

"A SURPLUS OF PROBLEMS"

SUGGESTED ERA OF PLAY: **TNG**
SUGGESTED SPOTLIGHT ROLE: **CHIEF SCIENCE OFFICER**

SYNOPSIS

While undergoing repairs at a Dry Dock facility at Surplus Depot I-5, a Depot work crew goes missing. Investigations uncover an infestation of **Void Spiders**. Can they prevent a looming disaster caused by the creatures and save the Depot's personnel?

OPENING LOG

"We are at Surplus Depot I-5 for hull repairs. But the Depot Supervisor informs us that Work Crew Gamma hasn't reported in. They've asked us to find and render assistance. With our ship stuck in dry dock, we'll have to deploy shuttles."

MAJOR BEATS

LOCATE THE CREW

The Depot Supervisor, **Respen Wynnelis**, sends the crew to find **Work Crew Gamma**, last seen on the decommissioned *U.S.S. Indianapolis*. With their ship still in Dry Dock, the crew takes shuttles, and find Work Crew Gamma dead in the hangar. Clues show they were killed by forces akin to a baryon sweep from outside the hull, and that pieces of hull plating have also been torn away by magnetic forces.

FIND THE INFESTATION

Magnetic disturbances lead the crew to a colony of secretive **Void Spiders** that have infested the Depot. They're making a vast, cloaked warp-capable web. The web is anchored between the Dry Dock and a nearby ship, and tachyon readings warn they are about to create a tachyon maelstrom to go to warp. If it does, destruction will follow in their wake.

SAVE THE PERSONNEL

If the web's 'engine' is engaged, the tachyon maelstrom will trap people and things in its eddies, erasing them from existence. At risk are personnel on the I-5 Dry Dock, the player's ship, and work crews in their path. The crew may attempt to communicate with the Void Spiders, which will try to remain hidden and protect their eggs. Time is running out. Or, the crew can detach the dry dock from the web and move it, possibly reactivating a decommissioned ship, or free their own ship from the innards of the Dry Dock to tow it to safety.

MINOR BEATS

The crew may find the Zakdorn Depot Supervisor difficult to deal with. Exobiologists and linguists may revel in studying the unique behavior of Void Spiders. Conn officers can shine in the shuttles.

KEY NPCS

Search our site for [ADV002](#) for stats and further information on the **Void Spiders**, and stats for an **Orbital Dry Dock**. The Scale of the Dry Dock is 6. Use **Starfleet Conn Officer** (Core p.314) for the Zakdorn **Respen Wynnelis**, **Starfleet Engineer** (Core p.315) for Depot work crew personnel. The Void Spiders **Web** is equivalent to a **D-7 Battle Cruiser** (Core p.259), with metal torpedoes but no beam weapons.

CONCLUSION

Best case scenario is to allow the Void Spiders to depart with web intact, while moving the Dry Dock and work crews to a safe distance. If they fail, some personnel may be whisked away by the temporal maelstrom. Decoding their magnetic language will help. If the web and eggs are destroyed, the Void Spiders will conspire and destroy as much as they can, then build a new web from the debris. Lost personnel may lead to a chase to catch up with the web in warp, and use transporters to rescue the lost.

ADDING THIS MISSION TO YOUR CAMPAIGN

The mission can be adapted for a variety of time periods, and for non-Federation campaigns by changing the ownership of Surplus Depot I-5.

