

## **Episode 9: "Terrorist Attack"** **Stardate 2407.12**

The USS Essex has been ordered to Starbase 2 for routine inspection and scheduled maintenance. The captain has an appointment to meet with Commodore Wesley the day after arrival. The remaining crew is free to spend time on the orbital station during off duty hours.

The USS Hastings, a Larson Class destroyer, is docked here at Starbase 2. Captain Curp knows the captain of the Hastings, Lance Anderson, from the last time The Essex docked here. They share an unusual interest for the sport of bowling.

### **Curp- Meeting with Wesley:**

The Commodore has become very comfortable with the Captain over the last year and speaks with a friendly frankness. He tells the Captain that Starfleet will be conducting an internal investigation of his ship and crew, citing the events of the last several months, specifically the incident with the Doctor coupled with an extensive exposure of the crew to sensitive information. Although no charges have been brought against him specifically, Starfleet Internal Affairs wants to conduct an investigation to ease any future misgivings. When the investigation is to begin hasn't been determined, but, it will certainly begin before the Essex goes back onto patrol.

On a lighter note, the Commodore is happy to inform the Captain that his first officer, Randall Baxter has been promoted to Captain. He leaves for the USS Zukov, a Loknar class frigate. This leaves the Captain with the choice of promoting of his officers to the position, or having Starfleet assign one.

### **McGillicutty- Encounter with Engineer of the Hastings:**

At some point, Engineer McGillicutty encounters Lt. Commander Ramos, the engineer of the Hastings. He said that he had heard of his inquiries about the disappearance of his father's transport through the 'grapevine' as he calls it. He hands McGillicutty a computer disk with readings from a deep space observatory near the Gorn border. It shows a high level of background tachyon interference in that particular area of space. He explains that most researchers attribute high tachyon levels to fluctuations in stellar matter, like the cores of certain large stars and changes in the gravitational fields of binary and trinary star systems. However, mechanics know that warp accidents also create tachyon residue, though not usually to such a great degree.

**Note on Cornelius Monk: A financier of Alpha Centauran descent, the Monk family owns several business interests, including a string of luxury resorts in several systems throughout the Federation. Robert McGillicutty met Cornelius Monk during a trade conference on Babel. They made fast friends and kept in frequent contact over the years. They frequently discussed trade matters, because both of their livelihoods depended on good trade. Robert McGillicutty's bureaucratic influence has helped Cornelius on more than a few occasions. In turn, Monk's business contacts have turned the tide of several negotiations for McGillicutty. The family has met the stout man on several occasions, though his personal life runs more in the business arena. He sent condolences to the family when Robert's disappearance was announced, but did not attend the memorial service.**

**General facts: Robert McGillicutty's transport, the S.S. Denihan, was one of 27 ships reported lost throughout the year. Most were lost due to natural phenomenon. Ships lost due to mechanical failure were second most common. 6 vessels were lost to known pirate activity. 4 vessels listed as 'unknown', includes the Denihan.**

### **Sergio Leone- Decryption of Disk**

After examination of the information from the Klingon computer terminal that Leone downloaded (**see "Single Night and a Running Man"**), he discovers that the Commander K'latnur, the Klingon officer on the Orion base, was dispatched from the IKV Tong to acquire the Orion pirate boss, Deak Lifaq for interrogation. The Tong

was to return to pick up K'latnur on an undisclosed date (at least as far as the files tell). The Commander lists the cruiser's course coordinates in a secured file, undoubtedly for selfish purposes known only to him. The name of the destination is not mentioned, nor is the nature of the mission.

**The secured file contains coordinates for the Agara system, just along the Federation frontier. See notes in "The Mad Vulcan" for more details.**

## Essex at SB 2 Stardate 2407.12

### Story Thus Far

Returning from patrol along the Neutral Zone, the Essex has arrived at Starbase 2 for re-supply, crew re-assignment, and to receive new orders. Commodore Wesley requested to meet with Capt. Curp, to inform him that Internal Affairs is investigating the captain's recent order to leave its patrol area (see log notes on "**The Good Doctor Has Taken A Stroll**"). McGillicutty, Flonaise, Barlok, and Leone have taken the opportunity to enjoy a little rest on board the orbiting facilities of Starbase 2.

An explosion suddenly rocks the base, causing massive damage to the central structure. A severed section of one of the base's arms strikes the Essex amid ship, causing it to list out of control (**The orbiting facility of Starbase 2 is a K7 Kepler class station as seen in the TOS episode "The Trouble With Tribbles"**). The damaged Essex is on a collision course for Starbase 2. Curp, unable to contact the Essex, takes an emergency shuttle over. Leone escapes falling debris and finds himself on the main engineering deck assisting in restoring power to the base. McGillicutty, Flonaise, and Barlok survive decompression of the main promenade deck and are waiting to be evacuated.

### On Board the Essex:

Curp has landed on board the ship via shuttlecraft in hopes to prevent it from colliding with the remains of Starbase 2.

**The Essex currently has 40 minutes (40 turns) before it collides with Star Base 2.**

A large section of the base, separated from the blast, struck the Essex amidships, severing the engineering deck from the rest of the ship.

**For all intents purposes, the Essex has a superstructure value of 1.**

Ens. Bickel is escorting the Captain to the bridge, in hopes of centralizing rescue efforts.

Most of the personnel have either left or in the process of leaving the ship. According to Bickel, there has been no word from the bridge since the explosion. Inter-ship communication has been inoperative since the collision. Turbolifts are down and the only way between the decks are stairs and gangways.

### Quick Turn Reference for Actions

**Traveling between decks: 1 turn**  
**Saving rolls (pass or fail): 1turn**  
**Short series of communications: 1turn**  
**Beam transport (each attempt): 1turn**

### The Bridge of the Essex

**The bridge of the Essex has been sheared off by debris. The ship's blast doors have sealed access from deck 4 up to the bridge. Unless drastic measures are taken by the players (phaser torches, explosives, etc.), there is no access to the bridge until repairs can be made. The bridge crew, including Cmdr. Randall Baxter, perished in the explosive decompression.**

Access to the bridge has been sealed off at deck 4 by blast doors, possibly due to decompression between decks, security precaution, or simply a malfunction. More can be learned from the Auxiliary bridge in the secondary hull.

*The auxiliary bridge is undamaged from the impact. Dim emergency lighting streaks through a veil of smoke and dust that permeated through the environmental systems. Control panels are frantically blinking; the desperate sounds of evacuation and damage control crews hauntingly echo from the communications station.*

**Curp (or any other command level officer) can initiate control of the ship with his command override code. From the auxiliary control it can be determined that the main power and propulsion systems have been cut off. Without these systems online, it would be impossible to move the ship under its own power.**

**Three consecutive successful rolls vs. Starship Engineering will be needed to re-route the main power systems. The first roll has a +0 modifier, the second a +5 and the third +10. A LUC saving roll negates a previous failure. It will require crawling into a Jefferies tube (1 turn).**

**An experienced officer with a skill rating in Starship Helm Op., is required to stabilize the ship and hopefully prevent it from crashing into the base. Two consecutive rolls, the first with a +10 modifier and the second with a +5 modifier indicate a success. A successful LUC saving roll negates a previous unsuccessful roll. Two consecutive failures or running short of time causes the ship to crash, causing 1D10 pts of damage to both the ship and the station. Consult damage tables and apply damage accordingly. Saving rolls to prevent the destruction of the ship and/or the base should be applied as needed.**

**Rulebook excerpt pg. 110:**

### STARSHIP EXPLOSIONS

There are times during starship combat when a ship will explode. This can be the result of continuous incoming fire or a simple declaration of self-destruction. The explosion is accomplished by a mixing of matter and anti-matter, which is intentional in self-destruction. When a ship faces a barrage of incoming enemy fire that causes its superstructure point total to drop below zero, it must make a saving roll on 1D10 greater than or equal to the number of points below zero. For example, if a ship suffered a number of points damage that caused its superstructure total to drop to -5, the ship's engineer would have to roll 5 or greater on 1D10 to prevent destruction. This roll is only made during the phase when the superstructure point total drops below 0. It is assumed that action can be taken to prevent the explosion in one phase.

#### On Starbase 2

**GM Note: Debris and radiation makes transporting off the station difficult. Consult transport difficulty table for adjustments.**

**TRANSPORTER OPERATIONS -SAVING ROLLS** - No saving roll required for routine ship-to-planet, planet-to-planet, or ship-to-ship beaming. For other situations, make a standard saving roll on the Trans. Op. skill, with the appropriate modifications as listed:

|                      |                                |
|----------------------|--------------------------------|
| S-P = ship-to-planet | P-S = planet-to-ship           |
| S-S = ship-to-ship   | (S) = beaming within same ship |

|   |     |
|---|-----|
| S-P or P-S / bad atmospheric conditions or other local interference               | +20 |
| S-P or P-S / transporter rooms on both ends operating                             | -40 |
| S-S / transporter only operating at one end                                       | +10 |
| P-S or S-S pickup / locking in using sensor readings only                         | +10 |
| ANY / beaming to location already used once in last 24 hours                      | -20 |
| ANY / beaming during low power situation (ship's normal power reserve below half) | +25 |
| (S) / any beaming inside same ship  | +40 |

Full evacuation procedures have commenced on board the orbiting facility to the planetside installation. All non-commissioned personnel have been ordered to the lifeboats. Commissioned personnel have been ordered to assemble on cargo level 6 to receive new orders.

Essex Security Chief Leone remains on the main engineering deck with Base Chief Engineer 'Big' Lou Stevens. Engineer Stevens and his remaining staff are trying to re-establish a power connection to back-up energizers, which were severed during the blast.

Barlok, McGillicutty, and Flonaise remain on the main promenade deck after surviving the decompression caused by the explosion.

### Encounter on SB 2

Chief Engineer Stevens, his staff, and Security Chief Leone, while trying to restore power to the station, are caught in the main engine room when the main reactor shuts down and coolant begins to flood the compartment.

**A DEX roll is required per character, with failure causing 2D10 of temporary END damage from inhaling the coolant. It requires only one turn to leave the room. If a player chooses/requires to stay, he/she will take 2D10 pts of temporary END damage per turn. If a player chooses to hold his/her breath, consult rulebook for details (Terrain movement/Fatigue).**

Stevens corrals the group out of the reactor room through a connecting Jefferies tube, down deeper into the station. The tube bypasses several decks and avoids being trapped by the closing blast doors. For each level the group passes, Engineer Stevens seals the tube behind them manually.

The tube leads to a damaged portion of the station, darkened and abandoned by the evacuation. Stevens provides the group with portable flashlights from a nearby access panel. *The light reveals the extent of the damage caused by the explosion. Pieces of the walls and ceiling clutter the area, exposed conduit and broken wires hang from the ceiling, occasionally arcing to reveal portions of the corridor. There's a strong smell of burnt insulation.* Stevens begins to escort the group to an alternate route to the upper decks.

**An (INT + LUC)/2 saving roll will alert the group to a noise down the corridor. Shining a light towards the noise will not reveal anything, but a roll vs. INT-20 will catch a glimpse of a man-size distortion. If approached, the noise ceases. Further investigation will reveal man-sized footprints in the dust with a successful roll vs. INT -10.**

**All attacks made against the terrorist will be made at +20 to any "to-hit" rolls, so long as the suit remains active. Because of the nature of the cloaking field, when the terrorist attacks, it disrupts the integrity of the field, making him easier to see. An Opportunity Action attack against the terrorist are made at +10 to "to-hit" rolls.**

#### **QINTOK TERRORIST**

**str 68 int 55 end 60 dex 60  
cha 55 psi 30 luc 45**

**Marksmanship (modern) 35**

**Klingon Mk I disruptor  
(black market)**

**Note: black market disruptors have a percentage failure for each use- 01 on D100**

**Personal combat (unarmed) 37**

**H-T-H: 48**

**To Hit (modern): 47**

**The terrorist will not allow himself to be taken alive. He has a poison capsule on his person that he will ingest should his capture become imminent.**

## Epilogue

### Evidence

Surveillance of the blast areas at first did not show anything unusual. Further analysis of the record shows an energy distortion, possibly due to a personal cloaking device. The latter finding would be verified by the encounter on the lower decks.

The technology for a personal cloaking device is non-existent to Federation science, although the recent encounters with the Romulans suggests that it is possible and that the Romulans have developed such a device. The device itself has been rendered useless to Federation researchers due to a self-destruct mechanism linked to the user's life readings.

An examination of the body will reveal that the assailant was a Vulcan, not a Romulan.

Along with the terrorist's weapon and cloaking device, there is also a tiny subspace transmitter and trace elements of explosive on his clothing. In his possession is also a signet medallion, displaying an unknown crest or shield. **Saving roll vs. Vulcan Cultural History will reveal a similarity between the medallion design and the Vulcan IDIC symbol.**

**Once the situation on Starbase 2 has stabilized, the investigation will be turned over to Starfleet Security. Immediately, all data and personal effects of Sijarak will be commandeered until the investigation is complete.**

### Motives

A member of the Vulcan radical group known as the Qintok set the explosive. The terrorist has been on the base for some time, posing as a Vulcan merchant, Sijarak. The group wanted to cripple the base in an attempt to destabilize the region near the Klingon border and force Starfleet Command to commit greater number of forces away from the Romulan border, allowing the Romulans an opportunity to infiltrate the Federation interior with little resistance.

The existence of the Qintok is not generally known outside Vulcan, being one of the last great secrets held by the Vulcan Security Council.

## Endgame

**Commodore Wesley orders the Essex to move off (presuming it's possible) until a mobile repair facility arrives to assist.**

**The repair tender will arrive in 6 days. Once there, repairs to the Essex should take 10 weeks. A successful roll vs. Starship Engineering +10 will reduce repair time by 1D10/2.**

### NPC's

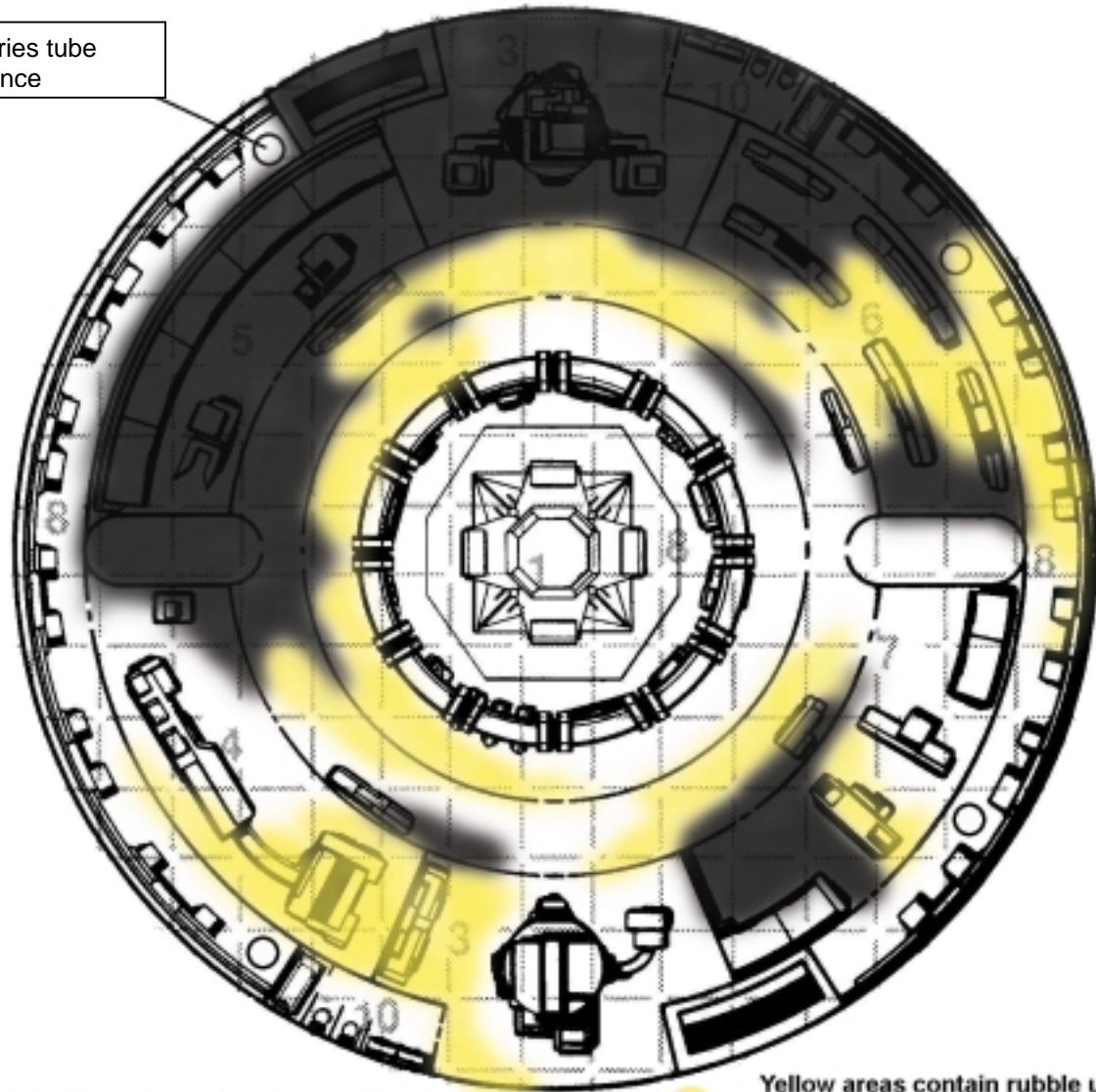
Commodore Wesley

Security Chief Bastille

Chief Engineer Lou "Big Lou" Stevens

Sijarak/Qintok terrorist

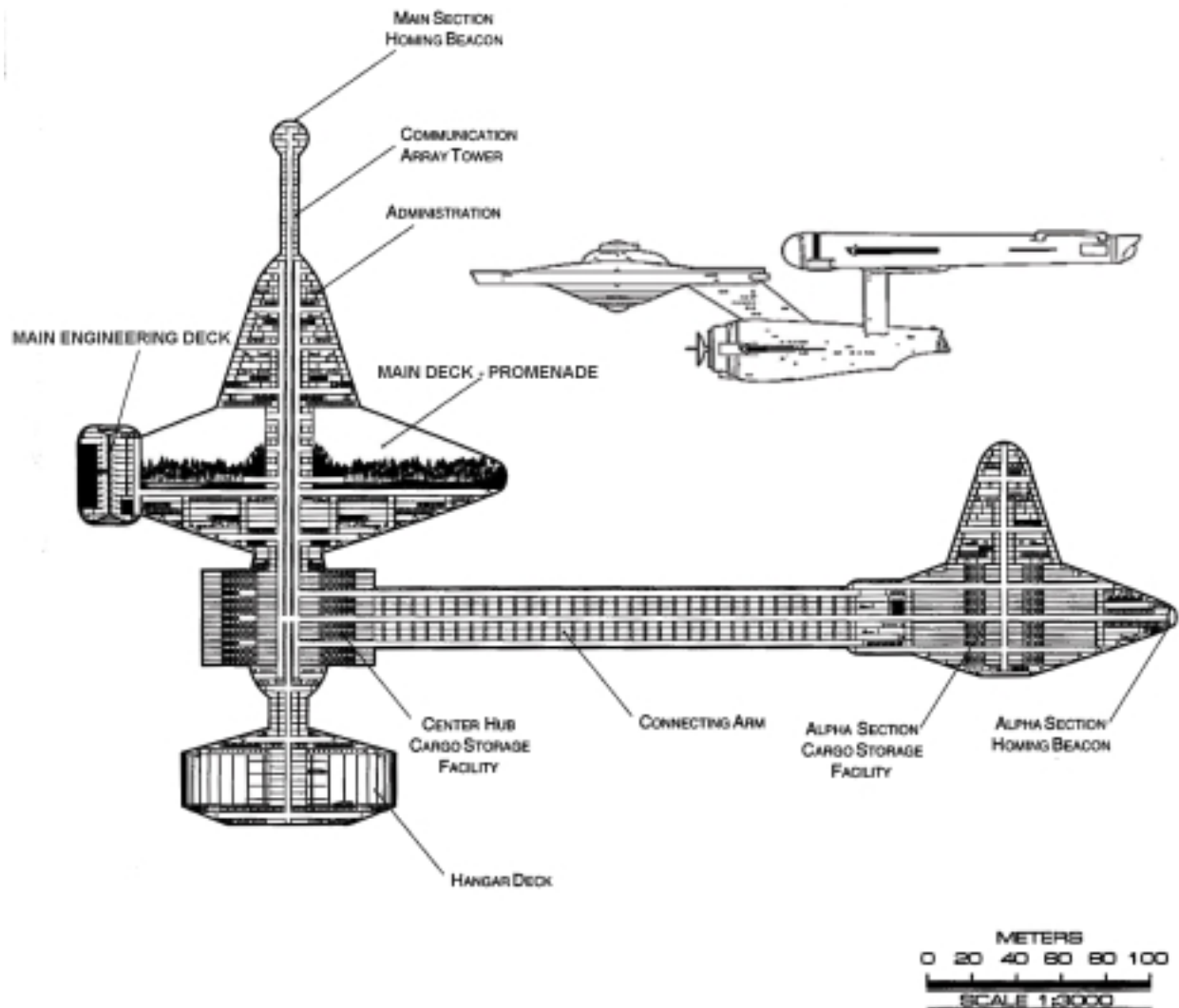
Jefferies tube  
entrance



● Darkened areas are impassable, due to rubble and/or decompression

● Yellow areas contain rubble up to 1m in height/ providing 1/3 concealment and requires 2X action pts to move

- 1) Main Anti-Matter Intermix Chamber - This shaft that runs throughout the engineering sections, usually glows and sparkles with the light of matter and anti-matter collision, but now stands dark.
- 2) Turbshafts
- 3) Reclamation Equipment room
- 4) Equipment Storage room
- 5) N/A
- 6) Backup Computers
- 7) Tool Storage
- 8) Interior/Exterior Shielding
- 9) N/A
- 10) Head



Credits:

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 E-mail me at: [ufc465537@yahoo.com](mailto:ufc465537@yahoo.com).

