STAR TREK
ADVENTURES

CONVOY SE-119

BY JIM JOHNSON

A LIVING CAMPAIGN MISSION FOR 2371

INTRODUCTION

Convoy SE-119 is a mission for the *Star Trek Adventures* Living Campaign series. This mission is meant to be played by a Gamemaster (GM) and 3-6 Players and has been designed to be used for a vessel and its crew in 2371.

To run this mission, the Gamemaster needs to be familiar with the mission itself and the *Star Trek Adventures* rules.

For this mission, you will need:

- At least two 20-sided dice (d20) per Player, and several 6-sided dice (d6) to serve as Challenge Dice
- A set of chips or tokens for Momentum
- A set of chips or tokens for Threat
- Characters and the Player vessel starship sheet

SYNOPSIS

The Players have been assigned to escort a convoy of merchant vessels carrying supplies from Narendra Station to a small research outpost deep within the Shackleton Expanse. Because the exploration of the Expanse is a joint concern between the Federation and the Klingon Empire, the Players' vessel is supported by a Klingon cruiser, the *K'Vort*-class bird-of-prey *I.K.S. Mupwl'* (*Hammer*), under the command of Captain Akul.

During the mission, both the Players' vessel and the *Mupwl'* experience unexpected issues with their newly-upgraded sensor and defensive systems, apparently caused by strange electromagnetic disturbances prevalent throughout the Expanse. When the *Mupwl'* suffers an explosion, they are knocked out of warp speed and the convoy soon follows. Engineering and sciences teams work to correct the issues before the convoy's safety is threatened. However, the crew of the *Mupwl'* is particularly slow to correct their technical problems, and the crew of the Players' vessel runs into challenges of their own.

As the convoy traverses a region of space with dense pockets of electromagnetic disturbances, a mixed group of pirate vessels attacks the convoy. Two heavily-armed freighters attempt to occupy the two escorts so that attack fighters can isolate the slower and weaker transports, board them, and then escape.

Over the course of this mission, the crew of the Players' vessel will have the opportunity to:

- Correct the technical flaws on their ship to better interact with the strange electromagnetic disturbances within the Expanse
- Help the crew of the *Mupwl'* correct the technical flaws on their ship so that they can help protect the convoy
- Learn that there is something peculiar about the electromagnetic disturbances within the Expanse
- Protect as much of the convoy from the pirates as possible
- Arrive at the research outpost with the convoy's surviving ships

In addition, there may be an opportunity for the Player Characters to board or capture one or more of the pirate ships and interrogate the captain and/or crew of those ships. In so doing, the crew might discover more secrets about some of the personalities lurking within the Expanse.

The Gamemaster begins this mission with two Threat for each Player Character in the group.

BACKGROUND

Following their last mission, the crew of the Players' vessel returned to Narendra Station and spent a couple days pursuing whatever activities appropriate to their characters while on shore leave. After that, all departments were involved in resupplying the ship while the engineers, scientists, and security staff were especially tasked with installing upgraded sensor suites and defensive grids and trouble-shooting the new software that went with the physical installations.

The upgrade process was complicated by the fact that a Klingon Defense Force *K'Vort*-class bird-of-prey, I.K.S. *Mupwl'*, was assigned to the station and received similar upgrades. The captain of the *Mupwl'*, an impatient Klingon named Akul, kept the station's crew hopping with one imperative after another. The limited number of engineering teams assigned to the station pulled triple shifts to get everything completed on schedule, and it's likely that one or some of the PCs and their departments were pulled in to assist and were likewise over-worked.

This mission begins with the Players' vessel and *Mupwl'* escorting six to twelve cargo transports from Narendra Station and toward a deep-space research outpost within the Expanse. This scenario is scalable depending on how hard you want to be on your Players and on how much time you have to play the mission. Adding more cargo freighters to the convoy and more pirate ships to attack them may add more drama and excitement to the game, but may also make the mission longer to resolve due to the lengthened scenes involving ship-to-ship and personal-scale combat.

The minor upgrades to the starship's sensor systems provide a modest Advantage to the ship, sufficient to reduce the Difficulty of relevant Tasks attempted with Sensors by 1.

Consider adding another point or two of Threat for any Player Character engineers, scientists, or security staff who might be exhausted after contending with the overwhelming amount of work while on the station.

OPTIONAL PROLOGUE

For some Gamemasters and groups, it might be worthwhile to open the mission on Narendra Station, and give the Players the opportunity to play through a few days' worth of activities and work aboard the station. Some of the Player Characters might be new additions to the crew, so starting with them arriving at the Station and their new posting to the Players' vessel would make for a good opening scene.

While on Narendra Station, some of the crew, particularly any Bajorans, may have learned that Vedek Bareil of Bajor recently died. Of possible more import to the rest of the crew is that the Cardassians and Bajorans have signed a peace treaty, an act that has surprised nearly everyone in the Alpha Quadrant. Speculation runs rampant as to what this might mean, especially given the recent dealings

with the Dominion. While this piece of news does not have a direct bearing on the events contained within this mission, it's material you can use to tie the Players' vessel's activities into the larger tapestry of the *Star Trek* setting and timeline.

The crew also has the opportunity to meet Captain Akul and his crew, and to experience first-hand Akul's abrasive manner and desire to push people into completing his demands. The engineering staff aboard the station, overworked already, will reach out to the Players' vessel's crew and ask for assistance. There is ample opportunity here for some roleplaying scenes between the Player Characters and the Starfleet crew aboard the station, and the Player Characters and some of the Klingons aboard.

This could also be a good place to drop in a game of chance between the Player Characters and the Klingons, or perhaps a good old-fashioned barroom brawl. If the Player Characters were to succeed at such an event, the Klingons might look more favorably upon them later in the mission when battle with pirates ensues. If the Player Characters are defeated by the Klingons in this scene, it's possible that the Klingons will have a much different reaction later in the mission if the Player Characters request assistance. Either way, providing some action with the Klingons early on could influence the action later in the mission.

Whatever the case, roleplaying through these moments could suffice to provide the Gamemaster with additional Threat for each Player Character, representing the impact the challenging days aboard the station had on them.

SCENE ONE

Hand a copy of the following boxed text to whomever is playing the captain to be read aloud:

> *Captain's Log, Stardate 48573.1. After some much-needed shore leave, we have resupplied the ship and spent two weeks tweaking our sensor suites for more efficient and effective use while exploring the Shackleton Expanse. Starfleet Command wasted little time in giving us the means to test those refined systems—we've been tasked with shepherding a supply convoy to Array 3-5, one of the joint Federation-Klingon research posts deep within the Expanse.*

This scene is intended to settle the Players in for a long, tense trip to the research outpost. Some of the Player Characters may want to catch up on a hobby or individual pursuit, while others, particularly the engineers and scientists, will still be putting in long hours tweaking the enhanced sensor systems and tracking down gremlins introduced during the upgrade. The officers manning the conn station are also tense, as navigating the ship and convoy through pockets of electromagnetic eddies is making for a challenging few days at the helm.

Give each of the Players an opportunity for some roleplaying moments and sprinkle in the occasional unexplained glitch in their shipboard systems: flickering lights, a momentary lag in computer processing speed, ghostly images appearing then disappearing on sensors, and the like. It should be clear that something is amiss on the ship. Initial speculation from the engineering team is that they are temporary power fluctuations as the new system modifications settle in. If anyone should check in with the cargo transports or the *MupwI'*, those crews also report strange minor fluctuations.

SCENE TWO

The Gamemaster should pick an appropriate roleplaying scene or moment to interject a sudden call of alarm from the bridge—sensors have detected an explosion aboard the *MupwI'*! As the Players' vessel crew scrambles to react, they detect the Klingon vessel drop out of warp just as the Players' vessel is hammered by a sudden electromagnetic pulse that surges through the ship, popping ODN conduits and temporarily knocking out secondary power systems (reduce the ship's Power by 1 until an officer can successfully complete a **Reason + Engineering Task** with a Difficulty of 1). These events should follow upon one another rapidly, so the Gamemaster is encouraged to keep things moving quickly—give the Players a brief chance to react to events around them, but don't let them linger on possibilities.

With one of the escorts damaged and at impulse and the other one suffering minor damage, the captain or commanding Player Character should order the convoy to drop out of warp so that the damage can be assessed and repaired. If no Player suggests this, the GM can simply make the power surge from the electromagnetic disturbance shut down the ship's warp drive, just enough to pull them out of warp before resetting (or perhaps having one or more of the cargo transports drop out of warp after being hit by a similar electromagnetic eddy). The end result should be that the entire convoy drops warp speed and is now surrounded by streamers of coruscating electromagnetic energy.

SCENE THREE

Astute Players may note that the convoy is now a string of sitting ducks for any potential adversaries, in addition to being threatened by the randomly-moving pockets of energy in nearby space. The crew has a variety of actions they can now pursue, including:

- Using sensors to investigate and map the electromagnetic eddies
- Repairing any damage to the Players' vessel
- Offering assistance to the Mupwl' and to any of the damaged cargo transports
- Anything else the Players may think up as appropriate to the circumstances

Scanning the electromagnetic eddies is a Difficulty 3 Task, which may be attempted using **Reason + Security**, **Sciences**, or **Engineering**, assisted by the ship's **Sensors + Science** (or some other combination as best suits the characters attempting the Task). The electromagnetic eddies are a detrimental Trait 2 of the Shackleton Expanse (which means the Difficulty of certain Tasks is increased by 2). If necessary, the Gamemaster should remind Players to use appropriate Focuses or to lend assistance to each other. Success at the scan reveals that the proximity of the electromagnetic eddies is having a direct effect on the convoy's ships, and that an adjustment to the ship's shield modulation should be sufficient to insulate the ship from the worst of the effects. Such an effort would be a Difficulty 2 Task using whichever Player Character and ship statistics seem appropriate (**Reason + Engineering** with support from the ship's **Structure + Engineering** seems appropriate).

Failing the shield modulation Task results in a Complication, due to the swirls of electromagnetic eddies interacting negatively with the fluctuating shield harmonics. The Complication burns out some of the ship's shield emitters, reducing the ship's Shields value from 13 to 10. The emitters cannot be repaired in the field and must be replaced, which means the Players' vessel will have to make do until they can complete the mission and return to Narendra Station. Gamemaster Note: This Complication could come back to hurt the Players later in the mission, during the battle with the pirates. Depending on your group, you may choose to make the Difficulty of this Task either easier or harder, depending on how dramatic you want this mission to play out.

If the Player Characters spent Momentum to *Obtain Information* about the electromagnetic eddies, they may learn some additional information:

- The electromagnetic eddies in the region are actually components of a much larger interstellar cloud spanning part of this sector of the Expanse. The cloud consists of gas, dust, and plasma.
- In addition to the above, an analysis of eddy drift patterns suggests that some of the eddies are not naturally occurring.
- In addition to the above, the sensor operator catches a momentary glimpse of one such non-natural electromagnetic eddy actually opening and closing, emitting what the computer identifies as transdimensional ionic energy before the eddy collapses into a mix of electromagnetic radiation and dust. Any attempt to focus in on the transdimensional reading proves fruitless—it was there for a moment, but then collapsed.

GM Guidance: This moment plants the seed for more wondrous discoveries to be revealed later in the Living Campaign. Use it to tease and tantalize your Players, and perhaps give a sciences Player Character and their staff something to focus on in their off-time. If desired, make it easier for the Players to learn this piece of information and build on it as you see fit in your own campaign. Further, you may want to give the Players this last piece of information if they spent a point of Determination on the Task attempt.

Repairing any damage to the Players' vessel should be a straightforward if time-consuming Task. The unpredictable eddies swirling around the ship may make any repair Task a tense affair, as the Engineering crews may not know when another eddy might slam into the ship and cause more problems.

Offering assistance to the other damaged ships involves either beaming an engineering repair crew to one or more of the ships, or sending repair teams out via shuttlecraft. The Gamemaster should feel free to use whichever option best suits their game experience. A transporter ride with the electromagnetic disturbances swirling around the ships might require a transporting Task (remember to modify this by the electromagnetic eddy detrimental Trait 2), while a shuttle trip from the Players' vessel to a damaged vessel would give a Player Character the opportunity to pilot a shuttle through some tricky maneuvers to avoid the swirling eddies (Difficulty 3 Task). Failing either of these Tasks should have appropriate consequences; for example, failing the transporter Task might result in one or more Player Characters taking an Injury, or perhaps burning out the transporter systems, stranding an away team on a transport for the duration of the journey to the outpost. Failing the piloting test could result in a shuttle clipping an electromagnetic eddy and getting its shipboard systems knocked out, leaving the shuttle and its crew adrift in space as one more complication when the pirates arrive.

This scene could effectively break out into a series of sub-scenes, each focusing on a different Player Character and their staff, tackling one or more of the above actions. Review the following suggestions on how to give everyone the opportunity to do something:

- **Captain:** Monitoring the situation from the bridge; lending assistance to other Player Characters' Tasks as appropriate.
- **Executive Officer:** Either lending assistance to other Player Characters' Tasks as appropriate, or taking the lead on one of them (leading a repair crew away team, piloting a shuttle, pitching in to use sensors or a repair kit).
- **Conn:** Piloting a shuttle with a repair crew; coordinating with sciences to use sensors to navigate the safest path through the electromagnetic eddies.
- **Engineer:** Repairing the Players' vessel or participating in a repair crew away team.
- **Medical:** Treating any minor injuries aboard the Players' vessel or participating on an away team to provide repair and relief to a damaged ship (one or more might have sustained more significant damage and may have wounded crew members).
- **Sciences:** Using the Sensors System to scan the electromagnetic eddies; participating in repair or rescue away teams (to get more data on the electromagnetic disturbances via up-close investigation with tricorders).
- **Security:** Using the Sensors System to scan for threats; participating in repair or rescue away teams.

The Gamemaster should feel free to bounce scene beats from Player Character to Player Character as they pursue their various actions. When there is an appropriate moment within the gameplay, read the following out loud to the Players:

Just then, the sensors blat out a warning—a pair of heavily armored freighters emerge from behind swirls of electromagnetic energy, accompanied by a dozen small two-seat fighters. The ships carry no distinctive markings and are standard models of starships common among independent merchants and mercenary guilds. One of the freighters moves toward the Mupwl' *while the other turns toward the Players' vessel. The fighters dart around the swirls of energy and engage the hapless cargo transports, firing bright streaks of yellow and orange phaser fire.*

SCENE FOUR

Now the convoy is in real trouble. With the crew of the Players' vessel possibly spread all over the convoy in relief or repair efforts, the crew must scramble to mount an effective defense against the marauders. Fortunately, this is a game the Players' vessel was built to play, and play well. The Gamemaster is encouraged to play this space combat fast and loose, cutting from Player Character to Player Character as appropriate depending on where they are during the battle. Some options include:

- Enterprising Player Characters 'stuck' on a damaged transport might be able to run interference between the fighters and the other transports, or lend aid to the *Mupwl'* or Players' vessel at the dramatically appropriate moment. They may also have to resort to personal combat when the pirates successfully board a transport.
- Any Player Characters on a shuttlecraft might be able to join in the fight, hunting down fighters or engaging one of the armed freighters. Keep in mind that not all of the shuttles in the Players' vessel's complement are armed; they Player Characters might have taken one that didn't have weaponry. This could provide an additional source of drama—how can the Player Characters effectively join the fight with an unarmed shuttle?
- Any Player Characters aboard the *Mupwl'* assisting with repairs might have the chance to join their Klingon allies in battle and see things from a non-Starfleet perspective.
- Any Player Character aboard the Players' vessel can be kept busy working the ship systems as the ship engages enemies on all sides.

The marauders' intentions are to use their freighters to occupy the two escort vessels so that the fighters can isolate one or more of the cargo vessels, board them, and then commandeer them. Any captured cargo transports depart the combat zone via warp speed as soon as possible. Once the marauders are down to half their number (either through capturing transports or by suffering losses during battle), the freighters disengage from the fight and attempt to escape via warp speed.

If it is clear the battle is hopelessly lost for the marauders, any remaining fighters veer into the closest electromagnetic disturbances and destroy themselves, while the two freighters set self-destruct sequences and likewise fly themselves into the largest available electromagnetic eddies. The resulting explosions rock the Players' vessel and the rest of the convoy, but otherwise cause no significant harm, other than the questions left in their wake.

OPTIONAL SCENE: PURSUING THE PIRATES

If the marauders manage to capture one or more of the transport vessels and escape into warp, the Players' vessel and her crew have the opportunity to track the ship(s) and pursue them to rescue the transport crew and recover the cargo. Captain Akul will want to push his ship into pursuit, so this is an opportunity for the Player captain to shine in a Challenge to convince Akul to stay behind to mop up any remaining pirate ships and defend the remnants of the convoy from additional attacks.

Barring any Complications suffered along the way, the ship's enhanced sensors enable the crew to track the warp trail of the stolen transports. They follow the trail to a nearby, unpopulated system around a Class-F white star. One of the planets in the system is Class-H, essentially an arid, lifeless desert world. The stolen transport is in a decaying orbit around the planet, along with a large cargo freighter attached to its docking port. When the Players' vessel arrives in orbit, the crew can run a sensor sweep of the transport and the pirate vessel docked to it. Success at this Task reveals that the pirate crew is rushing to transfer cargo and prisoners to their ship before the stolen transport's orbit completely decays. Failure gives the Player Characters no information at all, which means they'll be heading into this encounter essentially blind—do they beam onto the damaged transport, the pirate ship, both, or neither?

How the Players resolve this situation is up to them, though it most likely involves any of the following:

- Another ship-to-ship battle, in which case the Players' vessel almost certainly makes short work of the preoccupied pirates and their transport. This could result in a few prisoners along with the recovery of the transport's cargo and crew, and perhaps a race to gather the cargo and crew before the transport burns up in orbit. Failure here means the pirates get away with the cargo and their prisoners, and leave the Players' vessel and her crew behind with a damaged ship and a lot of unanswered questions. This would no doubt reflect poorly upon the crew and their relationship with Captain Akul and the other Klingons. GM Note: Rather than running another extended ship combat, you could make this a narrative scene, perhaps punctuated with a Task or two for flavor.
- Away teams beaming to either or both ships and engaging in personal combat or a Social Challenge involving the Player characters using diplomacy or other means to convince the pirates to surrender or give up their prisoners and stolen cargo. Success provides the crew with the cargo and prisoners as above; failure may result in one or more Player characters being taken captive themselves, their rescue to be attempted in a future scenario.

OPTIONAL SCENE: GUESTS OF THE BRIG

Should the Player characters manage take one or more marauders captive, they'll have an opportunity to provide the captives with space in the ship's brig, as well as some one-on-one time with the captain, first officer, security chief, or other relevant Player Characters. Questioning the prisoners could take any number of forms, though most take the form of a Social Conflict (*Star Trek Adventures core rulebook* p. 164), and the GM should feel free to encourage creative combinations of Attributes, Disciplines, and Focuses so that any Player Characters involved in the questioning can bring their own unique mannerisms and values to the conflict.

The GM should also feel free to adjust the circumstances of this scene, based on how events play out during the gaming session. Perhaps the Player Characters manage to board one of the pirate ships and have only a few moments to question one of them before the damaged ship explodes and they must be beamed out. Or perhaps the Klingons get their hands on some prisoners first, and are more than eager to question the prisoners using their own means as opposed to the 'softer' Federation approach. Any of these options might serve to amp up the drama and excitement of the scene, and the Threat and potential complications as well.

While none of the prisoners are forthcoming with information, significant Successes or profligate Momentum spends should award Players with some or all of the following information, depending on how much of it the GM wishes to reveal:

- The pirates are working to specifically weaken the Federation/Klingon holdings in the sector; this was not a random pirate attack.
- The pirates are just one small part of a much larger organization operating within the Shackleton Expanse.
- Under extraordinary duress, one prisoner reveals that they are working for the Orion Syndicate, but offers no additional information for fear of reprisals because the Syndicate will 'know that I talked, because they always know.' GM Note: Feel free to provide this prisoner (or any of them, really) with some form of internal kill-switch or poison pill or something that they can take to foil any further questioning. The Orion Syndicate should be presented as a cunning and ruthless organization willing to force its operatives and hired lackeys to commit extraordinary harm upon others and themselves when circumstances warrant.

CONCLUSION

After the pirates are defeated, captured, or run off, and any missing transports are rounded up, the Players' vessel and *Mupwl'* shepherd the remnants of the convoy to Array 3-5, the deep-space research outpost. There, the dozen members of the outpost's crew (a mix of Klingon and Federation scientists) gratefully receive the Player Characters, either through their small docking port and airlock, or via their small two-pad transporter. Supply crates are moved out of the transports and either into the outpost or attached to the outpost's exterior in stacks via maglocks. The chief engineer and any other Player Characters with the ability or interest could participate in some EVA time, spacewalking to help secure the cargo containers to the exterior of the outpost.

There isn't much room on the research outpost for many visitors, but the scientists are hungry for interpersonal contact with new faces, especially new scientists with whom they can share findings regarding the electromagnetic eddies. Give the Players free rein to enjoy some roleplaying with the scientists and the crews of the *Mupwl'* and the transports, as appropriate. This is also the first opportunity the two escort crews have to physically interact after the pirate combat. Depending on how the battle played out (and how the earlier scenes aboard Narendra Station might influence their relationship), it can be either a boisterous war-party with Captain Akul breaking out a keg of bloodwine, or a more subdued affair with hooded glances thrown back and forth between the Starfleet crew and their Klingon allies.

Eventually, the last of the supplies are delivered and the various crews must get back to their respective work. The cargo transports and the two escorts leave the outpost behind, and warp back toward Narendra Station.

DEBRIEFING

During the journey back to the station, the Player Characters have the opportunity to roleplay any number of scenes with their Klingon allies and/or the transport captains and crews who might want to interact with the personnel who helped protect them. This is an opportunity to build in some relationships among the Player Characters and NPCs; relationships which might carry on as subplots in future missions. Some of the independent traders might even feel as if they owe the captain and crew a favor for defending them, which could be useful at some point in the future. Captain Akul might present some grudging respect for the crew and their fighting prowess, and could prove to be a useful ally during the Players' vessel's extended assignment to the Expanse.

Of course, if the journey through the electromagnetic eddies and the ensuing battle with the pirates went poorly for the Player Characters and the rest of the Players' vessel's crew, the remaining transport crews might want nothing more to do with the weak Federation and might choose to leave the Expanse for easier trading opportunities. The Klingons might lose faith in their allies, and this could upset the relatively harmonious balance currently enjoyed on the station. Any of these situations would color how your campaign progresses forward through other Living Campaign missions.

Once the crew returns to the station, Starfleet Intelligence operatives want to debrief the crew regarding the pirates they encountered. This is an opportunity for the captain and any of the senior staff to provide information they might have learned about pirate activity in the Expanse. If the crew managed to capture any pirates, they can turn them over to Starfleet Intelligence as well. Depending on how forthright the Player Characters are with sharing any information they might have gleaned, Starfleet Intelligence thanks them for their efforts.

If any of the Player Characters detected the strange transdimensional surge from their sensor checks earlier in the mission, they have the opportunity to consult with the sciences teams aboard Narendra Station as well as those aboard the other starships assigned to the Shackleton Expanse. Perhaps the Player Characters can conduct a briefing and encourage their counterparts on the other ships to monitor their Sensors System for any repeated occurrences of the as-yet unique transdimensional event.

LIVING CAMPAIGN CONSIDERATIONS

This is your opportunity to note what cool things happened in your game. Tell us by filling in the feedback form on our website (www.modiphius.com/star-trek). For their deeds, we could give mentions in dispatches with future missions, or provide commendations or drawbacks for pre-generated characters who move on to appear in further missions.

THE CREW OF ARRAY 3-5

The following NPCs are aboard the research outpost and can interact with the Player Characters near the end of the mission. Names, species, and brief details of each member of the outpost are provided here. The Gamemaster is encouraged to flesh out these NPCs and make them your own, and use them as you see fit in future missions or campaigns.

- Dr. J'Kul, Klingon female, project manager of the outpost. Graying hair, proud, curious. "Warriors could learn something from a scientist's focus."
- Lt. Cmdr. Nima Rhey, unjoined Trill female, the Federation counterpart to J'Kul and the deputy program manager. Ageless, erudite, willing to crack inappropriate jokes. "There's humor to be found in even the most dire of circumstances."
- Dr. Kolok, Klingon male scientist. Young, impulsive, frustrated at being assigned to the outpost rather than a warship.
- Lieutenant J.G. Chris Harwood, human male security officer with xenolinguistics experience. Laconic, polite, listens far more than he speaks.
- Additional Klingon scientists: Barath, J'DuQ, M'Barok
- Additional Federation scientists (mix of civilian and Starfleet): Syrik (male Vulcan), Dowli (female Bolian), Gillian Kapros (female Alpha Centauran), Arden Moor (male Bajoran)

STAR TREK
ADVENTURES

NON-PLAYER CHARACTERS AND STARSHIPS

CAPTAIN AKUL, KLINGON DEFENSE FORCE [MAJOR NPC]
Commanding Officer of *I.K.S. MupwI' (Hammer)*

Akul is a veteran Klingon captain, loyal to Chancellor Gowron and intolerant of any threat to the Empire. He is generally positive toward his Federation allies, but bristles at their apparent lack of speed when it comes to what are, to him, routine tasks. He's old enough and experienced enough to know what he wants when he wants it, and does not hesitate to demand what he wants in as loud a manner as is needed to get what he wants. Despite his harsh attitude and hatred of inefficiencies, Akul is something of an outlier for Klingons—exploration of the unknown fascinates him, which is partly why he accepted the assignment of his ship to patrol the Shackleton Expanse.

Traits: Klingon

Values:

- Do what I tell you to do the moment I tell you to do it
- Inefficiency is intolerable

ATTRIBUTES

Control	Daring	Fitness	Insight	Presence	Reason
7	11	10	10	12	9

DISCIPLINES

Command	Conn	Engineering	Security	Science	Medicine
4	2	2	4	2	1

Focuses: Combat Tactics, Hand-to-Hand Combat, Intimidation, Shipboard Tactical Systems, Shipboard Discipline

Species and Traits: Klingon, Proud, Violent

Stress: 16   **Soak:** 1

Attacks:

- *Mek'leth* (Melee, 6⚔ Vicious 1, Size 1H)
- Disruptor Pistol (Ranged, 7⚔ Vicious 1, Size 1H)

Special Rules:

- **Warrior's Spirit:** When a Klingon attempts a Melee Attack, and purchases one or more additional dice with Threat, the Klingon may re-roll any number of d20s.
- **Klingon Resilience:** A Klingon's Soak is increased by +1 against Attacks to Stun.

KLINGON WARRIOR [MINOR NPC]

Traits: Klingon

ATTRIBUTES

Control	Daring	Fitness	Insight	Presence	Reason
9	11	11	8	10	8

DISCIPLINES

Command	Conn	Engineering	Security	Science	Medicine
1	2	1	2	0	0

Stress: 13   **Resistance:** 1 (Armor)

Attacks:

- Unarmed Strike (Melee, 3 Knockdown, Size 1H, Nonlethal)
- D'k tahg Dagger (Melee, 3 Vicious 1, Size 1H)
- **Escalation** Bat'leth (Melee, 5 Vicious 1, Size 2H, Cumbersome)
- Disruptor Pistol (Ranged, 5 Vicious 1, Size 1H)
- **Escalation** Disruptor Rifle (Ranged, 6 Vicious 1, Size 2H, Accurate)

Special Rules:

- **Brak'lul:** A Klingon's Resistance is increased by +2 against Non-Lethal attacks.
- **Warrior's Spirit:** When a Klingon attempts a Melee attack, and purchases one or more additional dice with Threat, the Klingon may re-roll any number of d20s.

I.K.S. MUPWL'

Traits: Klingon bird-of-prey

SYSTEMS

Communications	Computers	Engines	Sensors	Structure	Weapons
8	8	9	8	8	10

DEPARTMENTS

Command	Conn	Engineering	Security	Science	Medicine
2	3	2	4	1	2

Power: 9   **Scale:** 5

Shields: 12   **Resistance:** 5

Crew: Talented (Attribute 10, Discipline 3)

Weapons:

- Disruptor Cannons (Energy, Range Close, 11⚔ Vicious 1)
- Photon Torpedoes (Torpedo, Range Long, 7⚔, High Yield)

- Tractor Beam (Strength 4)

Special:

- Rugged (Talent)
- Improved Reaction Control System (Talent)
- Cloaking Devices

CARGO TRANSPORTS

The convoy consists of a mix of standard Federation and independent cargo transports, all of which have the same statistics for the purposes of this mission.

SYSTEMS

Communications	Computers	Engines	Sensors	Structure	Weapons
6	7	6	5	8	2

DEPARTMENTS

Command	Conn	Engineering	Security	Science	Medicine
1	2	1	1	0	0

Power: 5   **Scale:** 3

Shields: 0   **Resistance**: 3

Crew: Standard

PIRATE FREIGHTERS

Chunky and powerful freighters, heavily modified for use in the Shackleton Expanse by independent mercenaries and pirate factions.

Traits: Pirate

SYSTEMS

Communications	Computers	Engines	Sensors	Structure	Weapons
8	7	8	9	6	7

DEPARTMENTS

Command	Conn	Engineering	Security	Science	Medicine
2	3	2	3	1	1

Power: 8   **Scale:** 3

Shields: 8   **Resistance**: 3

Crew: Proficient (Attribute 9, Discipline 2)

Weapons:

- Disruptor Banks (Energy, Range Close, 6▲, Vicious 1)
- Light Torpedoes (Torpedo, Range Long, 3▲, High Yield)

PIRATE FIGHTERS

A hodgepodge of light interceptors, training craft, repurposed shuttles, and other agile single- or two-seater light craft commonly used as Pirate Fighters, engaging in raids against cargo convoys and independent outposts throughout the Shackleton Expanse.

Traits: Pirate, Small Craft

SYSTEMS

Communications	Computers	Engines	Sensors	Structure	Weapons
7	6	7	6	6	6

DEPARTMENTS

Command	Conn	Engineering	Security	Science	Medicine
0	2	1	1	0	0

Power: 4   **Scale:** 1

Shields: 3   **Resistance**: 1

Crew Complement: 1 or 2

Weapons:

- Phaser Banks (Energy, Range Medium, 3▲, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long, 4▲, High Yield)

MERCENARY [MINOR NPC]

One of any number of species, genders, backgrounds; an individual who has chosen to live their life plying the space lanes hoarding, pillaging, and attacking weak targets and living day to day.

Traits: Pirate

ATTRIBUTES

Control	Daring	Fitness	Insight	Presence	Reason
7	9	9	7	8	7

DISCIPLINES

Command	Conn	Engineering	Security	Science	Medicine
1	2	1	2	0	0

Stress: 11   **Resistance**: 1 (Piecemeal Armor)

Attacks:

- Unarmed Strike (Melee, 3 ⚔ Knockdown, Size 1H, Nonlethal)
- Disruptor Pistol (Ranged, 5 ⚔ Vicious 1, Size 1H)

Special Rules:

- To upgrade a Mercenary to a Mercenary Captain (two in this mission), boost one Attribute by +2, and two more Attributes by +1. Also, boost any two skills by +1.