

Enigmas and Variations

Fathomless Campaign Episode 2

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Contents

Introduction	1
Synopsis	1
Threat and Directives	2
Scene One: The Derelict	2
Prelude	2
Turbulent Molluscs	2
Scene Two: Into the Nebula	3
Entering the Fringes	3
Adapting to Tangled Space	3
Friends in Need	3
Playing Nursemaid	3
Scene Three: Entangled	4
The Plight of the Cavna	4
Engulfed	5
The Nature of the Spatial Distortion	5
Spatial Distortion Effects	5
The Crew's Perspective	5
Scene Four: Escaping from Tangled Space	5
Finding the Solution	6
Implementing the Solution	6
The Time Factor	6
Cracking Under the Strain	6
Scene Five: The Rescue	7
The Dynamics of the Problem	7
Outcomes	7
Stat Blocks	7
Crazed Crewmember (Minor NPC)	7

Introduction

Enigmas and Variations is intended to be played by a GM and 3-6 players. While it is part of the Fathomless campaign, it should be easy to modify for use as a standalone adventure.

To run this adventure, the GM should be familiar with the adventure itself, as well as the *Star Trek Adventures* roleplaying rules.

To play, you will need the following:

- 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 a starship sheet
- The *Star Trek Adventures* core rulebook

Synopsis

The players' ship has been assigned the mission of mapping outer regions of the Magna Oscura nebula, an immense and mysterious celestial phenomenon which is drifting into Federation space.

The situation is given a diplomatic complication by the fact this is to be done in tandem with the Cavna, a mollusc-descended species which the Federation has recently made First Contact with.

Playing as a standalone adventure: The Cavna and the Magna Oscura are significant elements of the Fathomless campaign, but you can replace one or both of them if you are running this as a standalone scenario (while the unusual biology of the Cavna does impact obliquely on the story, it should be quite easy to work around this.)

The mission gets off to an ominous start when the ships encounter a strange derelict which has recently been ejected from the nebula, showing signs of having been exposed to severe spatial warping phenomena. However the Starfleet crew react, the Cavna press ahead eagerly only for their ship to encounter a region of intensely warped space and become trapped in it.

Inevitably, the same thing happens when the Starfleet crew attempt to rescue them. The effect of the distortions is for topography itself to become severely distorted as space-time is folded and twisted out of shape: corridors bend back on themselves, the layout of the ship becomes confusing and 'impossible' and so on. The mental trauma this causes the crew is also a significant issue.

The crew must come up with a way of escaping the distortions and then rescuing the Cavna ship before both vanish into subspace pocket universes for who knows how long...

Threat and Directives

This is a mission into the unknown but it's not expected to be especially dangerous. The GM starts the game with 3 Threat for every two players (rounding up).

The players have the following additional Directives for this mission:

- Gather astrometric data on the leading edge of the Magna Oscura Nebula and map potential routes into the heart of the phenomenon.
- Ensure the safety of the Cavna research vessel.

Scene One: The Derelict

In brief: The purpose of this scene is mainly to establish the tone of the crew's interactions with their Cavna allies and create a little foreshadowing for what will be coming in later scenes. Command and diplomatic staff, not to mention science officers and engineers, will likely get a chance to shine.

Prelude

When everyone is prepared, hand the captain's player the following to read out:

Captain's Log, Stardate (insert numbers as appropriate for campaign and era, or just say some at random): We have been assigned the mission of surveying and mapping the nebula known as the Magna Oscura as it enters Federation space. We will be accompanying a Cavna science vessel with similar orders. The Cavna have been preparing for this expedition for a long time and I'm sure they feel they don't need our assistance, so maintaining good relations with them may prove an additional challenge...

Indeed, the Cavna ship, the *Rapid Strobes of Blue Intrepidity*, is already moving ahead of the Federation vessel as they approach the nebula, which already more than fills the forward viewscreen. A **Difficulty 0 Control + Science** check, assisted by the ship's **Sensors + Science**, will confirm that the Cavna ship is already well out of the pre-agreed formation.

Turbulent Molluscs

Hailing the commander of the *Rapid Strobes of Blue Intrepidity*, Shipmaster Yellow-Mottled-Fading-Green, will reveal that the Cavna leader is not inclined to be emollient: she feels no need to go out of her way to keep the Federation crew happy, and resists any suggestion or plan that even suggests the Cavna are anything less than equal partners in this undertaking. Persuading Yellow-Mottled-Fading-Green to drop back to a parallel course as agreed is a **Difficulty 3 Command + Presence** task.

Communicating with the Cavna: It is assumed that by this point the crew have come up with a solution to the issue of easy communication with the Cavna (who use non-aural chromatophore-based interactions in their natural habitat). See Episode One for details. If you are using another race other than the Cavna, this shouldn't be a problem, obviously.

However this resolves, a **Difficulty 1 Control + Science (Sensors + Science)** check reveals a ship is heading for them out of the nebula (the Cavna ship's sensors pick it up if the players blow their test, giving Yellow-Mottled-Fading-Green one more reason to be snotty to the players). A further Momentum spend reveals that the ship is unpowered, lifeless, and breached.

The Cavna are out here to investigate the nebula, not old wrecks, and 'suggest' the Federation ship assess the derelict while they proceed into the fringes of the nebula. It will take a truly heroic effort to persuade them to stick around (**Difficulty 4**, and feel free to spend Threat to make this even trickier for the players to accomplish). The players will likely be left with the choice of letting the Cavna go on ahead while they investigate the derelict or letting the old ship drift by while they try to keep up with their impetuous allies.

Keeping up with the Cavna: This is easy enough, but it will mean the crew are completely unprepared for the rest of the adventure: feel free to throw complications at them based on this.

Investigating the Derelict: This will likely involve a lot of Science and Sensors-based checks, though feel free to throw a little Engineering into the mix as appropriate. (**Difficulty 2** for the initial checks; Momentum spends can access further information.)

Key information to be learned:

- The alien ship is completely dead
- It does not match the profile of any vessel in the Starfleet database
- Readings of the hull suggest it is at least 35,000 Terran years old
- Its technology appears to have been based on a kind of energetic crystallography, but the sheer age of the ship means the crystals are now mostly degraded and its databanks have been lost
- The spaceframe of the ship is severely warped (as in twisted out of shape)
- A closer reading indicates that every part of the ship shows traces of exposure to severe spatial distortions over an extremely extended period.

For anyone who's wondering: This ship is all that remains of a (much, much) earlier attempt to explore the nebula by a species in a distant region of the galaxy, when the Magna Oscura passed by there. They were sucked into a distortion, banished to a subspace pocket, and remained there for millenia (well, the ship did at least: the crew didn't last long).

Scene Two: Into the Nebula

In brief: The crew get a better sense of the strangeness of the domain even within the nebula's outer regions, as sensors give strange readings and communications with the Cavna ship become difficult. Contact is eventually lost with the other vessel and the crew find themselves obliged to locate them and go to their aid. Conn and Science-oriented officers will likely be in the spotlight; potentially Engineers, too.

Entering the Fringes

The two most likely possibilities at this point are that the crew's starship is still accompanying the *Rapid Strokes of Blue Intrepidity*, or that they are alone and the Cavna ship has gone on ahead.

Communicating at short range is relatively straightforward, not requiring a roll (unless the GM feels there is some dramatic value to this). Communicating with another ship outside of visual range (which the Cavna vessel may well be at this point) will need a **Difficulty 2 Control + Engineering** check (supported by **Comms + Engineering**). In a crisis this could become an extended task depending on the urgency of the situation and the consequences involved.

As the ship moves into the nebula itself, sensors will suddenly detect another vessel on approach, matching their own speed. A **Difficulty 1 Reason + Science** (supported by **Sensors + Science**) will reveal this is just an astonishingly detailed sensor ghost of the PC's own ship; a further Momentum spend produces the information that this area of space is so distorted that their sensors are detecting their own ship as a separate vessel.

A further Momentum spend (or another **Difficulty 2** check with the same attributes) will provide the fact that it's a distinct possibility that these kinds of distortions or 'tangles' of space-time are common inside the nebula.

Adapting to Tangled Space

Less headstrong captains whose outlook is closer to Picard's than Kirk's may have misgivings about travelling through a region where spatial distortions are so endemic, especially if they scanned the derelict in detail in Episode 1.

Adapting the navigational sensors to give a better chance of detecting and avoiding the tangles is possible. This is an Extended Task using **Reason + Engineering** with a Magnitude of 3 and a Work of 8, which will require the ship to hold its station (the navigational systems and sensors need to be taken off-line). However, the crew will only have one opportunity to make a roll before the Cavna get into trouble, making it unlikely they'll succeed before they should really go to assist their allies.

EXTENDED TASK

DIFFICULTY 03

MAGNITUDE 03

RESISTANCE 00

WORK TRACK 08

TIME INTERVAL

2 hours

The Cavna are predictably headstrong and don't believe these tangles pose much of a threat. Once again, if the two ships are still together, they will refuse to hang around while

the Federation vessel adapts its systems, while their own are less sophisticated and will take much longer to be modified out here in space. They head off to continue their survey.

Either way, Yellow-Mottled-Fading-Green soon proposes the two vessels split up before commencing their survey, as they can cover a wider area that way and complete their mission more efficiently. Starfleet personnel would be aware that this would be standard procedure for this kind of mission, unless there is knowledge of a clear and present danger to either ship.

Friends in Need

Needless to say, once the Cavna fly off on their own, Yellow-Mottled-Fading-Green's impetuosity soon gets her vessel into trouble. While the Federation crew are making some routine surveying scans (or, possibly, working on adapting the navigational sensors, see box-out), they receive a distorted signal which appears to be coming from the *Rapid Strokes of Blue Intrepidity*.

Decoding the signal requires a **Difficulty 2 Reason + Science** check, supported by the ship's **Computers + Science**: it produces the initial message 'Caught'. Momentum spends can provide the additional words 'spatial - everything - shattered - ripples'. The signal repeats at apparently random intervals for a few minutes before stopping.

Pinning down the source of the signal isn't easy in the distorted realm of the nebula. It's a **Magnitude 3 Reason + Science (supported by Comms + Science) Extended Task**, with a Work of 8, to do so; each attempt will take ten minutes or so (you should track how much time elapses as this will be an issue as the scenario proceeds).

EXTENDED TASK

DIFFICULTY 03

MAGNITUDE 03

RESISTANCE 00

WORK TRACK 08

TIME INTERVAL

10 minutes

At this point, plotting a course through tangled space to the Cavna ship is the next challenge, this one based on **Conn + Control (supported by Engines + Conn)**. The **Difficulty is 3**, unless the players managed to adapt the navigational net earlier in this episode; in this event the Difficulty is 1. Failed attempts just lead the ship to another sensor echo or distortion. Each attempt will take another 15 minutes or so.

Once they arrive at the Cavna ship's location, proceed to the start of Scene 3.

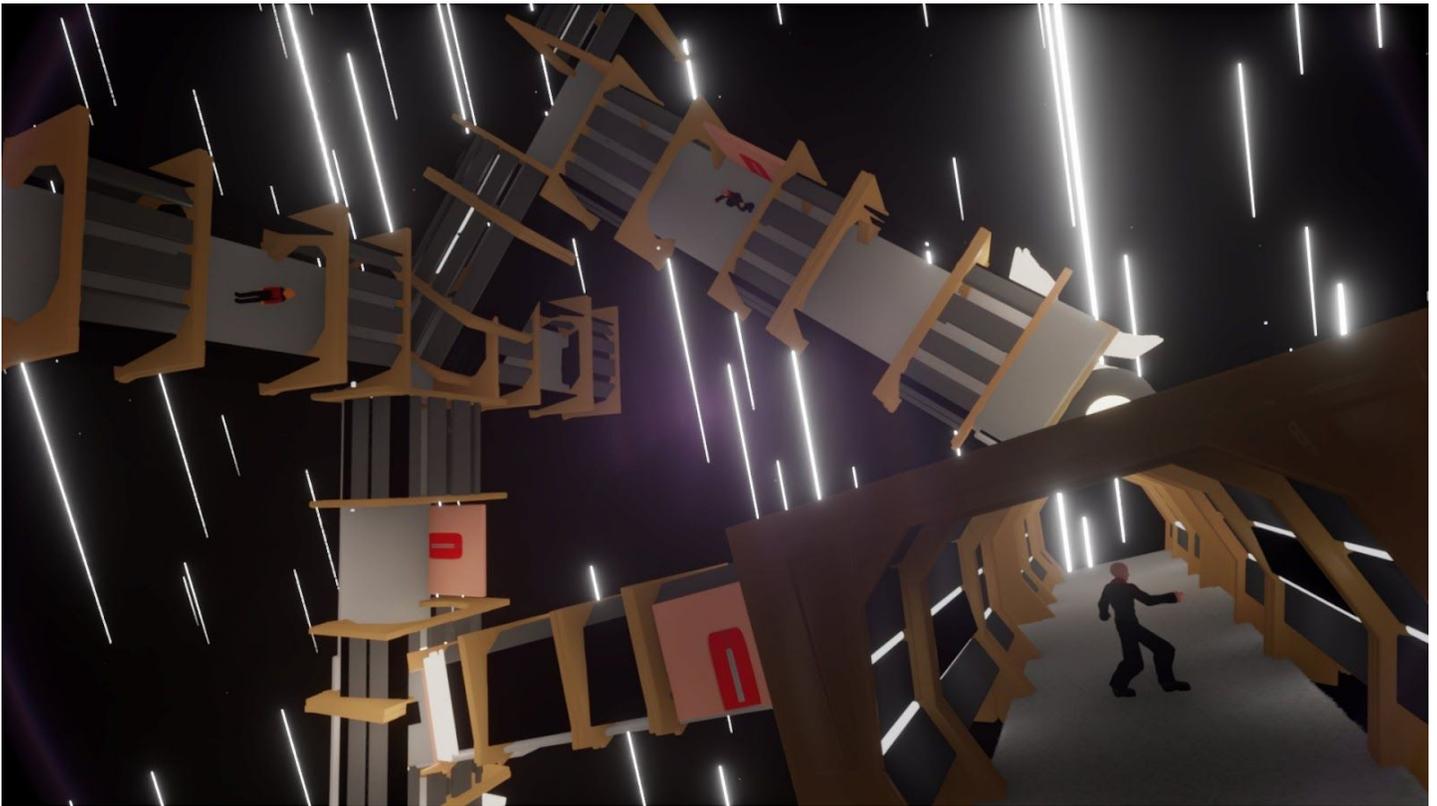
Playing Nursemaid

It's possible that very protective (or just plain paranoid) crews may have stuck to the Cavna like glue up until this point, regardless of Yellow-Mottled-Fading-Green's complaints or the GM's low cunning in trying to split them up.

In this case the Cavna commander announces their ship will be making a close scan of one of the distortions they have encountered. Short of taking out their sensor array with the ship's phasers nothing will dissuade the Cavna from doing so.

Naturally the distortion reacts violently to the Cavna scan - subspace distortions increase - they go off the scale -

GULP! Both ships are now caught in the heart of subspace tangles. Proceed to the *Engulfed* section of Scene 3.



Scene Three: Entangled

In Brief: This episode introduces the players to the main challenge of the scenario: extricating their ship from one of the spatially-distorting ‘tangles’ with all the psychological and topographical challenges associated with that. This episode is mainly about establishing the scale and weirdness of the problem, leading up to the moment where the characters figure out what has happened and start working to resolve the situation. All characters should find challenges in this episode.

The Plight of the Cavna

Take a moment to establish where every character is when the ship approaches the *Rapid Strobes of Blue Intrepidity* as this may well turn out to be significant.

The Cavna ship appears to hang motionless in space – but something very strange seems to be happening to it: its very substance seems to ripple and distort. Whole new sections of ship appear to sprout and grow from it, including pieces with recognisable functions such as engine nacelles, deflector arrays, and so on. At the same time other sections shrink and are absorbed into the vessel. This process is continuous and apparently completely random.

Getting any kind of sensor reading on the ship is **Difficulty 4 Control + Science** (supported by **Sensors + Science**). The ship seems to be functional – the power grid is still up – but the main computer is offline. The Cavna crew seems to be okay but inactive. The number of life-signs is fluctuating, but significantly greater than the listed number of Cavna crew (due to the spatial distortions and folding, the sensors are reading some of the Cavna multiple times in duplicated locations).

What’s Happening on the Cavna ship?: Not a lot. The Cavna aren’t likely to do anything to make the situation worse, but neither will they be capable of rescuing themselves. The entire crew of the Cavna ship is in a traumatised stupor.

Why is this? Well, the relatively recent marine origins of the Cavna, unlike the more humanoid species likely to be serving on a Federation ship, coupled to their cephalopod ancestry, means their sense of spatial awareness is much more acute, making them more susceptible to psychological shock in situations like the one in which they currently find themselves, where space itself seems to be breaking down.

The distortion of the Cavna ship seems to be getting worse.

There’s nothing to stop the Federation crew from beating a hasty retreat and perhaps returning with help, but the Cavna will have been swallowed by the spatial tangle at this point. You can still run the material with the players’ ship getting entangled and having to escape, without the added pressure of having to rescue the Cavna at the end, but the players will have failed in at least one of their assigned objectives and diplomatic relations with the Cavna will turn frosty, to say the least.

If the players’ ship does stick around, it’s only a matter of time before it gets caught up in the distortions itself (though the players should not be made aware of this). There are a number of ways this could happen:

Approaching the Cavna Ship: Getting closer to the ship means getting closer to the distorting tangle, and these things have a habit of gulping. It will cost 3 Threat for the distortion to swallow a ship which ventures too close.

Locking a Tractor Beam onto the Cavna: Trying to pull the other ship clear is a logical approach, but projecting a tractor beam into the distortion will cause the distorted region to expand along the path of the beam to its source, engulfing the players’ ship. It will cost 4 Threat for this to occur.

Just waiting around and scanning without taking more positive steps is basically just waiting for trouble in a region like this. Eventually another distortion manifests and the players' ship is consumed. This costs 2 Threat.

(You should obviously make sure you have enough Threat in the bank to ensure you can make one or more of these things happen. The idea is that the more proactive and heroic the players act, the more Threat they are neutralising for later in the adventure.)

Engulfed

The crew's ship has been sucked into the same kind of spatial distortion as their Cavanaugh allies.

The Nature of the Spatial Distortion

The tangled region of space is a complex, multi-dimensional disruption to normal space-time. While 'tangled' ships may appear to be staying still from the viewpoint of an observer in three-dimensional space, they are progressing through the distortion in the other dimensions which is why they constantly shift, warp, acquire new/duplicate areas and so on.

A good analogy would be with quicksand: the tangled ship is effectively 'sinking' through the distortion away from conventional space. Once it passes completely through the distortion, it appears to vanish from the normal universe entirely: it has passed into a subspace pocket realm, from where it is unlikely to return for many thousands of years (occasionally two or more distortions interact to create a route back to reality, but this is incredibly rare).

Spatial Distortion Effects

Characters on a tangled ship experience a number of strange effects:

Disrupted Topography: If your group uses floorplans for their ship, they suddenly become a lot less reliable. Doors, corridors, lift shafts, Jefferies tubes, and so on, don't lead to where they used to. They may not even lead to somewhere 'possible' in normal space (a hatch in the lower level of the secondary hull may lead to a cabin in the saucer section). Due to the progressive nature of the entanglement, a door may lead somewhere now and somewhere completely different in five minutes time. The ship essentially becomes an impossible, constantly shifting labyrinth.

'Duplicated' Locations and Individuals: One consequence of this is that the ship's volume increases to something approaching infinite, and this includes multiple iterations of the same locations (so you can leave the bridge, walk down a corridor, and find yourself back on the bridge). One slightly freaky consequence of this is people appear to be duplicated along with the locations. The good news is that every instance of a particular individual behaves in an identical way (they remain a single individual), and the nature of the distortion is such that characters cannot interact with themselves. Catching sight of yourself entering a room at the other end of a corridor is likely to be quite eerie for most characters, though.

General Weirdness: Corridors corkscrew around – intersections may have corridors sloping off at weird angles – a cabin may suddenly have expanded to be miles across, with the furniture spread out across that distance. Use your imagination.

The Crew's Perspective

The crew should have no real awareness of the trouble they are in – yet. The engines are off-line, along with the ship's computer (the computer is actually still functional, it just can't cope with the input it's receiving at the moment). External sensors are likewise down, while internal sensors are giving chaotic and contradictory data. Internal communications are functioning, although a little distorted.

Any attempt to move the ship will just accelerate its 'fall' away from normal space. If nobody makes a move away from the location where they were when the ship became tangled, you can either have reports start to come in of panic and confusion as the crew realize the interior of the ship is now 'scrambled', or you can have an NPC in a towel amble through the turbolift doors: they've just left the bathroom in their quarters and were expecting to be in their own cabin. The turbolift doors do now lead into a bathroom, but shortly the topography will shift again, to a corridor in a distant part of the ship.

The 'meat' of this episode is the characters discovering just how badly screwed up reality is around them; allowing them a chance to explore and work this out for themselves rather than moving too quickly to the next stage of the scenario. If there are main characters in different locations, try to ensure they encounter different aspects of the distortions.

Realisation of what's happened is very confusing and could affect everyone's ability to focus and function: when it sinks in, everyone should make a **Command + Insight** check at Difficulty 1. Failing the check leaves the character with the trait **Disoriented by Spatial Distortions 2**, adding 2 to the difficulty of all checks. Passing the check reduces this to **Disoriented by Spatial Distortions 1** (+1 to all checks) – note that a character may spend a Momentum gained on this check to avoid the trait entirely. If a character rolls a complication, they become crazed and psychotic and will need to be restrained and tranquilised. (See **Cracked Under the Strain** in Scene 4).

Getting anywhere is, obviously, a challenge. Even if the characters stumble upon a transporter room, only a lunatic would try beaming somewhere under the current conditions.

However, characters who do travel around the ship may begin to perceive that the disruption to topography is not completely random: there is some kind of pattern to it. A Difficulty 2 check for **Reason + Conn** (Navigation and Subspace-related foci are applicable) reveals that the ship's interior isn't just shifting around at random – it reflects the ship's progress through the structure of the distortion. And this holds the key to their chances of escaping.

Scene Four: Escaping from Tangled Space

In brief: It's time for the characters to come together and work the problem out in the traditional manner. By mapping the structure of the tangling distortion, and then using that information to remodulate the warp field to cancel out the tangle's effects, it should be possible to dispel the distortion and bounce the ship back to normal space.

Finding the Solution

Once the characters have figured out the distortions are not random, it will require a **Reason + Science Difficulty 2** check to work out a possible way of escaping. (This is a key roll, feel free to flag this to the players so they can use their resources appropriately. If they still blow it, they can keep rolling, but each roll will cost 20 minutes of time.) By dispersing sensors (hand-held tricorders will do the job) throughout the ship and tracking the distortions, they should be able to build up a model of the structure of the distortion which is slowly sucking the ship in.

Equipped with this information, it should be possible to use the warp engines to neutralise the space-warping effects of the distortion (warping space is their function, after all). This should project the ship back into 'normal' space-time.

There is a time factor: if the ship is not freed before it is entirely absorbed by the distortion, it may drop out of normal space entirely, at which point the characters will face a whole new set of issues. There is also the Cavna ship to rescue – bearing in mind that it is like at a more advanced stage of disruption, too.

Implementing the Solution

Everyone has a potential role to play in rescuing the ship.

Command-focused characters can supervise and coordinate and generally lend their expertise wherever they think is most important.

Conn officers have a vital role to play in ensuring tricorders are dispersed as widely as possible throughout the ship. This may involve **Reason + Conn** checks to navigate through the distorted corridors and rooms and ensure a sufficient spread of tricorders.

Engineering staff will probably be busy preparing the warp engines to generate the modified field necessary to counteract the distortion they are trapped in. This is a **Reason + Engineering Extended Task** with a Magnitude of 3 and a Work of 8. Each roll will take 30 minutes.

EXTENDED TASK

DIFFICULTY 03

MAGNITUDE 03

RESISTANCE 00

WORK TRACK 08

TIME INTERVAL

30 minutes

Security staff can assist with the dispersion of sensors. If you want to give a security-oriented character a bespoke challenge, or if this is all going a bit too easily, you can have an outbreak of psychosis amongst the crew which they will have to deal with (see **Cracking Under the Strain**).

Science officers will be hard at work converting sensor data into a model of the distortion they can use. This will be a **Reason + Science Extended Task** with a Magnitude of 3 and a Work of 10. Each roll will require 30 minutes.

EXTENDED TASK

DIFFICULTY 03

MAGNITUDE 03

RESISTANCE 00

WORK TRACK 10

TIME INTERVAL

30 minutes

Note that it is likely that some or all characters will have the Disoriented trait, making these challenges more difficult. **Medical staff** can put their skills to work creating a treatment for the disorientating effects of tangled space. This is a **Reason + Medicine Extended Task** with a Magnitude of 2 and a Work of 6. However, each roll will take 40 minutes.

EXTENDED TASK

DIFFICULTY 02

MAGNITUDE 02

RESISTANCE 00

WORK TRACK 06

TIME INTERVAL

40 minutes

If you have a ship's counselor, they can spend 30 minutes with an individual and make a **Command + Medicine** check (Difficulty equal to the level of Disorientation that individual is suffering) to reduce or remove its effects on them (helping them to focus, getting them to generally chill out, etc). The patient can do nothing else while being counselled, however.

The Time Factor

It's a little tricky to present a definitive timeline for the events of this scenario, as there is obviously a degree of flexibility in exactly when things happen. The default assumption is that the Cavna ship was sucked into one of the areas of tangled space roughly 2.5 hours before the players' vessel. Player choices and dice rolls will impact on this. You should be prepared to modify the following timeline to reflect the events of your game.

Time 0: The Cavna ship is caught in tangled space.

Time 120 (+2 hours): The players should locate the trapped Cavna ship

Time 120-180 (+3 hours): The players' ship also becomes caught in a spatial distortion

Time 480 (+8 hours): If not rescued from the distortion, the Cavna ship drops out of normal space entirely.

Time 660 (+11 hours): If the players haven't managed to extricate themselves, their own ship likewise becomes lost in a subspace pocket entirely separate from the main universe.

This gives the player characters about five hours to solve their predicament and rescue the Cavna. Obviously, feel free to adjust this as preferred.

Cracking Under the Strain

Some groups may find escaping from tangled space challenging enough; others may find it less of a problem, or simply prefer a less cerebral challenge. One wrinkle you can throw in their direction is the presence of crew members who have become completely unhinged by their encounter with tangled space.

Individuals or small groups may be roaming the ship, attacking anyone they come across. This is a good way of spending some threat and causing problems for any characters who are perhaps progressing a bit more easily than you'd like. It will also give Security-oriented characters a challenge suited to their particular skill set.

Scene Five: The Rescue

In Brief: Having freed themselves from the distortions, it just remains to do the same for the Cavna ship. Depending on how quickly the players were able to escape, this could be relatively straightforward (in which case this is essentially a coda to the main part of the scenario), or time pressure may be a real issue (making it an exciting climax). Conn, Science and Engineering officers will likely be front and centre here.

The Dynamics of the Problem

The characters can basically repeat the procedure they used to free themselves, but it is complicated by the fact that they're on the outside of the distortion this time. On the other hand, they can use the ship's main sensors to help them scan the distortion.

Scanning the *Rapid Strobes of Blue Intrepidity* and gathering data on its distortion is a **Control + Science Extended Task** (supported by Sensors + Science) with a Magnitude of 3, a Resistance of 1 and a Work of 8. Each roll requires 10 minutes. If the characters have completed the sensor adaptations mentioned in Scene Two, this goes down to Magnitude 2 and Resistance 0.

EXTENDED TASK

DIFFICULTY 03	MAGNITUDE 03	RESISTANCE 01
WORK TRACK 08	TIME INTERVAL	XX

Using the data is also more complicated. They don't have access to the Cavna's warp drive (boarding the ship is fraught with dangers: they can't beam into tangled space, while a shuttle would probably just get tangled itself), so the ship will have to make a close pass to the *Rapid Strobes of Blue Intrepidity* and extend a modified warp field to surround it.

There are two elements to this maneuver: moving past the ship without getting tangled again is a **Control + Conn** task at Difficulty 2 (supported by **Engines + Conn**), while extending the warp field is **Control + Engineering** at difficulty 2 (supported by **Engines + Engineering**). Feel free to burn some Threat if you have any left and it feels appropriate.

Both rolls have to succeed to retrieve the Cavna ship. Regardless of the time factor, on a failed first check you can burn 3 Threat to announce that the close passage of the ship and the failed intervention with the warp field has affected the distortion and accelerated the Cavna ship's absorption into subspace; the characters will only get two more attempts before it vanishes completely.

Outcomes

The ideal outcome for the scenario is that both ships survive their encounter with tangled space and retreat back out of the nebula to consider how to deal with this problem going forward. (It is assumed that in future scenarios ships inside the nebula will have modified navigational sensors and deflectors allowing them to avoid these kinds of distortions.) Yellow-Mottled-Fading-Green may even learn a little patience and gratitude.

If the players' ship escapes but the Cavna are lost, they will face serious diplomatic consequences unless the captain can be very persuasive in his report to the Cavna government. Starfleet are likely to be unimpressed no matter what he says. Another scenario focused on rescuing the *Rapid Strobes of Blue Intrepidity* from subspace is a possibility if the players feel very strongly about this.

If the players' own ship is sucked into subspace – well, it's just another day in Starfleet, isn't it? Entertain any schemes they come up with to escape: although it is practically mandatory that their first attempt lands them somewhere unanticipated like another time period, a parallel universe, fluidic space, etc.

Stat Blocks

Crazed Crewmember (Minor NPC)

Usually reliable Starfleet member temporarily unhinged by spatial distortions

ATTRIBUTES

CONTROL 09	FITNESS 10	PRESENCE 07
DARING 11	INSIGHT 07	REASON 06

DISCIPLINES

COMMAND 00	SECURITY 02	SCIENCE 00
CONN 00	ENGINEERING 00	MEDICINE 00

FOCUSES: Stealth, Crazed Violence

STRESS: 12

RESISTANCE: 0

WEAPONS:

- **Unarmed Strike:** Melee, 3 A, Size 1H, Knockdown, Nonlethal

SPECIAL RULES:

None.

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