



# **Fathomless Campaign Guide**

## ***Star Trek Adventures Community Campaigns Season One***

**For Gamemasters Only**

# Star Trek Adventures: Fathomless

*I ] h°cZVj/ā/XdcXZVh°[Vi] db āzh  
hZXgZihVcY1 dcYZgh! Vj/i VZI VgZ/ndj Yd  
cdi Xdb ZVI Vn[glb °tj] cX] Vc\ZY#*

## Dedication

We dedicate this campaign to the memory of Walter Milani-Müller, author of Episode Three, *I ] ā]i °HZVhdc*. Walter passed away during the course of this project. We pass onto you his words and vision. The Federation starship in the illustrations is the *J ####EZghZe] dcZNX-63109*, an original starship class designed by Walter.

## Introduction

### Community Campaigns

The Star Trek Community Campaigns team is a virtual 'writer's room' of Star Trek Adventures fans who band together as fans and volunteers to create seasons of linked campaign adventures for use with Modiphius's *Hivgl gZ° 6YkZcij gzh°GE<*.  
; *Vi] db āzh* is the first campaign for the Star Trek Community Campaigns, based on an arc by Tony Pi. Designed to be era-adaptable, you can adapt the campaign for use with any era.

### Campaign Overview

The *B V\cVDhxj g/CZVjA* is believed to be a drifting 'cryptic matter' nebula, a substance hitherto unencountered. It is rumored that whatever enters the nebula emerges fundamentally changed. Only now has it reached the fringes of Federation space. The Cavna, whose worlds are in the path of the mysterious nebula, have long dreaded its arrival, and seek allies to help them understand the threat the nebula poses. Then there are the Fathomless, a coalition of aliens who have followed the nebula for centuries. What do they know, and what are they after?

### How To Run the Campaign

The gamemaster should read through the Campaign Guide to get an overview of the setting and its key factions. The three

main topics are: **Cryptic Matter**; **The Cavna**; and **The Fathomless**. Each individual episode will refer to concepts in the Campaign Guide. The **Episode Guide** lays out the order that the adventures should be played in. The arc is designed so that you may add in other missions, should you wish to extend the length of the campaign. We have included bonus material for this purpose, including stats for the *J ####EZghZe] dcZ* as a possible starship for this campaign. We also have a **FAQ** to help you with integrating this campaign into specific eras, as well as answering common questions that might come up.

## Episode Guide

There are ten linked missions in two arcs, to be played in the order presented.

### First Arc

- |           |  |
|-----------|--|
| Episode 1 | <b>Pieces of Eight</b><br>Scott and Karen Macek                          |
| Episode 2 | <b>Enigmas and Variations</b><br>Andy Wixon                              |
| Episode 3 | <b>Twilight Season</b><br>Walter Milani-Müller                           |
| Episode 4 | <b>To Face The Darkness Your Heart Must Be Pure</b><br>Benjamin Axelsson |
| Episode 5 | <b>What Shadows Obscure</b><br>Colin Wilson                              |

### Second Arc

- |               |  |
|---------------|--|
| Episode 6     | <b>Have Bait Will Travel</b><br>Michael Dismuke  |
| Episode 7     | <b>The Fathomless</b><br>Miles Marker  |
| Episode 8     | <b>Hidden Secrets</b><br>Miles Marker  |
| Episode 9     | <b>The Weight of Decision</b><br>Al Spader   |
| Episode 10    | <b>Dish Served Cold</b><br>Darrin Drader   |
| Other Credits | <b>Artwork and Development</b><br>Tony Pi<br><br><b>Layout and Editing</b><br>Stan Shinn<br><br><b>Editing</b><br>Colin Wilson |

# Cryptic Matter

## Overview

The Magna Oscura Nebula is the major mystery of the ; *Vl] db āhh* campaign arc. Composed of **cryptic matter**, it is the home of the enigmatic Oscurans, and the Fathomless who were changed by the Oscuran experiments.

This document summarizes the properties of the nebula, of cryptic matter, and **cryptic compounds** that are dangerous experiments by the Oscurans on cryptic matter and normal matter.

## The Nebula

Originating from beyond the galactic plane, the Magna Oscura Nebula is emerging from restricted space and may be approached for the first time. It is moving at 20% of lightspeed. Many star systems are in its path, including the Cavna worlds. Star systems and planets may temporarily resist the effects of the nebula with their magnetic fields, but then are consumed or changed by the effects of the nebula.

The nebula is a strange phenomenon on an unstoppable course through the galaxy, and is akin to a force of nature. Those in its path may only hope to get out of its way, or somehow shelter from its devastating effects. But to do the latter, they must research the properties of the nebula.

There is a safer, outer **Enigma Zone** to the nebula, where the adventures take place. The depths of the nebula are initially too dangerous to explore.

## Phenomenon Severity

Like Stellar Phenomena, the class of the Magna Oscura Nebula increases Difficulty overall. Episodes will refer to **Phenomenon Severity**, to be tracked by the GM.

Complication range also increases for these systems and departments: **Engines, Sensors, Shields, Structure, transporters**.

The **Enigma Zone** of the Magna Oscura Nebula is a **Class V** phenomenon (increasing Difficulty by 5, and Complication range by 5). This makes the nebula extremely dangerous, without further research. The minimum that this may be reduced to is **Class I**.

Even with research, the depths of the nebula is always a phenomenon **2 class higher** than the class of the Enigma zone, making it almost impossible to explore. Most of the action will be in the Enigma Zone.

Some areas within the Enigma Zone are pockets of normal space, exempt from the effects above (effectively Class Zero). These pockets are rare.

## Effects of Cryptic Matter Research

As cryptic matter becomes better understood through research, the effective Class of the phenomenon may be reduced in the following way:

At the end of an episode where research of cryptic matter is possible and successful, lower the phenomenon Class by 1. This reflects the adaptation of existing technology to cope with the effects of the nebula. This may change only by one level per episode.

## Dangers of the Nebula

Additionally, there is a **tangled effect** that afflicts ships that have never encountered the cryptic matter nebula before. The tangled effect can cause psychological changes, and can also send ships and objects into subspace (see Episode 2). The tangled effect is only active while the Phenomenon Severity is treated as **Class V**. Once engines have been reconfigured, ships with such modifications may avoid the tangled effect.

Sometimes, turbulence within the nebula creates a damaging shockwave that may also displace vessels. The size of these are variable, and the GM may decide the strength and damage rank of such a shockwave.

## Cryptic Matter Properties

**Cryptic matter** is unique to this strange anomaly, and breaks down if removed too far from the body of the nebula. Cryptic matter likely does not originate in this dimension.

Attempts to scan cryptic matter or affect it will **suffer the same Difficulty and complication range increases as the current Phenomenon Severity for the Enigma Zone** (Class V at start). This will include attempts to transport cryptic matter. This can be thought of as a complication called '**Cryptic Matter Interference X**', with the level of interference as described above.

In its unaltered state, cryptic matter reacts with normal matter and antimatter, twisting them and destroying them. At certain frequencies, cryptic matter will emit **cryptic energy**.

However, the Oscurans have been experimenting with altered cryptic matter and merging them with normal matter they come across. They have created a subclass of cryptic matter called **cryptic compounds** (see below), which is more stable.

**W-particles** and **w-antiparticles** are emitted in the presence of cryptic matter, as cryptic matter folds space. W-particles also fold space, preventing the use of communicators.

Some of the Fathomless have learned about cryptic matter and its uses. These uses include weaponized use of cryptic matter, cryptic compounds, w-particles, and cryptic energy.

## Cryptic Compounds

Normal 'unsupervised' cryptic matter will annihilate normal matter and antimatter. However, Oscurans have been altering cryptic matter with their experiments to be more stable in the presence of normal matter. These experiments generate **cryptic compounds**, which have unpredictable properties. Because each experiment by an Oscuran is different, cryptic compounds often have different effects. See each episode for unique properties of such cryptic compounds.

The Fathomless, for example, are remade into shells of such cryptic compounds.

Other experiments have merged organic materials with cryptic compounds, and can make strange fusions of technology and biology (Episodes 3, 6).

One experiment, for example, created a crystalline cryptic compound, which reacts with a gaseous cryptic compound (Episode 3).



# The Cavna

## Overview

The Cavna originate from an oceanic planet in a star system designated by the Federation as Cavnus. Their homeworld and colonies are in the path of the oncoming Magna Oscura Nebula, and are in jeopardy. Cavna scientists have long-detected their oncoming doom. A warp-capable culture, they are new to space-travel and colonization, and not everyone on their planet thinks they should explore space. There are two related species of Cavna, one that is entirely aquatic, and the other amphibious and bipedal. When first encountered, their color-based language proves difficult to decipher (Episode 1). If First Contact goes well, they will request assistance to deal with the problem of the strange nebula headed their way.

## Biology

Both species are able to blend in with their surroundings. They also both have eyes that allow for 360 degree vision, by moving their eyes to different locations on their head. They also have a tactile telepathic ability. They are able to hear, but are visually-focused and therefore rely on vision for language.

The sea-dwelling Cavna came first, and appear similar to octopi of Earth. Eight-limbed with tentacles, they have chromatophores that allow them to change color, and that forms the basis of their language. Their bodies are very flexible, and afford a degree of protection from blows. They may use all eight tentacles simultaneously for different actions. *t6ii gVj/iZ' b dY{Zgh'z&'8dci glá z&'~ch^}i! z&'GZVhdcl*

The amphibious Cavna arose in a salt marsh environment, and evolved to take advantage of both land and water, becoming quadrupedal, then bipedal. Mutations led to translucent exoskeletons that still allow light to pass through for communication, later amplified by technology. The exoskeletons provide physical defense. *t6ii gVj/iZ' b dY{Zgh'z&'9Vgc\! z&' 1cZhh! z&'EgzhZcXZi*

Both Cavna species have names for themselves, which will be initially difficult to translate. See **Names and Language** below.

One useful chemical compound called **microdinium** assists the Cavna in their space expeditions. It acts as an agent for keeping their vascular pressure at healthy levels. Microdinium is found on a colony world (see Episode 4).

## Names and Language

### First Contact

The Cavna's unique language will make the first meeting with them difficult. At first (Episode 1), the Universal Translator will not be able to handle the language. After some study, very basic translations are possible through the computer, but it will go for the most basic words and names.

It will initially call the sea-dwelling Cavna, *8VkcV' = VVh*, and the land-dwelling Cavna, *8VkcV: gXij h#*

For names, it will attempt to translate light into random sounds, like spoken language, making names like *Hj Vg* and *Gvc'g*

### After Diplomacy

After Episode 1, diplomatic talks and discussions with linguistics specialists will allow the refinement of the translation matrix for the Cavna language of colors.

Alternative terms for the two Cavna species are possible at this time. Allow the players to participate in the naming process. Among the possibilities for aquatic/amphibious are: *= 8VkcV/ : 8VkcV*, or more colloquially, *YZZeVdj cY/ Ygrl Vá Zg*

Names also become more refined after the linguistics specialists confer. Rather than random sounds strung together, the Cavna prefer names to be collections of colors and visual cues, hyphenated together or in a poetic form.

The most common names follow a hyphenated format of colors and sight-based elements, e.g. *GZY"7á Z"; VXZih!*  
*l l c"Hj ch"7áX !L J 1Z"HZV"8g/h] c\#*

Slightly less common are 'old-fashioned' names of purely color-movement, e.g., *<gZchedih; d/h] "Fj X an! d"B Vj kZ#*  
*GZY"; VYZ"Hadl an! d"NZadl !7j gj cYn"8nXzH"=dj gn! d"<g/h#*

Other Cavna have names that are shorter with elements that don't easily translate to Federation Standard, such as *<V\_7g\] icZhh!Hj chZi"@Wh!l l d"; gzh"7WVa#*

For ships, colors and visual cues are still the most common. The dominant naming structure for Cavna military and shipboard culture is poetic forms.

See the *GVcYdb H] e CVb Zh* table in the Appendix.

## Government and Structure

The Cavna government is a representational legislature called the Cavna Assemblage. Colony worlds are not represented in the Assemblage, only the homeworld regions. Regions and colonies are directly overseen by governors, usually career politicians after several terms in office at the Assemblage.

They have encountered very few other warp-capable alien species in their immediate vicinity, but have not had much interactions with them, and cannot call any of them allies.

Military ranks are as follows (with equivalents):

- Ship Master (Captain)
- Commander
- Subcommander (Lieutenant Commander)
- Lieutenant
- Sublieutenant (Ensign)

## Technology

The Cavna have a general level of technology that most resembles the early twenty-second century. They became warp-capable recently, with their most advanced ships able to travel at the top speed of Warp 3. There were prototype ships before these, and some intrepid Cavna even took prototype ships to investigate the Magna Oscura Nebula against orders, and were never heard from again.

Cavna ships are designed to accommodate both species of Cavna, including aquatic and air adaptations. Their primary shipboard weaponry is proto-phase cannons. Their sensor systems are excellent, as the looming threat of the nebula has pushed advances in that direction.

The Cavna have developed hand-held phaser technology. These phasers are designed to be camouflaged and easily hidden. Most technology and items that are worn have also benefited from the Cavna's genius at camouflage technology.

## Appendix

## Random Ship Names Table

1. Roll a Challenge Die to get the structure of the name.

Result	Structure
0	[Adjective] [Noun] of [Adjective] [Noun]
1	[Noun] of [Adjective] [Noun]
2	[Adjective] [Noun] with [Noun]
1e	[Adjective] and [Adjective]

2. Roll 1d20 for the Adjectives and Nouns. You can choose to make the nouns plural or keep them singular.

1d20	Adjective	Noun
1	Red	Strobe
2	Fast	Face
3	Past	Focus
4	Orange	Flash
5	Slow	Body
6	Approaching	Image
7	Yellow	Pulse
8	Rapid	Reach
9	Uncertain	Shadow
10	Blue	Interval
11	Cautious	Visage
12	Distant	Silhouette
13	Indigo	Swell
14	Intentional	Eye
15	Close	Movement
16	Violet	Spectrum
17	Supposed	Message
18	Respected	Gesture
19	Colorless	Beam
20	Sudden	Combination

Examples (made with truly random rolls)...  
 Colorless Swell of Orange Reaches  
 Supposed Pulses of Colorless Bodies  
 Violet Intervals with Reach  
 Gestures of Past Reach  
 Distant Pulse of Orange Messages

# The Fathomless

## Overview

The Fathomless follow the Magna Oscura Nebula in their fleets. They are from many species.

Many are beings who survived the Magna Oscura Nebula, but were changed by Oscurans experimenting with cryptic matter. They are now intelligences housed within thin, hollow shells made of cryptic compounds. Since cryptic compounds cannot survive far beyond the nebula, they are bound to follow it with their ships.

Others are aliens who have encountered the nebula and the changed beings, but have not been changed by the nebula itself. Some are curious about how the conversion process works. They have theorized the existence of the Oscurans, but have not been able to make contact as yet.

Together they are the Fathomless, and their motives towards the nebula and the Oscurans are various: worship; scientific curiosity; lust for power; revenge.

## Biology

There are many species among the Fathomless. For those that are not changed, the GM may invent species as needed. However, a large majority have been changed by Oscuran experiments. The following **Trait** summarizes the nature of these changed beings.

**Trait: Fathomless.** For the true Fathomless, their bodies have been converted into hollow shells of thin, cryptic compounds. They have a translucent quality to them due to the thin layer of material that comprise them, and their fingertips are missing, allowing an opening into their interior. Their voices echo due to their hollowness, and are generated by vibrating parts of their throat matrix. Otherwise, they are diverse in appearance.

Because they are composed of cryptic compounds, any attempts to scan them or transport them have increased Difficulty, which varies according to the current level of knowledge about cryptic matter (see **'Cryptic Matter Interference X' / Phenomenon Severity** under the *sgnei X B ViZg* section). They are also resilient (**Resistance 2**) because of their shell-like structure, and are long-lived.

They do not eat in the regular manner, but absorb radiation emitted by the Magna Oscura Nebula for sustenance.

Their expressions are often blank and unreadable, due to there being no underlying facial musculature. Their movements are also slow, as though moving underwater. Telepathy and empathy do not work well on them (increase Difficulty with the Trait).

Their bodies emit w-particles. They are sensitive to *ab WV dYVi dc*, which their technology is inadequate to detect (see Episode 5).

A rare few among the Fathomless are able to control atoms of antimatter within them, using it as a weapon (see Episode 8). Some of them have Immunities (e.g., Pain, Disease, Vacuum) due to their cryptic matter nature.

*6iigVjiZb dY{Zgvz&9Vgt\!z& 1cZHi z&`ch\}i*

## Names and Language

The Fathomless come from different species, and therefore there are a lot of different languages and naming conventions# Thus, names can come in multiple forms among them.

However, in order for them to communicate with one another, they have come up with a trade language called **Fathomless Standard**.

There is a common name convention in Fathomless Standard in the format of: **[4-letter]-[3-letter]-[4-letter]**. Many of the Fathomless have adopted that naming convention, but some retain their pre-conversion names as well.

Sample names in Fathomless Standard are: *B WdGzi "<j j d Hdd=ZY"8] dZCGVh "7Zb "<j j c.*

Other name examples among them are *EVh] [dφ* and *E[ A\g#*

## Government and Structure

The Fathomless are a coalition of different humanoid alien species that have encountered the Magna Oscura before. Some come from worlds that vanished into the depths of the nebula, others that have investigated the strange phenomenon. They have adapted to a nomadic lifestyle, following the nebula and plundering the strange things that come out of it.

Their flotillas are scattered around the nebula, but the lead fleet would be the one interacted with first. They have self-organized into fleets where a dominant sect is in charge, but it does not preclude the Fathomless of all philosophical backgrounds to mingle.

Known sects of the Fathomless, translated from their trade language as:

- 1) **The Worshipful:** a group ruled by **sage-priests** and **seer-priests** who worship the Oscurans and wish to join them again;
- 2) **The Vengeful:** a group that hates what the Oscurans did to them and want revenge;
- 3) **The Mindful:** a group who is trying to find out the true meaning of who they are now through experimentation (scientists);
- 4) **The Reshaped:** a hidden faction within the Mindful, who are intent on capturing an Oscuran to force it to reveal its secrets.

## Technology

Basic Fathomless technology is primarily based on the following, but they have also raided alien ships and technologies or incorporated tech from their original species.

- 1) **W-particle** sensory technology (a flaw is that w-antiparticles interfere with this technology);
- 2) **Spatial fold torpedoes** that generate lethal **geodesic radiation**;
- 3) Beam weaponry based on **theta radiation**.

Fathomless ships are also varied. Some ships have been altered by Oscuran experiments as well.

Common is the *HZZ' Zg* class, a Scale 3 starship with w-particle and geodesic fold weaponry (see Episode 9).

Some factions have special technology. For example, the Reformed faction has been focusing on technology related to spatial folds, to support their mission of capturing an Oscuran. They are also experts on automatons.

Osmium collider technology is also something some sects of the Fathomless utilize (see Episode 6). Used for various functions, including drive and shielding.

# Weapons

The different species in ; *Vij db zhh* use weapons that are very different from other species in the Alpha and Beta Quadrants. In the case of the Fathomless and Oscurans this has to do with the strange nature of their home in the Magna Oscura. For the Cavna, they have unique biologies and also are learning the most efficient forms of many different technologies including weapons.

NPC entries in the different scenarios are complete with weapon details, but below are the basic stats for the weapons seen in this campaign.

Personal Weapon	Type	Stress Rating	Size	Qualities
<b>CAVNA WEAPONS</b>				
Proto Phaser	Ranged	3▲	1H	Charge
<b>FATHOMLESS WEAPONS</b>				
Theta Hand Weapon	Ranged	2▲	1H	Charge
Theta Rifle	Ranged	3▲	2H	Charge, Accurate
Theta Cannon	Ranged	2▲	2H	
W-Particle Phaser	Ranged	3▲, Vicious 1	1H	

Ship Weapon	Type	Stress Rating	Effects/Qualities	Diff	Power
<b>CAVNA WEAPONS</b>					
Proto Phaser	Energy	By Delivery	Versatile 1	2	1
<b>FATHOMLESS WEAPONS</b>					
W-Particle	Energy	By Delivery	Piercing 1, Vicious 1	2	1
Geodesic Torpedo	Torpedo	5 + Ship Security	Piercing 2, Vicious 2, Close Range	3	--
<b>OSCURAN WEAPONS</b>					
Cryptic Matter Beam	Energy	6▲	Piercing 3, Vicious 1	2	1

# Bonus Materials

We provide some additional characters and ships, should you choose to add to the materials already provided in the adventures.

## NPCs

### Murthaan Pirate (Minor NPC)

Murthaan pirates are common in this region of space, mercenaries-for-hire. Murthaans are tall and thin, with bat-like ears. They use echolocation to help them sense their surroundings, but are capable of using their vision as well.

#### ATTRIBUTES

CONTROL 11	FITNESS 09	PRESENCE 09
DARING 09	INSIGHT 08	REASON 08

#### DISCIPLINES

COMMAND 00	SECURITY 02	SCIENCE 00
CONN 02	ENGINEERING 01	MEDICINE 01

**FOCUSES:** Echolocation Targeting, Piloting

**STRESS:** 11

**RESISTANCE:** 0

#### WEAPONS:

**Type 2 Phaser:** Ranged, 4▲, Size 1H, Charge

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

#### SPECIAL RULES:

**Bold (Security)** (Talent)

### Fathomless Soldier (Notable NPC)

Fathomless Soldiers are those among the Fathomless who have committed themselves to protecting others, or to carry out orders by their superiors. They are found in all factions. As shells of cryptic matter, they have several immunities.

#### ATTRIBUTES

CONTROL 10	FITNESS 11	PRESENCE 09
DARING 09	INSIGHT 08	REASON 08

#### DISCIPLINES

COMMAND 01	SECURITY 03	SCIENCE 00
CONN 01	ENGINEERING 02	MEDICINE 01

**TRAIT:** Fathomless

**FOCUSES:** Concentration, Intimidation

**STRESS:** 14

**RESISTANCE:** 2

#### WEAPONS:

**Theta Hand Weapon:** Ranged, 5▲, Size 1H, Charge

**Unarmed Strike:** Melee, 4▲, Size 1H, Knockdown, Nonlethal

#### SPECIAL RULES:

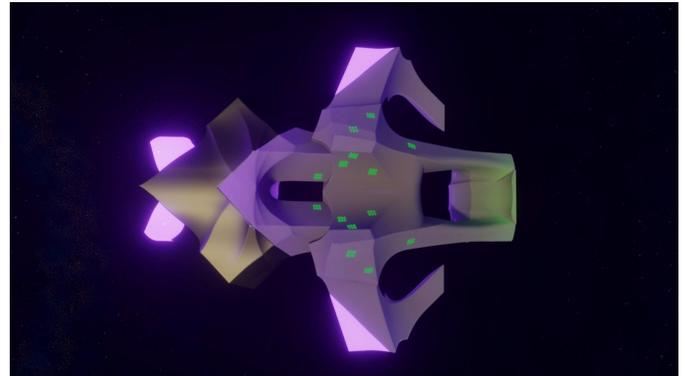
Immune To Pain

Immune To Disease

Immune To Vacuum

## Starships

### Fathomless Ark



Fathomless Arks are among the largest of the Fathomless ships, and often serve as a mobile base for a certain Sect, or as a commerce hub.

#### SYSTEMS

COMMS 10	ENGINES 09	STRUCTURE 12
COMPUTERS 09	SENSORS 10	WEAPONS 09

#### DEPARTMENTS

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

**POWER:** 9

**SCALE:** 6

**SHIELDS:** 11

**RESISTANCE:** 7

**CREW:** Talented (Attribute 10, Discipline 3)

#### WEAPONS:

**W-Particle Beam:** Medium 8▲. Piercing 1, Vicious 1

**Geodesic Torpedo:** Close 7▲. Piercing 2, Vicious 2

**Tractor Beam** (Strength 5)

#### SPECIAL RULES:

Extensive Shuttlebays

Improved Hull Integrity

## Fathomless Salvager



Fathomless Salvagers are used to patrol the Enigmas and investigate what debris the Magna Oscura Nebula has sent back out, changed into cryptic matter or cryptic compounds. They are fast and maneuverable, and can haul much. A central ring in the middle of the ship is for securing what they find with tractor beams, if something is the right size and cannot fit into their cargo bays.

### SYSTEMS

COMMS 09	ENGINES 11	STRUCTURE 08
COMPUTERS 08	SENSORS 11	WEAPONS 08

### DEPARTMENTS

COMMAND 01	SECURITY 03	SCIENCE 01
CONN 04	ENGINEERING 01	MEDICINE 00

POWER: 11      SCALE: 4  
SHIELDS: 11      RESISTANCE: 4

CREW: Talented (Attribute 10, Discipline 3)

### WEAPONS:

**W-Particle Beam:** Medium 7 ▲. Piercing 1, Vicious 1  
**Geodesic Torpedo:** Close 8 ▲. Piercing 2, Vicious 2  
**Tractor Beam** (Strength 3)

### SPECIAL RULES:

Improved Reaction Control Systems  
Advanced Sensor Suites

## Colossal Oscuran (Major NPC)



Oscurans are distortion entities, and may be of varying size. This one is truly huge, and should strike fear into those who encounter it.

### SYSTEMS

COMMS 06	ENGINES 11	STRUCTURE 17
COMPUTERS 06	SENSORS 11	WEAPONS 12

### DEPARTMENTS

COMMAND 03	SECURITY 03	SCIENCE 02
CONN 03	ENGINEERING 00	MEDICINE 00

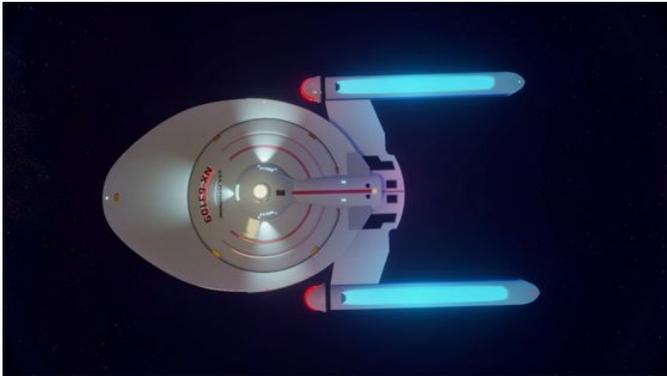
POWER: 11      SCALE: 9  
SHIELDS: 20      RESISTANCE: 9

CREW: Talented (Attribute 10, Discipline 3)

### WEAPONS:

**Unarmed Strike:** Melee, 13 ▲, Size 1H, Knockdown, Nonlethal  
**Cryptic Matter Beam:** Range M, 13 ▲, Piercing 3, Vicious 1

## U.S.S. Persephone NX-63109 (2348)



### 2348 version

The *J#H#EZghZe] dcZ* (NX-63109) is the first of her class. The ship-class was an attempt to design a small and swift exploration and surveillance vessel for the next generation of future Starfleet starship design. Intended to replace various older designs like *DVZg]* class and *B g/cYV* class, *EZghZe] dcZ* ships were stationed along various borders and used for deep space exploration. However, proving to be too expensive to maintain with a maximum independent mission length of just 15 months, only 29 of these ships were built. Prototype vessel *JHHEZghZe] dcZ* NX-63109 entered service as the first ship of her class in late 2348.

**SERVICE DATE:** 2348 (*EZghZe] dcZ* class entered service in late 2348)

**SPACEFRAME:** *EZghZe] dcZ* class

**MISSION PROFILE:** Pathfinder and Reconnaissance Operations

**REFITS:** 0

### ATTRIBUTES

COMMS 10

ENGINES 10

STRUCTURE 09

COMPUTERS 09

SENSORS 10

WEAPONS 10

### DEPARTMENTS

COMMAND 02

SECURITY 02

SCIENCE 04

CONN 04

ENGINEERING 02

MEDICINE 01

**SCALE:** 4

**CREW SUPPORT:** 4

**RESISTANCE:** 4

**POWER:** 10

**SHIELDS:** 11

### ATTACKS:

**Phaser Banks:** Energy, Range Medium, 7▲, Versatile 2

**Photon Torpedoes:** Torpedo, Range Long, 5▲, High-Yield

**Tractor Beam:** Strength 3

### TALENTS:

**High Resolution Sensors** (page 256)

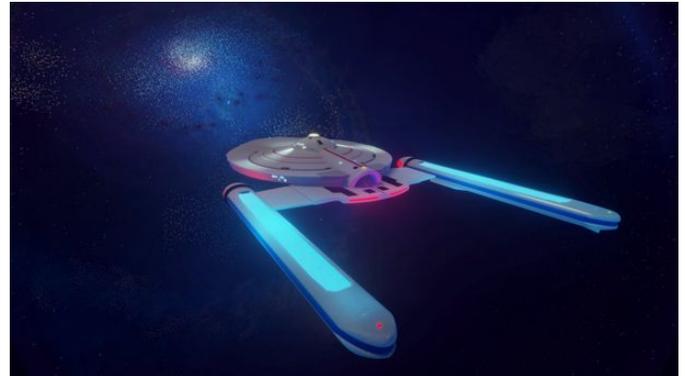
**Improved Power Systems** (page 257)

**Improved Reaction Control System** (page 257)

**Rugged Design** (page 257)

**LAUNCH BAY:** Up to 3 Small Craft at any one time.

## U.S.S. Persephone NX-63109 (2371)



### 2371 version

The *J#H#EZghZe] dcZ* (NX-63109) is the first of her class. The ship-class was an attempt to design a small and swift exploration and surveillance vessel for the next generation of future Starfleet starship design. Intended to replace various older designs like *DVZg]* class and *B g/cYV* class, *EZghZe] dcZ* ships were stationed along various borders and used for deep space exploration. However, proving to be too expensive to maintain with a maximum independent mission length of just 15 months, only 29 of these ships were built. Prototype vessel *JHHEZghZe] dcZ* NX-63109 entered service as the first ship of her class in late 2348.

**SERVICE DATE:** 2371 (*EZghZe] dcZ* class entered service in late 2348)

**SPACEFRAME:** *EZghZe] dcZ* class

**MISSION PROFILE:** Pathfinder and Reconnaissance Operations

**REFITS:** 2 (+1 Engines, +1 Computers)

### ATTRIBUTES

COMMS 10

ENGINES 11

STRUCTURE 09

COMPUTERS 10

SENSORS 10

WEAPONS 10

### DEPARTMENTS

COMMAND 02

SECURITY 02

SCIENCE 04

CONN 04

ENGINEERING 02

MEDICINE 01

**SCALE:** 4

**CREW SUPPORT:** 4

**RESISTANCE:** 4

**POWER:** 11

**SHIELDS:** 11

### ATTACKS:

**Phaser Banks:** Energy, Range Medium, 7▲, Versatile 2

**Photon Torpedoes:** Torpedo, Range Long, 5▲, High-Yield

**Tractor Beam:** Strength 3

### TALENTS:

**High Resolution Sensors** (page 256)

**Improved Power Systems** (page 257)

**Improved Reaction Control System** (page 257)

**Rugged Design** (page 257)

**LAUNCH BAY:** Up to 3 Small Craft at any one time.

# F.A.Q.

L ] M ^h1] Z'gZhiGXYVgZVd[heVXZi] M i] Z' CZVjA/ ^hZb Zg. e\ [gdb 4

Our recommended default is restricted Gorn Space. One possible map is below, but it can emerge in any direction you wish.



However, here are some other recommendations based on the era and quadrant of play:

- ENT and TOS:** Tholian Space
- TNG:** Breen, Tzenkethi, or Talarian Space
- DS9/Gamma Quadrant:** Dominion Space
- VOY/Delta Quadrant:** Nekrit Expanse, Swarm or Hirogen Space

L ] nY^Yi] Z'heZXZh1 ^i] i] Z'gZhiGXYheVXZ'cdi ^d'b dg' i d'ckZhi ^ M i Z i] Z' CZVjA/4

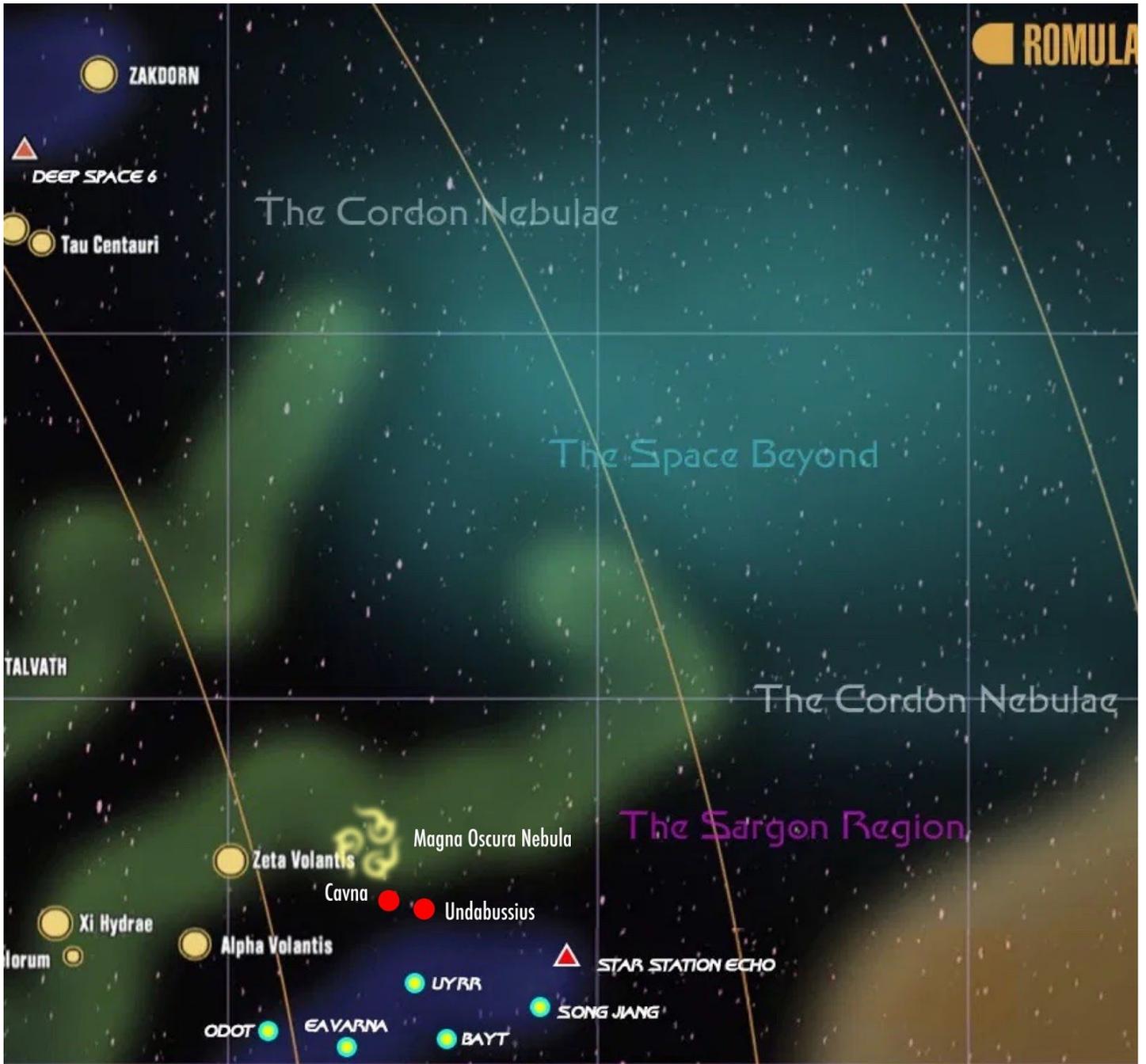
It can be assumed that after losing several science vessels to the Nebula, the species in question has classified findings about the Nebula and deem it to be a problem that will solve itself as the anomaly leaves the boundaries of their space. Also, as the Nebula is passing through the galactic plane, not much of their space has been affected by the Nebula.

So, they have turned their attention to other problems. It's possible to contact them to request cooperation, but they will not devote resources to help beyond a scientist or two, and will insist that their border not crossed. They will enforce that with patrols, if necessary.

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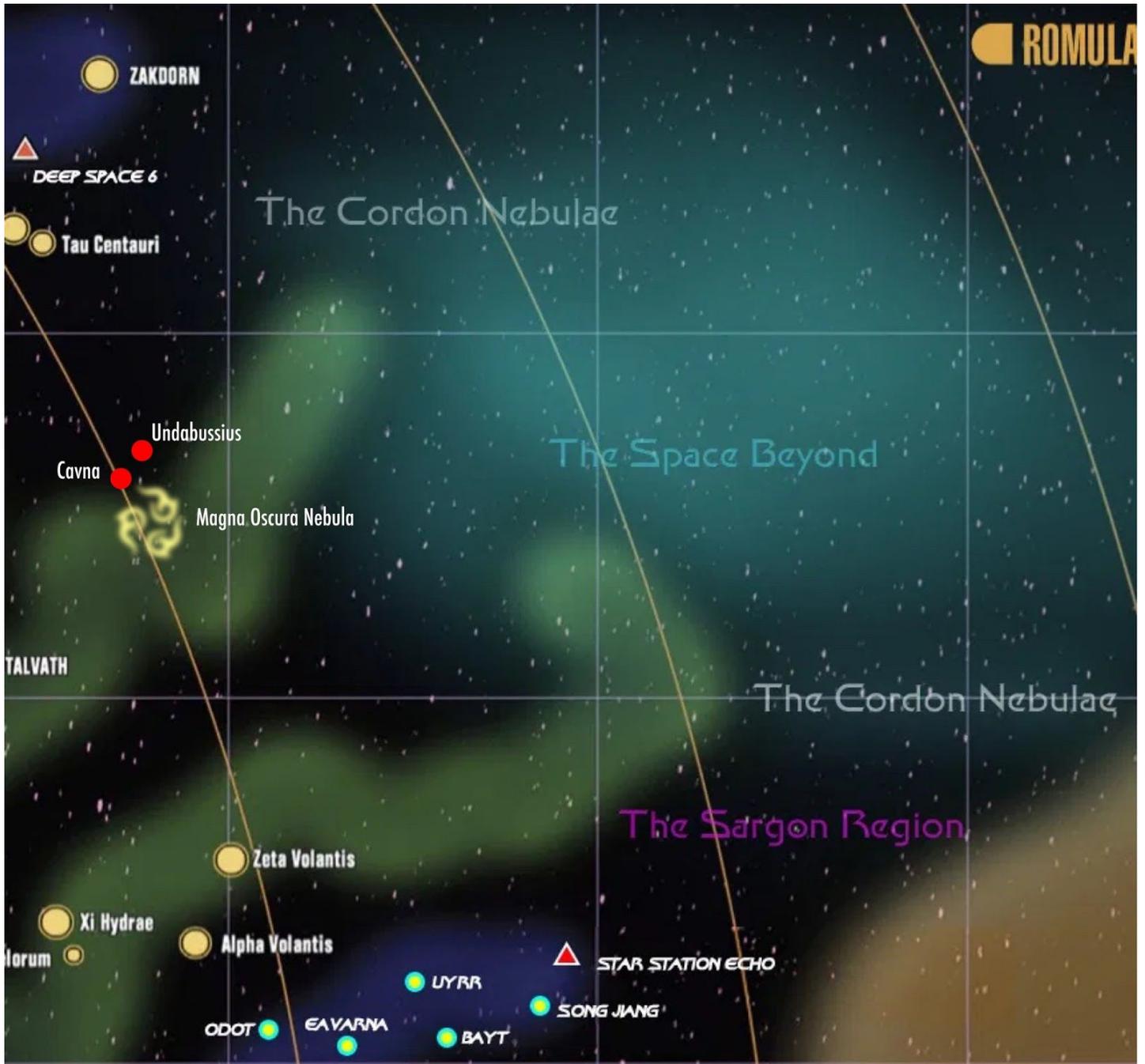
Instead of restricted space, as the Shackleton Expanse is unexplored, it may be placed anywhere in the Expanse that fits with your campaign.

Or, if your crew ventures elsewhere in the Beta Quadrant near the Shackleton Expanse, the Magna Oscura Nebula could be emerging from Romulan Space near Zeta Volantis.



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If you are using the Sargon and Beyond setting, the Magna Oscura Nebula could emerge from Romulan Space 'southward' of Zakdorn and Tau Centauri.



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