

STAR TREK™
ADVENTURES

Latinum Ocean

By Michael Dismuke

INTRODUCTION

"Latinum Ocean" is an adventure for *Star Trek Adventures*. This adventure is meant to be played by a Gamemaster (gamemaster) and 3-6 players, using the pre-generated characters provided in various supplements or homegrown characters.

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

For this playtest, you will need:

- At least two 20-sided dice (d20) per player, and several d6s to serve as Challenge Dice
- A set of chips or tokens for Determination
- A set of chips or tokens for Threat
- A set of chips or tokens, or some other manner of marker, for group Momentum.
- The pre-generated character sheets, and your selected starship sheet
- The Star Trek Adventures Core rules

Synopsis

The crew has been pursuing the dark matter thread they discovered while on the planet of Ictharys, linked to the first planet of SR-212, and continues deeper into the Cordon Nebulae. (See *Planet of the Ebon Pearl* and *Prayers of Suppression* Campaigns). This time, the dark matter thread leads them to a small, lifeless moon. According to long-range sensors, the lifeless moon has an alien building that houses another dark matter orb. However, the moon has one remarkable feature: one huge ocean composed of latinum, a rare silver-colored liquid metal that was used as currency by the Ferengi Alliance and many other worlds.

Upon further scans, the Player vessel picks up a faint distress signal coming from a low elevation island on the moon. They soon discover a crashed Ferengi vessel. There is one faint life sign coming from the vessel. The Players learn that the life sign belongs to a Ferengi named Lork. The vessel crashed after its warp engines inadvertently intersected with the dark matter thread. The Player crew notes that there are also disruptor burns across much of the ship hull that they identify as the result of Nausicaan weapons fire.

Lork claims stake to the moon and its latinum ocean, but when another survivor aboard the Ferengi vessel things get complicated. The survivor, Pok, says that he is "humble explorer and surveyor who knew of the moon's existence but lacked the means to travel there" and that he made a contract with Lork to split the profits from the find. Pok claims that Lork tried to murder him shortly after they discovered the moon but the impact with the dark matter thread prevented Lork's wicked deed.

Just as the Players are busy mediating between the two greedy Ferengis, Nausicaan raiders previously betrayed by Lork arrive demanding his head. When the Nausicaan's learn of the latinum ocean they will do everything in their power to destroy the Player vessel and claim the moon as their own. Will the Players be able to survive the attack, manage the Ferengis, and learn more about the dark matter orb located on the small moon?

*NOTE: This module serves as the **third** mission in the Continuing Mission Campaign: Supreme Mandate. Even though they will not make an appearance, the alien K'si's technology will be further investigated. GMs should make sure that no spoilers are given regarding the actual identity of the K'si. This will be revealed in future modules.*

The gamemaster begins this adventure with two points of Threat for every player character in the group.

Rules for the Cordon Nebulae

The **Cordon Nebulae**, also called the Cordons, are a vast number of ribbon-like nebulae that separate the Sargon Region from **The Space Beyond** (as locals call it). Although the nebulae gases appear harmless, ships that travel through the Cordon Nebulae are rumored to be plagued with bad luck, and many have gone mysteriously missing. For that reason, very little is known of The Space Beyond.

Effects of the Cordon Nebulae

Class I Nebulae - The Difficulty of all Tasks is increased by 1 while within the nebulae, and the Complication Range increased by 2 for any use of Computers, Engines, or Weapons within the nebulae.

Avoiding the Cordon Nebulae

The Cordon Nebulae is on average two light-years in width, like a maze-like veil separating the two regions of space. To plot a course through the Cordons that avoids all nebulae entirely is an Extended Task. Failing to achieve a Breakthrough on the Task indicates that the ship entered a nebula inadvertently, and is affected by the effects of the Class I Nebula until the next Breakthrough is achieved.

- The basic **Task** is Difficulty 3 **Reason + Conn Extended Task**, assisted by the **Ship's Sensors + Conn**. This assumes an average Warp Factor of 4.
- Adjust the Difficulty down for each Warp Factor below 4, or up for each Warp Factor above,
- **Interval** = 2 days at Warp 4; adjust for other speeds
- **Complication Range** = 3
- **Work Track** = 10
- **Magnitude** = 3
- **Resistance** = 1



If no attempt is made to avoid the Cordon Nebulae, apply the effects of the Class I Nebulae until the end of the Mission where the crossing was accomplished.

Scene 1: Follow the Thread

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

CAPTAIN'S LOG

"We have been following the black matter thread for nearly two weeks through the treacherous Cordon Nebulae. While in the nebulae, we have had to maintain a speed of no more than warp 2 as our sensors are barely sensitive enough to track this trail of bread crumbs. We hope our search leads us to the K'si. We want to learn more about these mysterious aliens, who have yet to make an appearance in the region. Could it be possible that they are now an extinct species, their only progeny being the uncanny influence their technology has had on the planets we have visited thus far?"

Give the Players a chance to explain what their characters have been doing for the past two weeks since leaving SR-212. Once they finish their descriptions, inform them that long-range sensors have picked something up and they are to report to their duty stations.

The dark matter thread they have been following for the last two weeks leads them to a small moon. At this point, a sensor sweep should be conducted. This is a **Reason + Science Task** assisted by the ship's **Sensors + Science** with a Difficulty of 1. Momentum gained from this roll can be used to Obtain Information (Repeatable).

- **1 Point of Momentum:** The small moon—about one-eighth of the size of Earth's moon—is orbiting a class 6 gas giant. The moon is lifeless but the dark matter thread leads directly to the moon. There is a breathable atmosphere, though a Human could only stay down there without gear for a maximum of 4-6 hours before lung damage would occur.
- **2 Points of Momentum:** The dark matter thread leads into a structure of some sorts. The readings from inside the structure match similar readings you received before. A dark matter orb is likely present inside the structure. Also, a faint distress signal is coming from a vessel somewhere on the surface.
- **3 Points of Momentum:** The vessel is Ferengi; designation: *The Lording Orbis*, a privately-registered ship. It is .2 kilometers away from the alien structure and partially buried in a hill. Even more interesting, the moon has another remarkable feature, one huge ocean composed of latinum, a rare silver-colored liquid metal that was used as currency by the Ferengi Alliance and many other worlds. The ocean covers about 90% of the moon.

This is the most information long-range sensors will provide at this time. In addition, the fact that there is a distress signal makes it so that time is of the essence, as Starfleet protocol requires crews to respond as quickly and safely as possible. The captain should decide on an away team, most likely the Player characters and any Support characters they may want to activate, but no more than 6 total.

The directives are as follows:

- **Respond to Ferengi distress signal and rescue any survivors.**
- **Infiltrate alien structure and discover its purpose in relation to the dark matter orb, dark matter thread, and the K'Si.**

The away team can decide if they will be taking a shuttle down to the moon or if they will utilize transporters. Either way, standard rules apply. Though the team can beam down to the moon, they will be unable to beam into the structure due to dark matter energies contained within.

Scene 2: Ship, Sea, and Structure

Read the following once the team touches down on the moon's surface:

The away team sets foot on the long beach. The surface of the small moon is quiet and windless. The temperature is cool but pleasant. Only the gentle lapping of the latinum ocean fills the ears of the away team. The sound is soothing and subtle. The beach is composed of latinum bathed pebbles giving them a shining appearance. About two hundred meters up the hill from the beach is the badly damaged Ferengi ship. Tons of debris from the wreckage is strewn all over the hill and beach; the initial explosion from impact scattering metal and composites in all directions. Half of the still smoldering vessel is buried in the rock face. Only the aft section sticks out of the hill.

Another two hundred meters up the hill near its top is the structure that contains the dark matter readings. It will be quite a hike up the hill, but a beautiful one given the golden atmosphere.



Ferengi ship before the crash.

Preliminary scans of the ship can be taken if the away team uses their tricorders. This is a **Control/Reason + Science/Engineering Task** with a Difficulty of 2 due to radiogenic particles emanating from the vessel's damaged warp engines. If one of the Players has a Focus like *Astronautic Engineering* or *Starship Design* or a Trait like *Ferengi*, this action is Difficulty 1. Momentum gained from this roll can be used to Obtain Information (Repeatable).

- **1 Point of Momentum:** There are disruptor burns across much of the ship's hull. The tricorder identifies the markings as a result of Nausicaan weapons fire. There is one point of entry to the rear of the craft. It is a cargo bay door. The door is warped from the impact and is jammed shut.
- **2 Points of Momentum:** A life sign has been detected in the ship. It is located in the forward section, most likely the bridge, which is currently buried underground. The life sign is faint. The life sign is Ferengi. Due to the radiogenic particles emanating from the engine room, no scans can be made of the aft section.
- **3 Points of Momentum:** Interspersed with the radiogenic particles are traces of dark matter that match the resonance frequency of the previously discovered orbs.

Team members may also want to scan the latinum ocean. This is a **Reason + Science Task** with a Difficulty of 0. Sure enough. It is composed of 100% pure latinum. Momentum gained from this roll can be used to Obtain Information (Repeatable).

- **1 Point of Momentum:** The presence of latinum here seems to be a natural occurrence. There are no signs of technology in the ocean or in subterranean regions.
- **2 Points of Momentum:** Deeper scans reveal that the submerged surface of the ocean is composed of a ferromagnetic plate with a distinct iron, nickel, and cobalt mixture not yet catalogued in Starfleet's database. It is possible that the unusual chemical composition of the Cordon Nebulae created the perfect environment for the moon to attract molecular particles that formed into the latinum ocean over billions of years.

Away team members who have backgrounds in *Geology* or *Chemistry* might note that there could only be a 1 in 6 billion chance that such a moon could form under optimal conditions. Any who are thinking of manufacturing the ferromagnetic plate for monetary means—you might have a Ferengi on your vessel—will be disappointed. The moon's location in the Cordon Nebulae, astronomic conditions that have changed over billions of years, and the specific attractive gravitational field of the stellar body are all key to the one-of-a-kind composition of the moon. Frankly, it can't be duplicated by known science. Truly, a natural phenomenon; a strange new world.

Team members may also try to perform scans on the structure near the top of the hill. The dark matter will obscure all scans. It will be necessary to enter the structure and make a closer inspection. The away team can decide to split up or stick together, one team scanning the crashed ship and one team accessing the structure.

Treat each as its own scene.

Scene 3: Aboard the *Lording Orbis*

Steps must be taken to breach the damaged cargo bay hatch in order to get inside the Lording Orbis, Ask the Players how they want to proceed. Some ideas you can offer could include using phasers to slice through. Assure the Players that there are no volatile chemicals or gases present if they scan with their tricorders. Slicing through the cargo bay door is a **Control + Engineering/Security Task** with a Difficulty of 1.

Once inside, read the following:

The away team witnesses extreme devastation upon entering the cargo hold. Red emergency lights slowly throbbed, the final vestige of auxiliary power wearing out. Storage containers that had become unhinged and smashed against every wall sat in an inglorious heap along the deck. Fire-licked debris—since extinguished by the vessel's emergency fire suppression system—still smoldered, their chemical contents irritating the eye, nose, throat, and lungs. The team must clamber over boxes and edged shrapnel to move forward to the cargo bay doors that will lead into the main vessel.

The away team must take the treacherous path over sharp debris. This is a **Fitness + Daring Task** with a Difficulty of 1. Anyone who fails must roll 2CD for injury from a puncture wound. In addition, any complications rolled can be given to single players as *Twisted Ankle*, *Bumped Head*, or *Lost Piece of Equipment* as their phaser or tricorder is jarred loose and drops into the crevices of damaged containers.

Once they have reached the other side of the cargo bay it is a **Control/Reason + Engineering Task** with a Difficulty of 1 to manually override the doors leading to the interior. Another officer may wish to do a **Reason + Engineering/Security Task** with a Difficulty of 1 to scan the other side of the door to check on conditions. Momentum gained from this roll can be used to Obtain Information (Repeatable).

- **1 Point of Momentum:** Conditions are safe on the other side of the door. No health hazards in the immediate vicinity.
- **2 Points of Momentum:** The corridor extends from ship forward to aft. Aft is to the left. The aft is flooded with radiogenic particles that would prove harmful to anyone exposed to them. Without hazmat suits, traveling to that part of the ship would be lethal. The path to ship forward—the bridge—is clear. That is where the weak Ferengi life sign is.

Once through the doors, confirm the tricorder readings from the second momentum spend. If they did not spend that, then you can give them the information now as if they have their tricorders scanning. If they try to attempt going aft, the gamemaster can spend 1 threat to create the condition of *Deadly Radiogenic Particles*. Anyone who moves toward the engine room must roll 4CD of damage each round they stay in the conditions. This includes artificial lifeforms whose systems could be damaged by radiation.

The team can move through heavily damaged corridors toward the bridge. The bridge is in the portion of the ship that is embedded in the hill, thus, underground. In addition, the ship is off kilter as it crashed into the ground with the nose of the vessel pointed downward. Traveling to the bridge requires clinging to walls, looking for footholds, or grabbing suspended conduits to move about. Hence, this is a **Fitness + Daring Task** with a Difficulty of 1. Anyone who fails must roll 1CD for injury. Once again, complications may come of this. Once there, read the following:

The dark bridge of the Ferengi vessel is not in as bad a shape as the rest of the vessel. According to a readout, emergency force fields and structural shields were reinforced shortly before the crash. Now, red emergency lights blink on and off. The away team locates the Ferengi's life sign. His body is lying flat on the main view screen that, due to the ship's resting position, is now the floor of the bridge. He is in a drying puddle of blood with a major head wound on the rear of his skull.

A medical officer, if present, can do a **Daring + Medicine Task** with a Difficulty of 2 to stabilize the Ferengi. Failure could be a success at cost with the complication of *He Needs Sickbay Within the Next Five Minutes or He Will Die*. If successful, momentum gained from this roll can be used to Obtain Information (Repeatable).

- **1 Point of Momentum:** The Ferengi's wound is from blunt trauma, no doubt, when he slammed into the screen.
- **2 Points of Momentum:** The Ferengi has extensive internal bleeding, multiple fractures, a shattered pelvic bone, and a collapsed lung.

Even if the Ferengi is stabilized, it is clear that he needs immediate medical attention, the likes of which can only be found aboard a starship's advanced medical bay. An emergency stretcher could help facilitate moving the injured person back out of the vessel since transporting from inside is impossible. (If the crew paid Escalation (p. 184) to bring transporter enhancers then transport may be possible with Success at Cost.) Building a makeshift stretcher would be a **Daring + Engineering/Medicine Task** with a Difficulty of 2 (1 if someone has an Engineering Discipline of 3+). Likewise, if Players possess Focuses like *Emergency Medicine* or *Jury Rigging* could make this a Difficulty 1 task.

Gamemasters' Guidance: *The GM should spend threat as necessary to emphasize the dire nature of Lork's condition. Taking Lork back to the ship will advance the plot. Most likely, one Player will accompany Lork back to the ship. However, if it is too difficult to manage two different scenes, the GM can decide to initiate Lork's transport to sickbay where Support characters can stabilize his condition. This will cost 1 Support point, of course.*

The damage to the *Lording Orbis* is so extensive nothing of value can be recovered. The computers are utterly destroyed as are all other systems. Before resolving the scene with Lork in sickbay, it is important for the away team to explore the structure.

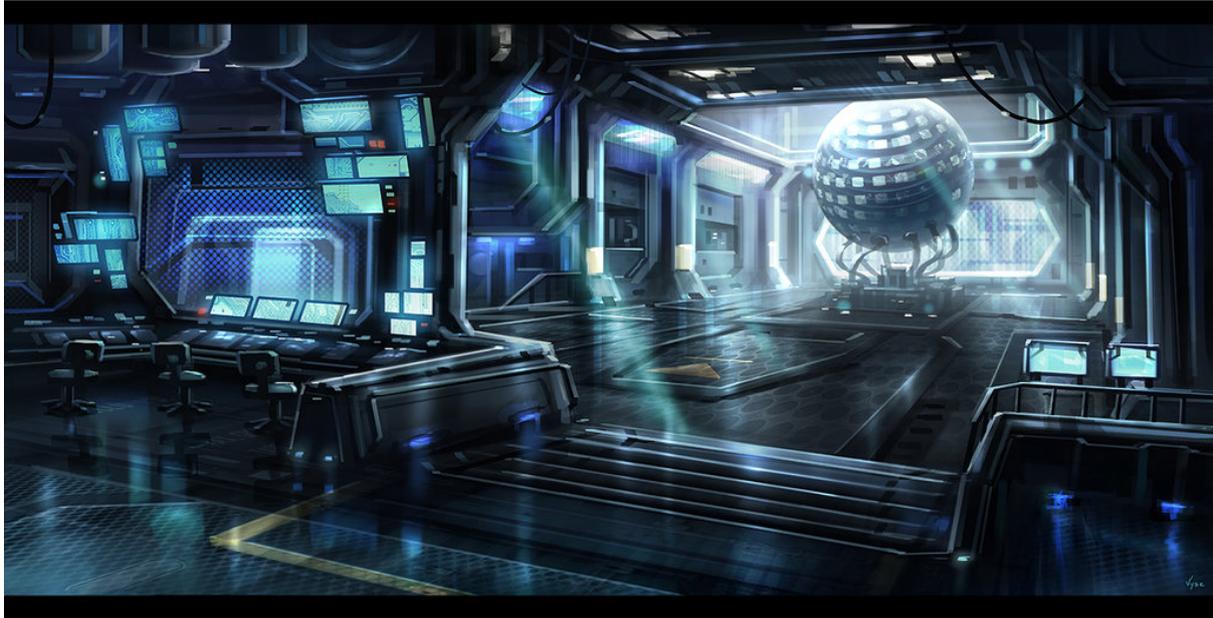


Scene 4: The Structure

Read the following to the Players who are exploring the structure.

After climbing the hill, your group is standing face to face with the alien structure. It is thirty meters high with a circumference of one hundred meters. It is composed of stone, most likely quarried from the moon's surface. There are no windows, just a rotund, copper disc that is viewable after your group walks to the other side of the structure. There is now a visible door. It opens as you approach.

Once inside the structure, the players encounter an advanced monitoring lab that contains a metal sphere. Preliminary readings indicating that the sphere contains the dark matter orb.



The Players can now scan the device for more information. They may make **Reason + Engineering/Science** tasks with a difficulty of 2 to determine the devices function.

If the tasks generate Momentum, the characters can spend points to improve the results of the scan. The information gleaned is based on the amount of Momentum spent.

- **1 point of Momentum:** Similar to Ictharys and SR-212, the rectangle structure at the base of the metal sphere is part power source, part energy regulator. It is recycling sterile neutrinos for the purpose of keeping the orb of dark matter stable. The dark matter orb contained within the sphere is sending out varying gravimetric pulses. The computer is recording the pulses and relaying information into space.
- **2 points of Momentum:** The metal sphere that contains the dark matter orb is actually a sophisticated network hub. It is constructed from a series of equalizing deflector compensators and stabilizing proton reactors that collect data from ten different dark matter threads that intersect at this location forming on the copper disc. The data is parsed by the main computer.
- **3 points of Momentum:** The data being collected are from the following worlds translated from the K'si language: Ictharys, Oreison, Zippa, Unch, Graladakak, J'Dud. Popd, Dismu, Raga, Kin-dolo Prime. Ten different pre-warp cultures. Ten different language subsets. Ten different distinct species.

Interestingly, the computer has minimum security lockouts. The language and markings are similar to that found on other worlds, K'si. This base is referred to as Relay Station 20.

If the players want to access the computer beyond the security lockouts, a security access window will appear that asks for a password. It will be a **Daring + Security** task with a difficulty of 3 to successfully infiltrate the computer system. The Players should be warned that failure or even success could lead to unknown consequences.

If they succeed in infiltrating the computer, they come across a brief document called the Supreme Mandate. The preamble reads as follows:

"Space: our divine destiny. We the K'si will peacefully observe all worlds under our star-born purview, sustain and support all life and all alien civilizations, respectfully help all species achieve paradise and peace so as to achieve galactic harmony without direct interference or manipulation so that all can find their own way."

After the preamble, all other data pertains to data collected by sentry units placed on all ten planets. The sentries—in the form of dark matter orbs connected to transmitting stations such as those found on Icthyrys and SR-212 (Oreison)—continually monitor the civilizations for technological advances. The data is stored in Relay Station 20, compiled, and transmitted every 47 days to the Command Center via a dark matter thread.

Gamemasters' Guidance: *No doubt, the Players will have a lot of questions about the data stream and the various civilizations being monitored by the K'si. The data can be uploaded into the Player ship's computer. They can then study the data from their vessel. They should be reminded that the Ferengi is in sickbay. He may have some additional information regarding the K'si. (Though he actually doesn't.) However, planting the idea in the Players' minds might get them back to the ship.*

Scene 5: Lork and Friends

Back in sickbay, Lork awakens. The medical team has done a fine job of patching him up, though it will take weeks before all his wounds heal. He is able to speak. When questioned, he will not resist answering. He will provide the following details:

- Most adamantly, he will claim stake to the moon and its latinum ocean. He will say he is an “avid explorer of the Sargon Region” who was blessed by the Great Material Continuum to find the moon. He explains that trade is the binding force of all life in the universe, where there are “millions of worlds, all with too much of one thing and not enough of the other.” The Continuum is like a river. He successfully navigated the river and will not be robbed by the Federation of his just find.
- While en route to stake his claim, he came under attack from “greedy Nausicaans” who fired on his vessel. As he was evading their “diabolical assaults”, his vessel intersected with a stream of dark matter. The dark matter interacted with his vessel's matter/anti-matter stream causing a deadly overload. Though his “very much mourned pilot, Zuggernaut,” was able to shake off the “nasty Nausicaans” by guiding the *Lording Orbis* into a stellar ion cloud, the engines gave out, which created a cascade failure through all systems. They crash landed on the moon. Lork was the only survivor.
- Lork, who knows nothing of the K'si or their structure, wants to make a deal with the Player characters and their captain. If they help him plant a claim buoy on the moon, he will happily divide among the senior staff 5% of profits from all of his earnings for every crew member and their next three generations. If they initially refuse, he will keep increasing the profit margin by 5% increments until he hits 30%. If they still refuse his “more than generous offer”, he will launch into a harsh diatribe labeling Starfleet as nothing but a “charlatan's scheme to steal innocent virgin races of their chastity” and “venomous serpents spreading their malicious poison through the Alpha Quadrant”.

It should be clear to the crew that Lork knows nothing about the K'si. They can feel free to offer him quarters, arrange for his transport off of their vessel, or make other suitable arrangements. Allow Lork to be placed in guest quarters and settle in, perhaps allowing for some crew interaction for comedy's sake. However, things get a little stickier. Read the following to any Player in a position to receive the message from the ship's bridge:

A distress signal comes in from the communications officer. It is from the Lording Orbis. The captain allows the message to come through.

They hear a weakened voice say, “Help. Help. This is Pok. My ship...and its crew have crashed on a moon—my moon located in the Cordon Nebulae. Everyone is dead except me. I...was able to cobble together this radio transmitter from spare parts in engineering. Finally made it...to the bridge to connect the transmitter. I must have radiation poisoning. I feel weak...nauseas. I doubt this message will reach anyone in time. Even in death, I claim this moon as...Pok Prime. May the wealth contained herein be officially bequeathed to the Grand Nagus, my...soul preserved in the Great Material Continuum; my remains sold for no less than four hundred bars of gold-pressed latinum per cubic centimeter.

Since Pok is irradiated, the Players can decide how to get him back to the ship. They can send a shuttle to pick him up or they can attempt a transport. Due to Pok's irradiated body, transporting is at least a Difficulty 4 task.

This should be a Success at Cost, perhaps creating a complication of *Uncertain Truths* or *Greed Is Infectious*, causing some Players to scheme to secretly secure some latinum, since there is so much of it. (This could be fun to play into your crew's future adventures as Lork and Pok could make guest appearances.)

Once onboard, a **Daring + Medicine Task** with a Difficulty of 3 must be made to stabilize Pok. Failure would indicate a Success at Cost wherein Pok will die in three hours.

Once returned to stable (or temporarily stable) condition, Pok will provide some key details to the mystery of the crashed *Lording Orbis*:

- Pok says that he is "humble explorer and surveyor who knew of the moon's existence but lacked the means to travel there".
- Pok learned that Lork had a ship, the *Lording Orbis*. He claims he made a contract with Lork to split the profits from the find if he provided transport to the moon. Pok provided Lork coordinates to the moon.
- Despite his contract with Pok, Lork secretly conscripted the Nausicaan's aid to provide protection for him while traveling to the moon. The Nausicaans had a much larger transport ship which could contain one hundred times the amount of latinum than the *Lording Orbis*.
- Lork left Pok behind speeding to the moon aboard the Nausicaan ship to stake claim. But Lork's credit line failed en route to the moon. The Nausicaan's refused to take Lork any further until payment was made. Lork deleted the location of the moon from the Nausicaan ship's computer and stole a shuttle. Lork returned to Ferenginar to try and conscript a new set of bodyguards.
- By this time, Pok learned of Lork's deception. Afraid of being reported to Ferengi Commerce Authority for breach of contract, Lork promised Pok 80% of all profits from the claim of the moon and its latinum ocean. Knowing a better deal was not available, Pok accepted the new terms.
- En route to the moon, the Nausicaans, angry at Lork's precious betrayal, attacked. Seeing this as an opportunity to rid himself of Pok and his "outrageous contractual terms", Lork struck Pok down with a gravity wrench and dragged his rival's body to engineering where his death would be deemed an accident.
- Pok says he doesn't know what happened after that. He remembers waking up trapped in engineering, barely cobbling together an escape plan. He was blessed by the Great Material Continuum and is willing to grant the crew of the Player ship a reasonable amount of profits, 3%, if they help him secure his claim.

At some point, Lork and Pok should be made aware that they both survived. This should allow some hilarious haggling as both Ferengis do anything in their power to secure the greatest treasure trove the Ferengi Alliance has even seen.

■ **TRANSPORTERS:** This Task has a Power requirement of 1. The officer nominates a target (an object, group of small objects, or group of people) and a destination both within Close range of the ship (either or both of which may be within the ship itself). The officer then attempts a **Control + Engineering Task** with a Difficulty of 2, assisted by the ship's **Sensors + Engineering**; this Difficulty increases by +1 if the target is not on a transporter pad, and +1 if the destination is not a transporter pad, and may increase further based on interference or other conditions. The target cannot be transported to or from any location with more than 0 shields. This Task can also be performed from any transporter room, reducing the Difficulty by one.

Scene 6: Nasty Nausicaans

Once the Players are at wits ends with the arguments between Lork and Pok, the Nausicaans locate the moon and see the Starfleet vessel. They attack.

The Nausicaans goal is to secure the moon, stake claim, and sell it off to the highest bidder. The Nausicaans are also unaware of the K'si. Either way, they see Starfleet as an undeniable obstacle to their goals. Hence, there is not much more to say than "space battle". The Nausicaans will not back down from this fight. It is to the death from their perspective.

A Nausicaan *Kolasi* vessel (stats to the right) is the vessel that will attack the Player vessel.

Resolution

Several plots need to be wrapped up by the end of this adventure.

- Any surviving Nausicaans need to be placed in the brig and sent back to the Federation to be dealt with. (Assuming the Players win the space battle. If they don't, I don't know what to say.)
- Lork and Pok (if he survived radiation poisoning) likewise need to be dealt with. They technically didn't break any Federation laws. Though the Ferengi Alliance might look down on Lork's breach of contract and duplicitous dealings. (On the contrary, their might be some Rules of Acquisition that defend his position.) Likely, both Ferengi will continue to try and bribe the Players to help them secure the moon and its latinum ocean.
- The Prime Directive is in effect. Hence, the moon is clearly claimed by the K'si. The Players now have the coordinates of the K'si command center. This should prompt the Players to try and establish First Contact, which is the premise of the next mission in this campaign.

NAUSICAAAN KOLASI

SYSTEMS

| | | | | | |
|-----------|----|---------|----|-----------|----|
| COMMS | 08 | ENGINES | 07 | STRUCTURE | 07 |
| COMPUTERS | 07 | SENSORS | 09 | WEAPONS | 11 |

DEPARTMENTS

| | | | | | |
|---------|----|-------------|----|----------|----|
| COMMAND | 01 | SECURITY | 03 | SCIENCE | 02 |
| CONN | 03 | ENGINEERING | 01 | MEDICINE | 01 |

POWER: 7 SCALE: 4 RESISTANCE: 6
SHIELDS: 11 CREW: Basic (Attribute 8, Discipline 1)

ATTACKS:

- Disruptor Array (Energy, Range Medium, 7★, Vicious 1)
- Disruptor Cannons (Energy, Range Close, 9★, Vicious 1)
- Photon Torpedoes (Torpedo, Range Long, 7★, High Yield)
- Tractor Beam (Strength 3)

SPECIAL:

- Ablative Armor
- Improved Power Systems
- Improved Impulse Drive

Traits: Nausicaan Warship

Overview: The *Kolasi Siege Destroyer* was built upon the relatively successful *Guramba*. Design and construction was funded by the Ferengi Alliance, who planned to use Nausicaans as a supplemental defence force of their territory in the event of a Dominion incursion.

Capabilities: Like the *Guramba*, the *Kolasi* was designed to appeal to Nausicaan values of strength. To the chagrin of its captains, the weapon systems were scaled back to free power for sustained fire or movement. Ostensibly, the hull of the ship was heavily reinforced to offset the reduced firepower. In actuality, this was to permit the ships to survive combat long enough for Ferengi ships to withdraw.



Written by "Jester" David Gibson. Art copyright Cryptic Studios and CBS/Paramount Television.

Lork

Traits: Ferengi; Will Kill For Latinum; On The Run From Nausicaans

Attributes

| Control | Daring | Fitness | Insight | Presence | Reason |
|---------|--------|---------|---------|----------|--------|
| 10 | 11 | 8 | 7 | 9 | 8 |

Disciplines

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

Stress: 10 **Resistance:** 0

Focuses: Deception; Helm Operations; Profit

Weapons:

Unarmed (Melee, 3[CD], Knockdown, Size 1H, Lethal)

Pok

Traits: Ferengi; Explorer

Attributes

| Control | Daring | Fitness | Insight | Presence | Reason |
|---------|--------|---------|---------|----------|--------|
| 8 | 8 | 7 | 11 | 10 | 9 |

Disciplines

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

Stress: 9 **Resistance:** 0

Focuses: Astronavigation; Negotiation; Profit

Weapons:

Unarmed (Melee, 3[CD], Knockdown, Size 1H, Lethal)