

**STAR TREK™**  
ADVENTURES

**TSUNKATSE**

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# INTRODUCTION

"Tsunkatse" is a teaser adventure for *Star Trek Adventures*. This adventure is meant to be played by a Gamemaster (gamemaster) and 2-6 players. It is best used to start a current campaign. It may be inserted during a lull in the action, if appropriate.

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

## Synopsis

Tsunkatse was a popular spectator sport in the Delta Quadrant invented by the Norcadians and popularized by Seven-of-Nine's personal logs, some that were released upon her return to the Alpha Quadrant.

In Tsunkatse, two contestants battled in an arena wearing polaron disruptors on their hands and feet, which delivered a bioplasmic charge on contact with the opponent's two target sensors, located on the sternum and between the shoulder blades. The object was to attack the opponent's sensors while defending one's own. There were four types of Tsunkatse matches: blue, red, green, and yellow. The objectives of blue and red matches were to knock out and kill your opponent respectively.

Of course, this is a Starfleet ship. This is not a death match.

The scene opens in a replicated Tsunkatse arena located within the holodeck. Dozens of crewmen have arrived to cheer on this match between two officers.

Whoever wins will have bragging rights.

**The gamemaster begins this adventure with two points of Threat for every player character in the group. Keep in mind, this mission is added to whatever main campaign the gamemaster has chosen, so the Threat is only collected once.**

## Scene: Tsunkatse

When the players are ready to begin, read the following:

“Captain’s Log: The crew had spent several weeks on a search for a dark matter proto-comet theorized to exist in this sector of space. Several leads bore no results. I can’t help feel it was a big waste of time. I decided to give the crew some down time while we await new orders from Starfleet.”

A large gathering of crew members has assembled in the holodeck to witness a Tsunkatse match between (insert two player characters here). The brawl is nearing its end. The next opponent who scores will win the match.

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Still, bragging rights go a long way...

Modified Opposed Task rules are in place. (Core Rulebook p. 82)

At the beginning of this Opposed Task, the lower ranking character (active character) will go first. The higher ranking character will be the reactive character, seeking to avoid an instant loss. Encourage the players to be super descriptive when they describing they battle moves.

Both characters attempt a **Fitness + Security** Task with a base Difficulty of 2. The outcome of the Opposed Task depends on both characters’ Task results.

- A. ACTIVE CHARACTER SUCCEEDS, REACTIVE CHARACTER FAILS:** the active character achieves their goal and successfully strikes the opponent’s target sensor.
- B. ACTIVE CHARACTER FAILS, REACTIVE CHARACTER SUCCEEDS:** the active character successfully defends from an attack. The game is still on. Now the reactive character becomes the active character. Go back to Step A.
- C. BOTH CHARACTERS FAIL:** the active character and the reactive parry. Both fail to land a strike. The active character remains the active character. Go back to Step A.
- D. BOTH CHARACTERS SUCCEED:** the active character and the reactive parry. Both fail to land a strike. The active character remains the active character. Go back to Step A. Compare the total Momentum generated on each character’s Task. The character with the higher Momentum wins the roll, but loses one Momentum for each Momentum their opponent scored. The loser then loses all the Momentum they generated, and may not spend any. The active character starts again at Step A.

Any momentum generated in Step B or D could be used to create Advantages or Complications. It could also be used to cancel complications that were created, as per normal game rules. This sparring match could go back and forth several times, with both characters blocking and parrying until one succeeds in scoring a strike.

Whoever wins will have bragging rights. Who knows, maybe this will become your ship’s favorite pastime.