	
Power Units:	3	
WEAPONS/DEFENSE		
Beam Weapon:	FL-5	
Firing Arcs:	2 f/p, 2f/s	
Firing Chart:	H	
Maximum Power:	2	
Damage Modifiers		
+3	none	
+2	1-4	
+1	5-7	
Shields-		
Shield Type:	FSF	
Shield Point Ratio:	1/2	
Maximum Shield:	9	
Combat Efficiency	2.8	
D-	63.3	
WDF-	4.4	



The Fitzgerald Class was commissioned during the "The Great Awakening" of Federation expansion. The unique design stems from a compatibility issue with an Orion cargo carrier design. Orion traders adopted a standard, narrow, interlocking bulk carrier for use at all its trading outposts. For years, Federation freight haulers would have to use makeshift means to unload their cargo. Although these stations would be refitted to accommodate standard Federation cargo carriers, the sheer number of these outposts required Federation designers to come up with a ship design to handle the Orion design during the interim.

After its introduction in 2252, the Fitzgerald Class soon becomes one of the most common ships on the Klingon frontier and the Triangle. Its simple design and inexpensive cost made it very popular with freight carriers.

Once the outposts were converted with Federation cargo docking collars, the Fitzgerald Class ships were converted to serve in other capacities. Though the design of the carriers was unusual, they were easily refitted to accommodate a variety of needs. For many years, the Fitzgerald Class served as bulk freighters, passenger liners, and troop transports. The scientific community used the ship as a mobile research laboratory for various deep space missions. As a special note, the USS Alta Garfield continues to serve as an observatory for scientists on Memory Alpha. Also notably, the private sector continues to use the Fitzgerald Class as a colonial transport.

The Fitzgerald Class was never meant to present the latest in Federation technology. When Starfleet upgraded their ships with better shielding, computer systems, and phasers, it was decided not to refit the Fitzgerald Class because of its planned short service life. Ships in the private sector may have different specifications than the ones shown here.

Production of the Fitzgerald Class ended on 2263. Starfleet decommissioned the class on stardate 2270, and sold the remaining ships to private concerns.

Credits:

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