

## “CATCH & RELEASE”

SUGGESTED ERA OF PLAY: **TNG**

SUGGESTED SPOTLIGHT ROLE: **TACTICAL**

### SYNOPSIS

Ordered by the **K’si** to cease interaction with the **K’si** or planets under their purview, the crew has had to pass dozens of star systems. They are limited to just passive scans. However, the crew have a startling run in with the **Gorchchock**, a race of hunter aliens who use their space beast to hunt down alien vessels for sport. Can the crew survive the encounter and find out more about the **K’si** from the **Gorchchock**?

### OPENING LOG

*“Ordered by the K’si to not interfere with the K’si or planets under their purview, the crew has still managed to collect enough information to piece together a general idea of the power the K’si wield and the absolute, god-like control they exert on dozens of populated worlds. The conflict caused by the Prime Directive and its cousin, The Supreme Mandate, admittedly has us a bit confounded.”*



### MAJOR BEATS

#### TROLLING

Passive scans have revealed a lot about the power the **K’si** wield. Tease the players’ imaginations by tossing out surface facts about the worlds they are not permitted to explore, including the strange species that inhabit them. Aware that any more than cursory scans will force a confrontation with the **K’si**, the crew moves on in disappointment. However, sensors suddenly sense another warp-capable vessel lightyears away. It does not respond to hails and it is not **K’si**. So, what is it doing in **K’si** space?

#### BIG FISH

Once within long-range, the crew finds a huge vessel run by a sport-crazed race called the **Gorchchock**. The crew will encounter a huge space beast, a **cosdragon**, when it is released from a huge containment pod in the **Gorchchock** ship. The alien travel from outside of **K’si** space and use the beast to hunt down other ships, depower them, humiliate their captured crew, then leave the ship’s limping on auxiliary power before moving on to find other prey.

#### PREY TO PREDATOR

After several tasks to restore their ship’s systems, prey becomes the predator. The crew must hunt down the **Gorchchock** and extract dark secrets about the **K’si**, such as the fact that the **K’si** use the sacrifices of beings from their conquered races to spawn new **K’si**. Utilizing dark matter, this is how the **K’si** procreate.

### MINOR BEATS

Crew with diplomatic focuses may take downtime to discuss the Supreme Mandate. Medical crew will be kept busy tending to injuries sustained from the space battle. They may even assist science crew to find a weakness in the space beast. This campaign should present the opportunity for plenty of Linear or Gated Challenges and/or Extended Tasks as repairs need to be made to the players’ vessel.

### KEY NPCS

Search our site for ADV010 for stats on the **K’si**, [Cosdragon](#), or more on the **Supreme Mandate** in [First Contact—K’si](#). **K’si** stats are in the First Contact module. Use [this link](#) for more on the Sargon Region. Use Vor’cha Class Attack Cruiser for **Gorchchock** ship (Core p.261). Use [Gorn](#) stats for the **Gorchchock** or make up your own.

### CONCLUSION

The crew should complete this mission with a healthy fear of cosdragons and a clear picture that the **K’si** are a parasitic species using the population of enslaved worlds to spawn more of their own.

### ADDING THIS MISSION TO YOUR CAMPAIGN

**NOTE:** This mission brief serves as the **5th** mission in the [SARGON AND BEYOND: CONTINUING MISSION CAMPAIGN](#). It could serve as a standalone using only the confrontation with the **Gorchchock** as a premise.