

Episode 7 – Sergio Leone

Single Night and a Running Man

Starfleet Command has transferred Security Chief Leone off the Essex for special assignment. For the next few weeks, Lt. Comm. Leone is under the command of Starfleet Intelligence.

Starfleet Intelligence requires certain information from a group suspected to be, or involved with, an Orion pirate ring operating within Federation held space. Starfleet hopes that the recovered data will create an accurate picture of the pirate activity in the area. The mission involves dropping an operative within their base of operations, securing the information, and returning the information back to Starfleet for evaluation without raising any suspicions.

Sergio Leone has been chosen to conduct the mission.

Setup

A crew of independent traders has been working with Starfleet Intelligence as undercover operatives for some time now. The freighter will be able to move within the area without raising too much suspicion. The base itself lies on a class M planetoid in the Ores star system, an uninhabited area near the Triangle border. The freighter will use the cover of a solar flare to achieve orbit around the planet. Lt. Comm. Leone will beam down outside the compound and enter from the outside. The sun is expected to cycle a solar flare every six hours for several days. After the mission is completed, the freighter will return to the drop off point to retrieve him.

It is believed that the suspected pirates monitor subspace radio traffic throughout the area, monitoring for any freighters or Starfleet vessels in the area. While the freighter is on its approach, the USS Arcamedes, a patrolling Nelson class scout ship, will broadcast an open subspace communication, disguised as an ordinary report to Starfleet. Contained within the message will be a virus specifically designed to disable the compound's security system's ability to detect Lt. Comm. Leone's life signs. Leone will be able to pass within sight of all security detection devices while the virus functions. After 6 hours, the virus will erase itself to avoid detection and possible examination.

The information that is required from the pirates' computer system is pre-programmed into the tricorder provided. Although it is likely that each room has a computer terminal, it is imperative that the information is retrieved from the central computer room to avoid arousing attention from a cascading series of computer security measures.

The main computer room is believed to be on the second floor of the main building, although it is unknown exactly how large the compound is. There are posted guards throughout the compound. According to intelligence sources, there are approximately 12-20 Orions within the compound. They are undoubtedly armed, but, the types and number of weapons are unknown.

Equipment

Sensor Deflection Suit: A skintight jumpsuit made from a top-secret material that diffuses tricorder scans. The suit is known to work on current Federation and Klingon tricorder models.

Phaser II: Standard Federation model.

Electronic Lockpick: Small device known to work on most magnetic locking devices.

Portable Phaser Torch: Standard engineering equipment model.

Stun Grenades (3): Equal to a heavy phaser stun setting in a 50m radius.

Diffusion Grenades (3): Releases a fine neutronium mist that disperses phaser and disruptor fire in a 50m radius.

Communicator: Standard Federation design.

Tricorder: Standard Federation design. Preprogrammed with download instructions. Extra storage diskettes are included.

Hypo: Standard Federation design. Includes five doses of a heavy sedative rendering a victim unconscious for six hours.

En Route

The USS Coral Sea, a Larson Class destroyer on duty in the area will transport Lt. Comm. Leone to a rendezvous point just inside the Federation border. Once there, Leone will transport aboard the SS Southfield, an old Aakenn class freighter. The Southfield will take Leone to the drop off point. The captain of the Southfield is Michael Gomes, a rough looking character with an abrasive personality. His crew is a hodgepodge of local miscreants that haven't much experience in the area of personal hygiene. Nonetheless, the captain is true to his word and will deliver the chief as arranged. The trip will be 4 short days, and will be without incident.

The Southfield will time their entry into orbit to coincide with the solar flares, and transport Leone down to the drop point.

Base Entrance-Ground Level

The drop point lies amidst a small area of rocky terrain, roughly 3km from the base. The base itself is situated on a small plateau overlooking a large desert expanse. The eight outer walls are 10m tall. There are six sensor dishes mounted on guard towers atop the walls and a disruptor cannon that faces to the south. Each guard tower has one Orion guard. The guards do not seem very disciplined, as they shuffle back and forth, hardly paying attention to their surroundings. On the west and east walls are openings to

the interior of the compound. Metal rung ladders lead up to the tops of the walls and the guard towers. Within the corridors are entrances to turbo shafts.

As Leone approaches, as long as he wears the jumpsuit, there is little chance that the guards will notice him. The walls are too tall and smooth to scale without equipment. The outer doors leading into the compound are locked. Using the electronic lock pick will open the door with a successful roll vs. Electronics Technology or Security Procedures, whichever is higher. If the lockpick becomes unusable then a roll vs. Electronics Technology or Security Procedures at +20 will successfully open it. Failure by 10 points or more will cause the guards to become suspicious and aroused. They will begin to look around the area with portable lights. A roll vs. LUC will prevent the guards from finding Leone. If the roll is a failure, then the guards see him. At this point they start shooting and sound an alarm, bringing out the other guards in two turns. The corridor reveals the turbo shaft entrance and a door that leads to the center courtyard. The courtyard is occupied by a set of doors inset into the ground, covering an underground hangar. Metal ladders lead up the walls and to the guard towers.

Moving Through The Base:

As Leone moves through the base, there is a chance that he might encounter personnel. Every time he turns a corridor, enters and exits a turbolift, roll 1D10. On a roll of a 1, he encounters armed Orions. On a 2, he encounters unarmed technicians. To determine the number of individuals, roll another 1D10. On a 1-5, there is one. On a roll of 6-8, there is two. On a roll of 9-10 there is three. On the third level, if a 10 is rolled for encounters, he can hear screams echoing through the halls coming from the Interrogation Room (K).

Level One

(A, B) Observation Room: Large observation windows that overlook the hangar are the only things in these rooms. From this vantagepoint, a full view of the hangar can be seen. The hangar is large, measuring over 100m in height. At the bottom of the hangar is a small shuttle.

(C, D) Bunk Rooms: 20 beds with accompanying footlockers are in each of these rooms. At any time, 1D10 Orions will be sleeping in these rooms.

(E, F) Head

(G, H) Weapons Lockers: These are storage for the compound's supply of disruptors and disruptor rifles.

(I, J) Corridors

(K, L) Machine Rooms: One Orion technician is in each of these rooms, armed with a disruptor. These rooms contain the hydraulic machinery for the hangar bay doors.

Level Two

(A) Mess Hall: There are a number of cafeteria style tables and chairs in the room. Between the tables are small decorative plants. Several loud and boisterous Orions are sitting and eating in the room. 1D10 Orions armed with disruptors.

(B) Kitchen: There are apparently no food replicators on the base. 2 Orion cooks are preparing for the next meal. The cooks are armed with cleavers and knives.

(C) Storeroom: Shelves containing various boxes, cans of stored food and several bottles of assorted liquor.

(D) Life Support: The door to this room is locked. Using the electronic lock pick will open the door with a successful roll vs. Electronics Technology or Security Procedures, whichever is higher. If the lockpick becomes unusable then, a roll vs. Electronics Technology or Security Procedures at +20. Failure by 10 points or more will cause the guards to become suspicious and aroused. This is the environmental and life support control room. There are 2 Orion technicians and 2 Orion guards on duty here. All 4 Orions are armed with disruptors.

(E) Corridor

(F) Gymnasium: Room contains various types of work out equipment. This room is otherwise empty.

(G) Infirmary: This room is obviously the infirmary. Two diagnostic beds are mounted on the west wall and an operating table stands in the center of the room. There is one Orion technician in this room. The technician is unarmed. The cabinets contains a generous supply of various types of generic drugs and several kinds of unknown types of medications. The drugs are antitoxins for the various types of Orion poisons. To recognize the types, a skill level of General Medicine over 40 is required. A roll vs. INT will notice that almost all the equipment in this room is of Klingon design and is fairly new.

Level Three

(A, G) Hangar Entrances: Large, sliding airlock doors lead to the floor of the hangar. Off to the side is the corridor leading to the turbolift. The door to the north is locked. Using the electronic lock pick, will open the door with a successful roll vs. Electronics Technology or Security Procedures, whichever is higher. If the lockpick becomes unusable then, a roll vs. Electronics Technology or Security Procedures at +20. In area G, an INT roll will note a scream coming from the direction of room J.

(B) Control Room: Room contains control systems for the compound, including the hangar bay doors, sensor arrays and the top mounted disruptor. Four technicians and two armed guards are in this room.

(C) Main Computer Room: The door to this room is locked and heavily armored. The use of the phaser torch or 3 charges from a phaser on disintegrate is necessary to open the door. The room contains the main computer banks to the compound and is the target of the operation. Any terminal will serve for the information extraction. A roll vs. Small Equipment Op will ensure that no one has detected the intrusion. Failure will result the security guards from J will come to investigate. Roll twice for random encounter.

(D) Leader's Apartment: A well-furnished apartment with a fountain occupying the center of the room.

(E) Guest Suite: Another well furnished apartment although not as lavish as D. An INT roll will note a Klingon computer terminal in the room. If the player decides to play with the computer, he will need a Klingon language skill of 10+. The contents of the computer is left up to the GM, and has little bearing on the adventure.

(F) Corridor

(H) Repair and Maintenance room: Rooms appears to be a repair shop for various equipment. Two Orion technicians are in the room.

(I) Hangar Deck: The main hangar is occupied by a single shuttlecraft in the northeast corner. The shuttle is of Klingon design. Two Klingon guards will come out of the shuttle and begin firing on the player should he enter the hangar bay.

(J) Guard Room: Two Orion guards occupy this otherwise empty room.

(K) Interrogation Room: From this room can be heard the chilling sound of someone screaming. This room contains various Klingon designed torture devices, including an agonizer booth. Within the booth, is a stocky Orion male, bleeding from his face. Sergio Leone will recognize the victim as Deak Lifaq, whom he encountered several months ago, and has since been reported missing by his company. An Orion, better dressed than the others encountered, no doubt the commander, and a Klingon officer are conducting the interrogation. The Orion is armed only with a knife, and the Klingon officer has a disruptor and a dagger. They immediately attack any intruder. The Orion will try to reach his office (L), where his disruptor is in the desk drawer and sound the compound's intruder alarm.

(L) Security Office: This is an office used for the chief on duty. There is a desk, a computer terminal and a single chair. Within the desk is a disruptor pistol and a rifle.

(M) Cells: There are three security cells, one has been recently occupied.

If the player doesn't respond to the sound of the screaming, conveniently have Deak Lifaq paraded out to the hangar deck as if they were loading him onto the shuttle. Leone is not responsible for returning Lifaq, however, returning him alive my provide Starfleet Intelligence with a greater insight how not only this operation works, but, his own.

NPC Orion Guard

STR-40 END-45 INT-50 DEX-40 CHA-45 LUC-40 PSI-10
To Hit (Modern)-45 MK I Disruptor- 75 pt.
H-T-H-40

NPC Orion Captain

STR-67 END-57 INT-57 DEX-57 CHA-57 LUC-32 PSI-27
To Hit (Modern)-52 MK I Disruptor- 75 pt.
H-T-H-42
Knife-25

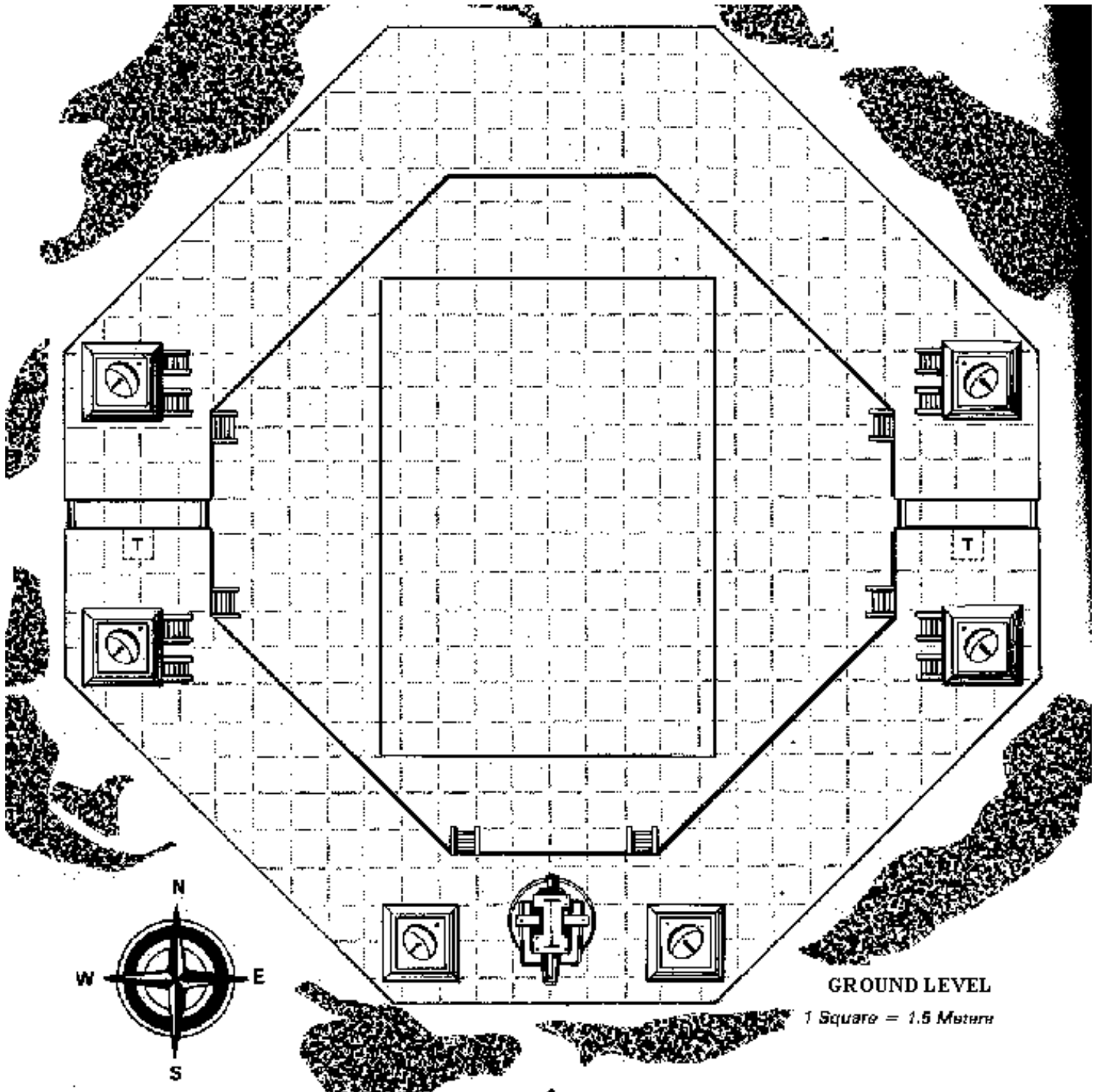
Klingon Officer

STR- 74 END-69 INT-64 DEX-64 CHA-44 LUC-24 PSI-14
To Hit (Modern) – 62 MK I Disruptor- 75 pt.
H-T-H- 57

Klingon Soldier

STR- 79 END-74 INT-44 DEX-74 CHA-34 LUC-19 PSI-14
To Hit (Modern) – 64 MK I Disruptor- 75 pt.
H-T-H- 66

GROUND LEVEL

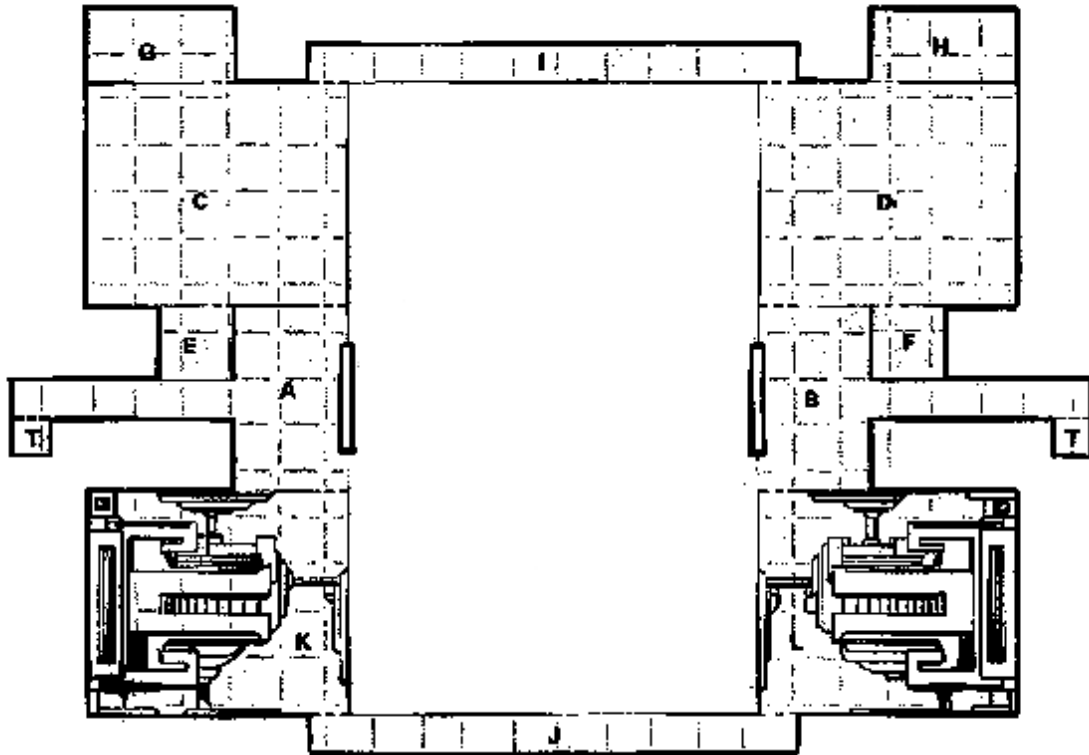


GROUND LEVEL

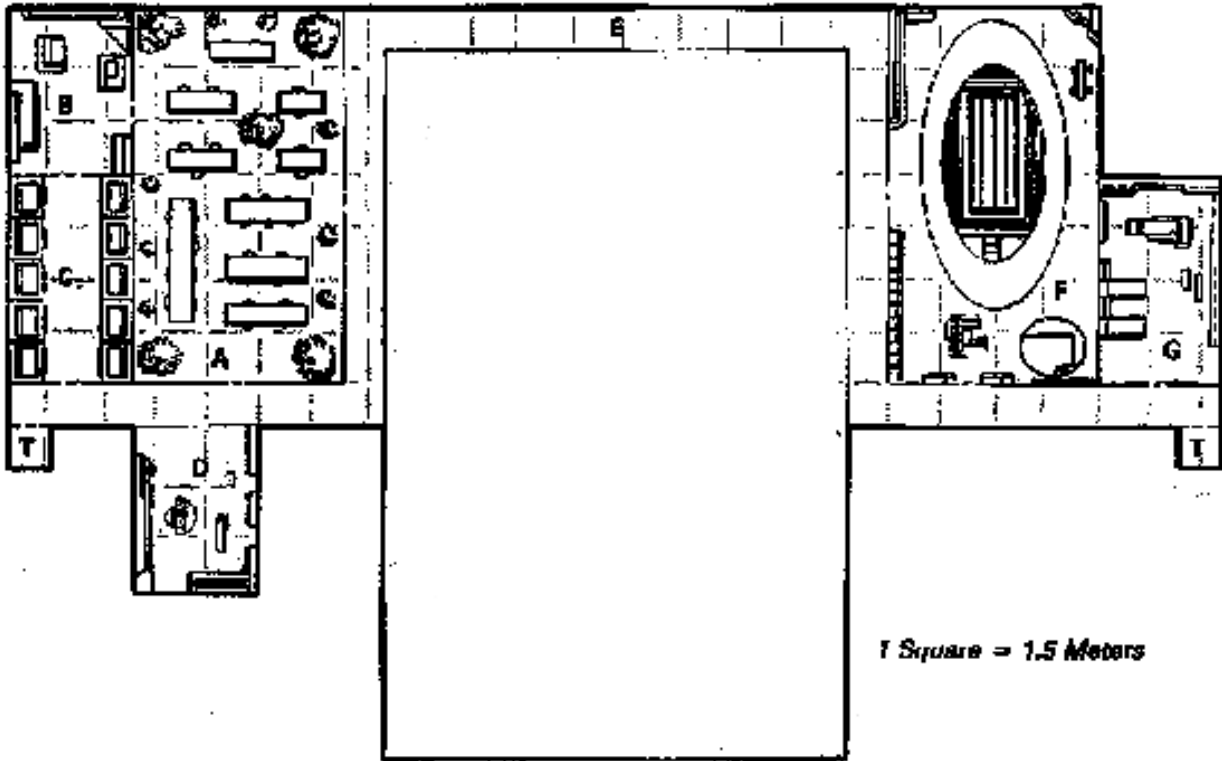
1 Square = 1.5 Meters

LEVEL 1

1 Square = 1.5 Meters



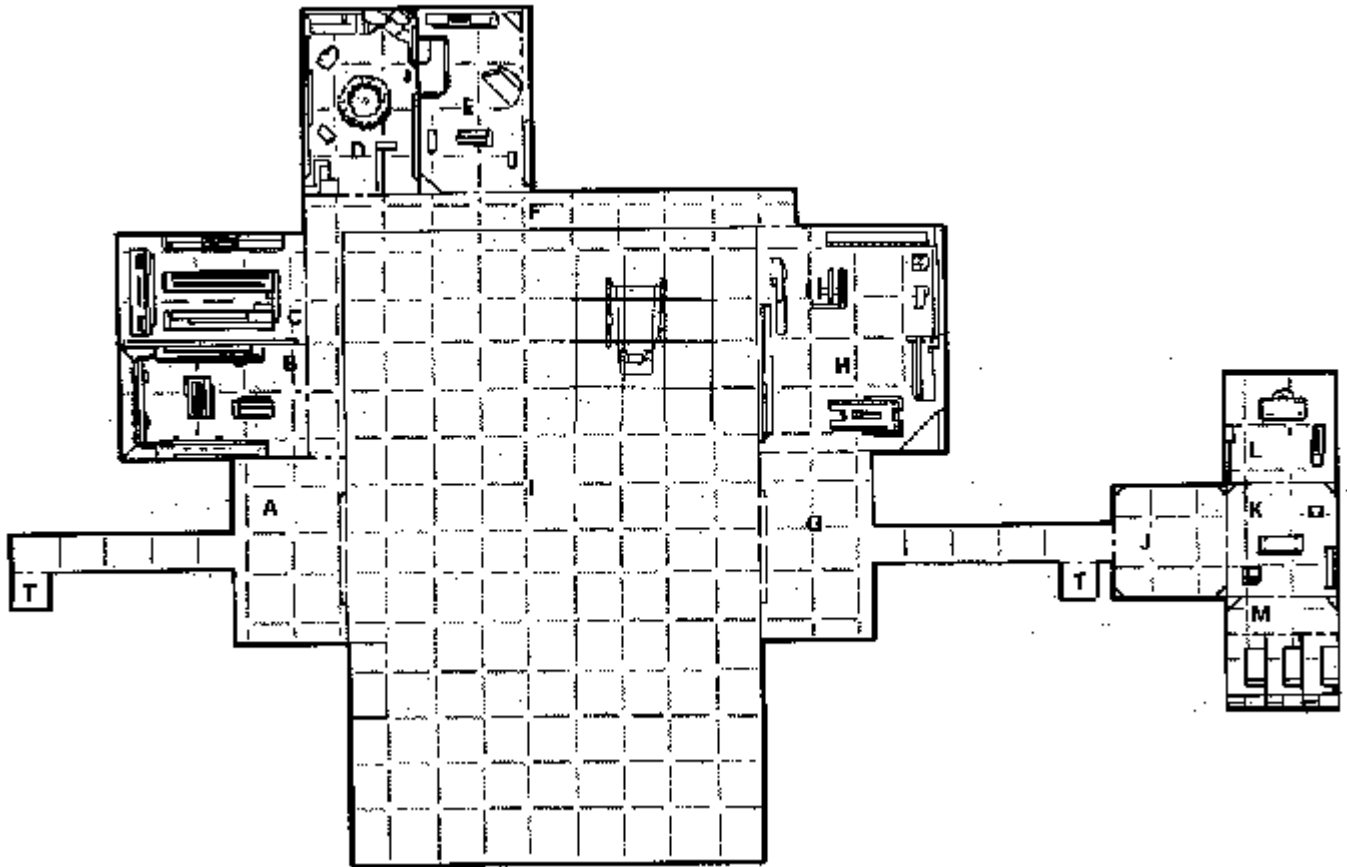
LEVEL 2



1 Square = 1.5 Meters

LEVEL 3

1 Square = 1.5 Meters



Credits:

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If anyone has any additional ideas, backgrounds, questions or comments about this adventure, feel free to
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The maps and some of the descriptions used were taken from the module credited below:

Larkin, Patrick, Wm. John Wheeler, ed., et al. *Orion Ruse, The*. Chicago: FASA Corporation, 1984.