

ENCORE PERFORMANCE

(Wargame Scenario, 2371 to 2373)

BRIEFING

With the Dominion threat looming, Starfleet plans to test the effectiveness of the new *Defiant*-class starships while testing battle readiness. Sirna Kolrami will oversee a battle simulation between a Federation starship and the training vessel *U.S.S. Encore* (NCC-74227, *Defiant*-class), codenamed **Operation Welcome Rain**. To make things more interesting, Kolrami has planted a saboteur aboard each ship.

IMPLEMENTATION

- **DIRECTIVE:** Win the battle simulation.
- **CREW:** Forty crewmembers will fly the *U.S.S. Encore*. Players should be split into two sides, and if Supporting Characters are used, they may only appear on the ship they're currently on. Roles and abilities do not change, and follow the player to whichever ship they are on. If the players have a small ship, Kolrami will supply substitute personnel as needed. Crew Support is available on both the players' starship and the *U.S.S. Encore*, but any returning Supporting Characters must be allocated to one team or the other in advance of the wargame. Supporting Player Options listed on page 135 of the Core Rulebook may be used.
- **THREAT AND MOMENTUM:** At the official start of the wargame, place 4 Threat into the Threat pool. Reset group Momentum to zero as both sides maintain separate group Momentum pools from now on.
- **LOCATION: Song Jiang II** (Class J gas giant with ice rings and one Class H moon) in the **Song Jiang System** (G4 star). Closer to the star is **Song Jiang I** (Class D terrestrial planet). The GM may define zones as needed, with the following guidelines:
 - Song Jiang II gives 2▲ Concealment;
 - rings give 3▲ Dense Cover but the Complication Range of Conn Tasks increases by 1;
 - Class H moon gives 1▲ Concealment;
 - Song Jiang I gives 2▲ Concealment;
 - For the daring, the Song Jiang star's corona gives 3▲ Cover.
- **BATTLE SIMULATION COMPLICATIONS:** Sirna Kolrami allows both ships to begin at peak condition. However, he has planted saboteurs on both ships. Kolrami may spend 2 Threat at the end of the Round to add a **Sabotage** Complication to one of the ships (either increasing Difficulty or preventing a system from being used). The Complication will last until countered by a **Create Advantage** Task that includes the **Security** Department. If 2 Momentum is generated by this Task, they may be spent to create an Advantage called **Saboteur Captured**, which will safeguard the ship from further sabotage.
- **WINNING CONDITIONS:** 'Destroy' three Systems on the opposing Starship.



Homebrew version by Tony Pi