

# **STAR TREK™**

## **ADVENTURES**

# Through a Forest Wilderness



A Four Years War Scenario  
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## Synopsis

After the Battle of the Binaries which started the Four Years War between the Federation and the Klingon Great Houses, General Kol of the House of Kor began consolidating power and forcing other Klingon Houses to swear fealty to him. Kol benefitted from the powerful cloaking technology recovered by the Klingon messiah T'Kuvma and it was by controlling this technology that he was able to demand the loyalty of other Klingon *joHs*.

Much of this is only guessed at by Starfleet Intelligence, however, who are too busy tracking Klingon fleet movements to worry about their internal politics. The Player Characters' ship is sent to attack and disable a Klingon outpost determined to be vulnerable by Starfleet Command. When they arrive there, the crew finds that the outpost is not as poorly defended as they imagined but also that there is important information here that could allow Starfleet to maintain its edge in the war.

- Scenario ends with information that Kol is extracting oaths of loyalty from Klingon Houses in exchange for cloaking devices.
- Mission starts with a vulnerable military outpost belonging to a minor Klingon House.
- The Klingons have a few ships with semi-malfunctioning cloaking device.
- Space battle with Klingon raiders (allied Federation ship?) and Marine-style boarding parties.

## Scene I: A Cut Both Fast and Deep

When the Players are ready, read:

*Your ship and the U.S.S. Nevsky have been sent to the Joraya system, the site of a Klingon outpost on the edge of their territory. The Klingons have mounted a few raids from this location but it is a small outpost and poorly defended: perfect for striking a meaningful blow against the enemy. The Starfleet vessels are to engage the enemy, disable or destroy any enemy starships in the system, and take prisoners for questioning if possible.*

*As you drop out of warp, sensors detect two Klingon vessels in orbit around the system's largest planet. It doesn't appear that you have been detected but you have only moments to make a decision of how to proceed. The Nevsky is less than a minute behind and will follow your vessel's lead as it enters the system.*

The crew must make their first decision right away: engage the right away with a head-on charge enemy or take a stealthy approach to get close before engaging? This is a chance for people to take quick actions, but also a chance to emphasize the rigor of the chain of command during wartime. There are only moments so this decision won't necessarily be the back-and-forth discussion of many *Star Trek* episodes. A quick decision is needed so the captain will need to choose and the crew will need to follow, especially with the *Nevsky* immediately following.

## ***U.S.S. Nevsky***

The *Constitution*-class *U.S.S. Nevsky* was launched in 2255, less than a year before the Battle of the Binary Stars and the start of the war with the Klingons. It is commanded by **Captain Alecia Womac** who originally thought that she would be on a voyage of discovery and protection. She and her crew have adapted well to being on the front lines, however, and she has come to rely strongly on her first officer, **Commander Kuro Fujioka**, and her resourceful Andorian head of security, **Lieutenant Ashir Ch'vaokrar**.

**Traits:** Federation Starship

### Systems

<b>Comms</b> 07	<b>Engines</b> 08	<b>Structure</b> 08	
<b>Computers</b> 07	<b>Sensors</b> 08	<b>Weapons</b> 08	

### Departments

<b>Command</b> 03	<b>Security</b> 04	<b>Science</b> 02	
<b>Conn</b> 02	<b>Engineering</b> 02	<b>Medicine</b> 02	

**Power:** 8      **Scale:** 4      **Shields:** 12      **Resistance:** 4

**Crew:** Proficient (Attribute 9, Discipline 2)

### Weaponry

- Phaser Banks (Energy, Range Medium, 5♦, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long, 3♦, High Yield)
- Tractor Beam (Strength 3)

### Special

In addition to Modular Laboratories (which isn't likely to come into play) the *Nevsky* has the following Talents.

- Fast Targeting Systems (Talent)
- Redundant Systems, Sensors (Talent)
- Rugged Design (Talent)

## Scene 2: Hidden Dangers

Standard procedure when entering a situation with significant unknown factors is to drop out of warp on the system's edge. There is a large gas giant in the system and Joraya Prime where the Klingon outpost is, as well as an asteroid belt between those two orbits. This results in three zones for the subsequent combat.

- **Gas Giant Zone:** The radiation belts from this planet cause slight disruptions in sensor systems. All starship rolls involving Sensor and Weapons Systems will have their Difficulty increased by 1.
- **Asteroid Belt Zone:** While not exactly crowded, the Joraya Asteroid Belt has many fast-moving objects in chaotic orbits. The Difficulty of all Helm Tasks is increased by 1.
- **Joraya Prime Zone:** The orbital zone around Joraya Prime is free of both radiation and debris, the reason why the Klingons choose this location for their outpost. There are no rules modifications due to this zone.

### Reaching the Enemy

Navigating from there to the Klingon outpost at full impulse is a Difficulty 1 **Control + Conn** Task, assisted by the ship's **Engines + Conn**. Unless the Task is a failure, the Federation vessels will engage the Klingons in the Asteroid Belt zone. If the Players wish to take a stealthy approach, using the gas giant as cover, this becomes a Difficulty 3 Task. The effectiveness of this tactic depends on the results of the roll.

- **One Success or None:** As the Player Characters' ship rounds the far side of the gas giant, they find themselves facing the alerted Klingon ships already bearing down on them with weapons locked. The battle will take place in the Gas Giant zone.
- **Two Success:** The Player Characters are stealthy but their tactic only succeeds until they are clear of the gas giant. The battle will take place in the Asteroid Belt zone.
- **Three or More Successes:** The plan works perfectly and the Klingons don't detect the Federation vessels until they are right on top of them. The battle will take place in the Joraya Prime zone and the ships in orbit won't attack in the first round of combat.

There are two Klingon cruisers in orbit around Joraya Prime; though they look different, you should use the statistics for the D7 Battle Cruiser (*Star Trek Adventures*, page 259). Unless the Player Characters are trying to force a different response, one will target the Players' ship and the other will target the *U.S.S. Nevsky*.

As soon as they engage with the enemy, however, things get more serious. After the first round of combat, three more Klingon ships begin to decloak in the Joraya Prime zone and move to engage the Player Character's ship and the *Nevsky*. Depending on where the battle is taking place, the decloaking ships will attack the round after they appear or they will be delayed by one round for every zone they need to enter.

ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5
Engage with uncloaked ships.	Three more ships decloak.	Decloaked ships attack in Joraya Prime zone.	Decloaked ships attack in Asteroid Belt zone.	Decloaked ships attack in Gas Giant zone.

### Don't Kill Your Players

This is a tough battle and the Player Character's ship is sure to take severe damage. Try not to overpower them and force them into a no-win scenario where they need to flee the scene. The Klingon ships' fluctuating cloaks is the tool to give the Players an "out" and prevent their ship from being destroyed. Any time the Players are in an untenable situation, describe the Klingons' ship suddenly glimmering and disappearing as their cloak engages... and their weapon systems go dormant. This will consume the ship's actions for the round as the Klingon crew struggles to decloak again and give the Player Characters some breathing room.

The other card to play is the *U.S.S. Nevsky* which can both attack enemy vessels and be a target besides the Player Characters' ship. Don't bother keeping track of the *Nevsky's* stress points too closely as its fate will be a plot point later (see Scene 3 below).

## Scene 3: The Sacrifice of the *Nevsky*

The battle should be reaching a fevered pitch and will come to a crashing halt with a noble sacrifice. Once the Player Characters' ship has destroyed or disabled at least two of the Klingon vessels, read the following:

Your ship's systems continue to struggle and falter, bright showers of falling on the bridge crew while the deck bucks underfoot. One of the Klingon vessels turns to being an attack run on your ship... only to be met by a volley of photon torpedoes from the *Nevsky* which soars in from the side. The torpedoes catch the Klingon ship in the side and send it into a dead spin, even as one of the *Nevsky's* nacelles ruptures and begins trailing plasma.

Sensors indicate that the *U.S.S. Nevsky* has sustained heavy damage and that life support is failing rapidly. They are not leaving soon, but the final Klingon ship is also disabled and can be boarded. The Captain Womac of the *Nevsky* recommends exactly that as her crew works to repair their ship and get it warp-capable again. This Task will be improved by the *Nevsky's* Rugged Design Talent and so it should only take about an hour to stabilize the warp core breaches and repair the blown nacelle. If the Player Characters use a point of Crew Support to send a repair team over to the *Nevsky*, this time frame can be reduced to forty minutes (see Scene 6 for the implications of this repair time).

## Scene 4: Intelligence Gathering

In this scene, the action shifts from space battles to a face-to-face fight as a crippled Klingon vessel offers the chance to board the enemy ship and gather information on the ship's capabilities.

### Getting Over to the Klingon Ship

Getting to the Klingon ship can be accomplished with a shuttlecraft or transporters. A shuttlecraft needs to be piloted over to the Klingon ship (a Difficulty 2 task with all the debris from combat) and the safeguards on the enemy ship's shuttlebay need to be overridden (a Difficulty 2 Task with Daring + Engineering, assisted by the shuttle's Computers + Engineering). The shuttlebay is filled with Klingon raiders (see above) but there's room to set down up to two Starfleet shuttles.

Using the transporters is more convenient since the away team doesn't have to get back to a particular spot if things get tricky. However, it's a much easier prospect to transport *to* the Klingon ship than it is to transport back. Transporting over is a typical Difficulty 2 Task as outlined on page 224 of *Star Trek Adventures* but the defensive shielding and fluctuating power systems on the damaged Klingon cruiser make the return trip a Difficulty 3 Task.

### On Board the Ship

The Klingon ship has many different locations to it, as detailed on page 204 of *Star Trek Adventures*. These include the **Bridge**, **Main Engineering**, a rudimentary **Sickbay**, **Transporter Room**, **Shuttlebay**, two **Cargo Bays**, a single large **Brig**, and two sections of **Crew Quarters** with fifty rooms (ranging from five-person *bekk* bunks to single-occupancy rooms for officers). Each of these ten locations is a separate zone for combat situations (technically each crew quarter room is its own zone if it comes down to it) and everyone on the away team will have to succeed on a Control + Security Task (Difficulty 2) to avoid attracting attention as they move through the ship. Failure means that 1d6 Klingon Warriors (*Star Trek Adventures*, page 317) see the away team and must be dealt with.

If the away teams arrive on the Bridge, either Crew Quarters, or Main Engineering there will automatically be 1d6+2 Klingon Warriors in those locations. There isn't much time moving through the ship so any prisoners



taken during the boarding operation will need to be questioned quickly or incapacitated and taken back to the shuttle. The boarding party can bring transport enhancers with them (created using a Reason + Engineering Task Difficulty 2; you might allow this retroactively in exchange for adding a Threat point) to make it easier for the boarders to send prisoners back to their ship.

## Strange Readings

The smartest way of moving through the Klingon ship is to rely on tricorders to track enemies in the area. If the players don't suggest this, an NPC crew member will (possibly one back on their own ship). Any time they complete a tricorder Task, the crew members should also pick up a prevalent signal from some strange technology. Obtain Information spends will indicate that the readings are coming from a cloaking device and that it is in Main Engineering. This should be enough to get them searching out the device but if not you can remind them of the benefit to Starfleet of capturing and analyzing a Klingon cloaking device.

## Scene 5: The Beating Heart of the Beast

The three Klingons in the ship's engineering department are working furiously to restart the ship's engines. With the noise of klaxons and hissing gas they won't notice the away team's approach unless someone rolls a 20 on their Control + Security Task to sneak into the room. As long as they remain unseen the away team can each take a turn in the first round before the Klingons take any action. If they're quick, they can stun them and take them back to their own ship as prisoners.

## The Device That Should Not Be

In the engineering room the boarding team(s) will find a cloaking device newly hooked up to the Klingon ship's warp engines. The following pieces of information can be gathered with a Group or Linear Challenge to analyze the cloaking screen.

- The cloaking screen generates a massive gravitational field to bend electromagnetic radiation (including light and sensors) around the vessel, rendering it invisible.
- There are small imperfections in the cloak's ability, as evidenced by algorithms that scan and correct for EM discrepancies. These aren't very robust, however.
- The technology is clearly copied from a master unit as the assembly is not very elegant and completely different than this vessel's systems.

- There is a weakness in the power couplings between the device and the ship's power systems. It is well-protected, however, and the device will shut off rather than overload.
- This ship's device has been installed for less than a week. If Starfleet wants to counter Kol's copying of the technology they should move quickly to keep the threat small.

## Knowledge Is the Blade of the Well-Trained Soldier

While in engineering, the away team also has the opportunity to break into the vessel's computers to download intelligence. This is a Difficulty 3 Task due to the Klingons' security encryptions and it uses Reason + Security (assistance can be leant with either Security or Engineering). It's too much to sift through in the moment but an Obtain Information spend asking about dangers in the Joraya system will learn that there is an automated warning buoy around Joraya Prime, alerting the team that reinforcements are rapidly approaching.

A failure on this just means that the information cannot be accessed, but rolling a complication can mean the arrival of a band of Klingons, a Complication that applies to this Task or analyzing the cloaking device (or both), or even a full security lockdown of the computer systems that ends further attempts to access the ship logs.

## Scene 6: Blood Streams Red in the Water

Enemy reinforcements arrive about forty minutes after the end of the initial space battle, in the form of eight Klingon cruisers. This is clearly far too many for the Player Character's ship and the *Nevsky* so the best option is to recall the away team and leave with what they have.

**If the *Nevsky* got some help with its repairs** then it's ready to run with the Player Characters' ship. The GM can decide whether a few shots are exchanged before the Federation ships go to warp or they can describe a near miss as the Klingons close in and fire weapons that arc through the space the starships just left.

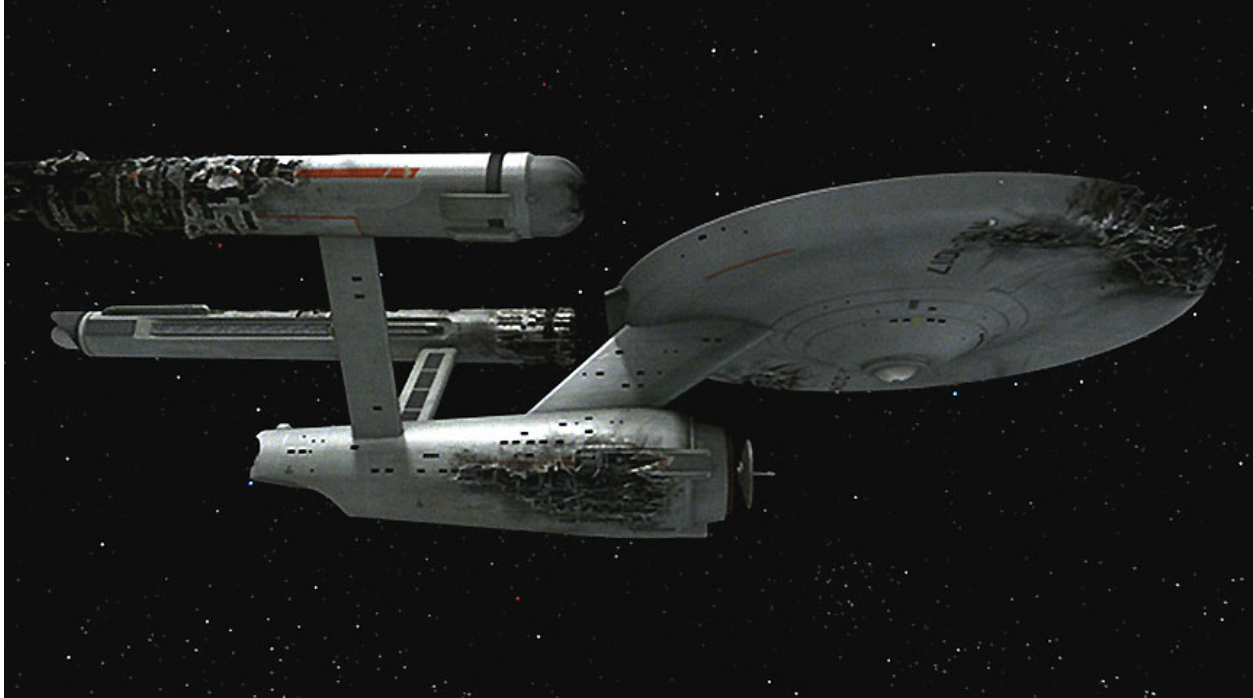
**If the *Nevsky* was on its own with repairs** it will be only about two-thirds of the way through repairing life support and warp core and needs nearly twenty more minutes. This is a classic wartime decision: will the Players choose to stay and try to take on the Klingon ships so that the *Nevsky* can finish its repairs or will they retreat to Federation space and leave the brave officers on board to be killed or taken prisoner? Either way there are repercussions for Reputation (see below).

## Resolution

Regardless of the outcome of this scenario, the crew has some crucial piece of information for Starfleet: the Klingons are copying the cloaking device from the Ship of the Dead and an increasing number of Klingon vessels are outfitted with it. This leads to the events of the first-season *Star Trek: Discovery* episodes "Si Vis Pacem, Para Bellum" and "Into the Forest I Go." Watch (or rewatch) them as a group after this adventure to show how their ship is part of history.

- **Engaging with Klingon ships shows** that there are more new cloaking devices out there (flawed but effective) and this is valuable information for Starfleet Command in itself.
- **If the Player Characters boarded the crippled Klingon ship and found the new device** in the vessel's engineering section, they know for sure that these cloaking devices are new additions.
- **If they questioned any Klingons or cracked the ship's computers** they know that the device was given by General Kor in exchange for fealty.

Successful completion of the mission results in 2 Influence for all the bridge crew (and, possibly, for supporting characters who aren't part of the bridge crew at the GM's discretion). Other awards depend on the events of the mission.



## Commander's Reputation

The ship's commander ultimately is responsible for the actions taken during this mission and their Reputation will be affected as a result.

- If both the *Nevsky* and the Player Characters' ship return to Federation space, the commander gains 3 Influence.
- If the *Nevsky* was left behind but the Player Characters' ship returns with data from the Klingon ship, the commander gains 1 Influence.
- If the *Nevsky* was lost and no data was collected from the Klingon ship, the commander loses 2 Influence.

## Away Team's Reputation

Members of the away team gain the following Reputation boosts depending on the events of the away mission.

- **If any Klingons were taken prisoner**, the away team members each gain 1 Influence.
- **If the cloaking device is analyzed and the reaches the Federation**, the away team members each gain 1 Influence.
- **If the Klingon ship's logs are downloaded and reach the Federation**, the away team members each gain 1 Influence.
- **If any away team member is killed**, the away team leader loses 1 Influence for every casualty.
- **If any away team member is taken prisoner**, the away team members each lose 1 Influence for every lost crew member.