

# STAR TREK<sup>™</sup> ADVENTURES

## THE SIXTH RULE OF ACQUISITION

A STAR TREK ADVENTURES MISSION  
FOR THE NEXT GENERATION ERA

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# THE SIXTH RULE OF ACQUISITION

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# THE SIXTH RULE OF ACQUISITION

## SYNOPSIS

While completing a planetary survey in an unclaimed system near the Federation – Ferengi Alliance Border, the characters receive a distress call from DaiMon Remp, a Ferengi trader who has been attacked by raiders. The DaiMon’s ship has been seriously damaged and needs immediate assistance. The characters have the only ship close enough to help.

After rescuing the Ferengi captain and his crew, DaiMon Remp asks the characters to recover members of his crew kidnapped by the raiders, including his grandson Irosh. Unknown to the DaiMon, the raiders were hired by his daughter Doxaia and her husband Bruk, who want to “rescue” their child from his grandfather.

Under Ferengi law, fathers only have parenthood rights for their sons through a lease agreement with the maternal grandfather. In this case, when the lease for young Irosh (now 7 years old) came due, DaiMon Remp refused to renew it. Remp made the decision to take direct custody of his grandson because he is angry at his daughter Doxaia for choosing to wear clothes and act as a full partner in his son-in-law Bruk’s business ventures. He thinks his grandson is being “raised in a dangerous environment.”

Not willing to be parted from their son, Doxaia and Bruk hired a Nausicaan raider, Captain Kelshoth (Alpha Quadrant Sourcebook, p. 123) to kidnap their son and deliver him to them.

The characters, after negotiating or battling the raiders and recovering the young Ferengi boy learn the truth of the matter. They will then need to negotiate a solution and decide the child’s fate.

## DIRECTIVES

In addition to the Prime Directive, the Directives for this mission are:

- It is Starfleet’s duty to respond to distress calls
- Maintain the peace along the Federation-Ferengi Alliance border

The Gamemaster begins this mission with 2 points of Threat or each Player Character in the group.

# THE SIXTH RULE OF ACQUISITION

## ACT ONE – OPENING BID

### SCENE ONE – ABUNDANT EQUITY

Captain's Log, Stardate 48213.5

We have been in orbit around 15 Sagittae IV for the past 52 hours gathering detailed sensor readings of the planet as part of our ongoing planetary survey mission along the Federation-Ferengi Alliance border.

While this frigid Class K world is unlikely to host a shore-leave resort any time soon, it does have at least one thing going for it – several small but quite valuable rare metals deposits. I think Starfleet will be pleased with this discovery, which will likely lead to a formal Federation claim on the planet. I look forward to passing on this good news to Starfleet, and to moving on to new horizons soon.

The mission begins just as the characters finish their planetary survey of 15 Sagittae IV. Before they can transmit their findings to Starfleet, however, they are interrupted by a panicked distress call on an open channel:

*“This is DaiMon Remp of the Ferengi Alliance vessel Abundant Equity. I have been attacked by raiders while on a peaceful trading mission through Federation space! My ship is adrift, and the warp core might breach at any moment! I am requesting urgent and immediate assistance from any friendly ship within range!”*

The characters' ship is the closest in the sector to the Abundant Equity, which is currently adrift in Federation space in the Delta Sagittae system, only a few light years from their present location. At maximum warp the characters can rendezvous with the damaged Ferengi vessel in approximately 20 minutes.

Upon arrival on the scene, the characters find the Abundant Equity adrift and dangerously close to the system's primary star. It is already drifting into the red giant's hydrogen envelope and falling toward its core.

DaiMon Remp will hail the characters' ship as soon as they drop out of warp. He is injured (his leg is broken) and panicky, saying his warp engines are on the verge of a meltdown, his shields are failing, and several of his crew are injured and in need of urgent medical attention – *after* he himself is treated, of course – AND he is in imminent danger of burning up in this system's star!

Sensor scans of the Ferengi vessel are more difficult due to Intense Solar Radiation and Gravometric Interference caused by the proximity of the vessel to the binary stars (see sidebar).

#### SCANNING THE FERENGI VESSEL

A REASON + SCIENCE Task, Difficulty 1 (due to Intense Solar Radiation) to conduct a sensor scan of the Ferengi vessel reveals it has sustained significant damage to its engines and shields. Further, its hull temperature is at a dangerously elevated level and is getting worse as the star's gravity well slowly pulls it in.

Momentum spent to Obtain Information from a sensor scan may reveal the following (depending on the questions asked by the characters):

- The Abundant Equity (Da'Kora Class Marauder, Core Rulebook p. 267) is currently unable to stop its drift toward the primary star and its shields, already damaged from combat, are failing under the strain. If nothing is done the Ferengi ship will lose hull integrity in approximately 40 minutes.
- The damage to the Ferengi ship was caused by disruptor weapons common among pirates in the region.
- The battle damage on the Ferengi vessel was targeted and precise, likely meant to disable the ship. Its warp and impulse engines are nonfunctional.
- The Ferengi warp core has sustained damage and is unable to generate a stable warp field, but it is not in imminent danger of a breach, despite what DaiMon Remp may claim.

#### STELLAR CARTOGRAPHY: DELTA SAGITTAE

A binary star system, the primary is an M-type red giant with a bright blue B-type main-sequence star in close orbit. Starships are cautioned to maintain distance from this binary pair due to high levels of solar radiation and gravometric interference.

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Any Tasks attempted within close range of the binary stars are subject to the following complications:

Intense Solar Radiation I  
Gravometric Interference I

### TRACTORING THE FERENGI VESSEL

The most immediate problem, the decaying orbit of the *Abundant Equity* into the star, could be solved with a tractor beam. The characters must first move their ship to Close Range, however, which poses a problem of its own – to capture the Ferengi vessel in a tractor beam the characters will have to bring their ship inside the red giant's hydrogen envelope as well. While their ship can likely weather the negative effects of the maneuver, the complications caused by proximity to the binary stars will make Tasks more difficult.

The characters must first maneuver their ship into the hydrogen envelope of the red giant and adjacent to the Ferengi ship while navigating the whorls and eddies of the gravometric interference caused by the proximity of the secondary star. All this while adjusting for false sensor shadows caused by the Intense Solar Radiation bombarding their ship. Once in place, they can then activate the tractor beam and attempt to tow the Ferengi vessel to safety.

Successfully piloting their ship into the star and in position beside the Ferengi vessel will require a successful DARING + CONN Task, Difficulty 2, which may be assisted by their ship's ENGINES + CONN.

Once in place, successfully capturing the Ferengi vessel in a tractor beam will require a successful CONTROL + SECURITY Task, Difficulty 2, assisted by their ship's STRUCTURE + SECURITY.

Finally, once the tractor beam is in place, a successful CONTROL + CONN Task, Difficulty 2, assisted by the ship's ENGINES + CONN, is needed to maneuver both ships free of the stars and safely into orbit around a barren planet near the edge of the solar system and far from the affects of the binary star.

### BEAMING THE FERENGI CREW TO SAFETY

Although DaiMon Remp will strenuously argue against abandoning his ship even in its current state (and a Social Conflict Task may be necessary to convince him to do so), the characters could choose to try and beam the Ferengi crew on board rather than try to salvage the *Abundant Equity*.

Including DaiMon Remp, there are currently 100 Ferengi on board the *Abundant Equity*. Rapidly transporting this many beings is difficult under normal conditions, but the Intense Solar Radiation and Gravometric Interference caused by the binary stars will make the procedure even more complex.

Because of these complications, a mass transport will only be possible at close range. The characters will have to maneuver next to the Ferengi Ship with a DARING + CONN Task, Difficulty 2, which may be assisted by their ship's ENGINES + CONN.

Once the ship is in place, successful transport of the Ferengi crew will require a Timed Challenge to execute the Ferengi crew via mass transport before their ship falls too close to the red sun's core and burns up. The characters will have a maximum of 6 Intervals to complete the task (each Task taking 2 intervals).

First, a REASON + ENGINEERING Task, Difficulty 2, assisted by the ship's COMPUTERS + SCIENCE to boost the gain on the transporters enough to compensate for the gravometric interference.

Second, the transport begins. A DARING + SCIENCE Task, Difficulty 2, assisted by the ship's COMPUTERS + SCIENCE. This Task must be successfully completed twice to bring the entire Ferengi crew on board. Failure to complete the Timed Challenge within 6 intervals means some of the crew perishes as the Abundant Equity disintegrates.

#### REPAIRING THE FERENGI VESSEL

Once free from immediate danger, DaiMon hails the characters' ship and demands they offer repair and medical assistance to his wounded vessel and crew, as required under Federation law in this sector (astute officers may argue that no such law exists, but there is also the matter of the mission Directive to maintain the peace along the Federation-Ferengi Alliance border).

Assessing the extent of the damage to the Abundant Equity can be accomplished with a successful REASON + ENGINEERING Difficulty 1. This can be assisted by their ship's SENSORS + ENGINEERING. A successful test reveals the following:

- While the Abundant Equity's warp drive is functional and not in danger of breach, a disruptor hit overloaded engineering systems and caused a coolant leak. This flooded the ship's engineering section with toxic chemicals, seriously injuring two of the crew. Repairing this will require:
  - First venting main engineering and safely shutting down the overheated warp core with a CONTROL + ENGINEERING Task, Difficulty 1.
  - Followed by repairing and recharging the warp drive coolant system with a CONTROL + ENGINEERING Task, Difficulty 1.
  - Once the above tasks are complete the warp drive can be slowly brought back online. DaiMon Remp and his crew can manage this task on their own.

- Several of the field emitters that power the Abundant Equity's shields have been overloaded and knocked out of alignment. Until these are repaired the Ferengi ship will be unable to raise shields. A successful CONTROL + SECURITY, Difficulty 1 Task will repair the shields.
- Impulse Engines and Maneuvering Thrusters sustained significant damage from disruptor fire. Repairing them is not technically difficult, but it is finicky work in cramped spaces, requiring a successful FITNESS + ENGINEERING Task, Difficulty 2.

The main characters need not complete all this work themselves, as some or all the tasks listed above can be completed by supporting characters. The characters could also opt to leave the repair work to the Ferengi to carry out on their own, but in that case the DaiMon will complain loudly about being abandoned helpless to further pirate raids. At any rate, the Ferengi will be hard-pressed to complete extensive repairs while their two lead engineers are on death's door from injuries sustained in the warp core coolant leak.

#### MEDICAL EMERGENCY

Several of the Ferengi crew sustained injuries during the battle. Most of the injuries are minor breaks and bruises from being tossed around, but two of the ship's engineers are suffering from life-threatening injuries due to chemical burns caused by the warp core coolant leak.

- The two Ferengi engineers will die unless treated soon, and the meager Ferengi medbay is not up to the task. Treating them requires a CONTROL + MEDICINE or INSIGHT + MEDICINE, Task difficulty 2. This may be assisted by the characters' ship with SENSORS + MEDICINE.
- DaiMon Remp sustained a broken leg and several smaller lacerations during the raiders' boarding action (he was attacked by a rather large and vicious Gorn raider). Remp will complain loudly and often about his injuries and insist that he be treated first.
  - A successful social conflict Task can convince DaiMon Remp to allow members of his crew with more serious injuries to be treated first.
  - Treating the DaiMon's injuries is a CONTROL + MEDICINE Task, Difficulty 0.

## SCENE TWO – NEGOTIATING A RESCUE

Once repairs are underway on the Ferengi ship and captain and crew have had their medical needs tended to, DaiMon Remp asks the characters for a meeting.

- The DaiMon explains that five members of his crew were taken prisoner by the pirates, including his grandson Irosh. All the captives, including Irosh, were taken from the mess lounge, which was where the pirates beamed aboard. DaiMon Remp was in the lounge with his grandson during the boarding action, and he claims to have received his injury trying to defend the boy from the rather large Gorn who took him.
- He thinks the Federation owes him, after all it was their lax security in this sector that led to the pirate attack!
- In fact, now that he thinks about it, it seems to DaiMon Remp that the Federation may also need to reimburse him for damages to his ship and his cargo hold full of Yamok Sauce that has spoiled because of overheating from proximity to the system's star, something that would not have happened had the Federation been properly patrolling the sector!
- At the very least, the DaiMon insists the characters must try and rescue his grandson. Who knows what terrible fate awaits the young Ferengi boy at the hands of these bloodthirsty raiders?
- While he cares little for the missing crewmen, returning them would save him the trouble of finding and training new crew. That said, given he would be required under the terms of their contracts to pay a significant sum to their families should they be confirmed killed while in his employ, he would prefer not to know if any crew are found to have moved on to the Great Exchequer.

DaiMon Remp does genuinely care for his grandson, and while he will begin his negotiation with the characters with an aggressive posture full of bluster, he will quickly switch to begging and pleading if the Starfleet crew seems unlikely to help.

Remp will tell the characters that he is certain the Abundant Equity was able to damage the raider vessel. A direct phaser strike to their warp nacelles left them limping away on impulse power only, meaning the characters may still be able to catch up to them if they can track them. He is worried that any further delay in tracking down the raiders will give them time to repair their warp engines and be gone for good.

A REASON + CONN Test, Difficulty 1, (which can be aided by their ship's SENSORS + CONN) will identify the impulse trail left by the raider vessel. The trail can be followed to find the Nausicaan ship. If momentum is spent to Obtain Information, the following can be discovered through an analysis of the particles in the trail:

- The raider vessel has sustained damage to its warp nacelles, as evidenced by traces of dilithium particulate in the trail.
- Based on an analysis of the trail, the damage to the nacelles is likely not severe, and it is likely the raiders will be able to repair the damage in a matter of hours, not days.

# THE SIXTH RULE OF ACQUISITION

## ACT TWO – AGGRESSIVE NEGOTIATIONS

### Captain's Log, Supplemental

With the most urgent repairs completed on the *Abundant Equity*, and its crew's medical needs tended to, we are now in pursuit of the pirates responsible for the attack. The abduction of members of the Ferengi crew, including the DaiMon's own grandson, is particularly troubling. I have sent a priority message to Starfleet Command informing them of the situation, but the fact is the best chance these people have of being rescued is myself and my crew taking immediate action.

Once the impulse trail is found it is a simple matter for the characters to catch up to the Nausicaan ship, which is currently moving under impulse power only as they try to repair their warp engines. The raiders are currently in deep space but moving at full impulse toward a **Class III Nebula** where they are supposed to meet with Irosh's parents to deliver the child and receive payment.

### THE NEBULA

Captain Kelsoth plans to use a Class III nebula in deep space as cover for his rendezvous with Bruk and Doxaia to deliver their son.

The Class III Nebula trait raises the difficulty of all Sensors, Weapons, and Engines Tasks by 3 for both the characters and their adversaries while within the nebula.

The raider vessel is captained by Kelsoth, a Nausicaan pirate of some notoriety in the Alpha Quadrant. A quick query of the ship's computer records will turn up some basic facts about him (see Alpha Quadrant sourcebook).

Captain Kelsoth has one goal in this encounter: keep the Federation ship distracted long enough to make it into the nebula where the characters' ship will lose much of its tactical advantage. He knows his employer is hiding in the Nebula as well and, if he can transfer the captive Ferengi child to them and receive his payment, he will then try to flee.

Kelsoth has no desire for a head-to-head conflict with Starfleet and will keep the characters talking for as long as possible, always inching his way toward the nebula. His intention to seek cover in the nebula should become obvious to the characters without much effort.

- Kelshoth is arrogant, proud, and loves to hear himself talk. He will boast that his ship is more than a match for the characters' Starfleet vessel, and urge them to leave while they can.
- He will attempt to bargain if he thinks it will buy him more time, offering to return all of the Ferengi crewmen if the characters will allow him to beam them over (which Kelshoth will use as an opportunity to beam over his boarding party should the characters prove gullible enough to actually lower shields).
- Kelshoth will refuse to surrender Irosh however, as he claims to have grown rather fond of the boy and wishes to keep around as a member of the crew.

Once in the nebula, Bruk and Doxaia, the Ferengi child's parents, will come out of hiding to maneuver their vessel (a small acquisition-class scout) alongside the raiders and beam over their payment in return for their son.

If it looks like the characters will try to prevent Kelshoth and his ship from reaching the nebula, either by firing on his ship or some other means, he may react as follows:

- The gamemaster may spend Threat to have the raider ship successfully bring its warp engines back online. The characters will have one round where they can detect the warp engines powering up. On the following round Captain Kelshoth will execute a short-range warp maneuver to cover the remaining distance to the nebula.
- If forced to stand and fight, Captain Kelshoth will open fire on the characters' ship with the goal of breaching its shields and getting a boarding party to beam over. The boarding party will be led by his Gorn first mate S'Reed and include enough minor raider NPCs to give the characters a challenge. Kelshoth will order the boarding party to transport to the Starfleet ship's bridge or engineering sections (whichever the gamemaster feels is the most dramatically interesting).
  - Their goal is to cause havoc and confusion long enough for the raider vessel to make the exchange with their clients in the nebula. If the exchange is successfully completed, Kelshoth will attempt to beam his boarding party back and then flee.
- If it appears Captain Kelshoth will be unable to rendezvous in the nebula, Bruk and Doxaia will emerge from the nebula to engage the characters' ship as well. Their small Ferengi scout is no match for a Starfleet vessel, but they hope to be able to provide enough of a diversion for the raiders to gain the upper hand.
  - If the characters open a channel to the Ferengi scout, Bruk will ignore all communications attempts for now.

# THE SIXTH RULE OF ACQUISITION

## ACT THREE – FINAL OFFERS

### SCENE ONE – PARLEY

The characters' ship should win the fight one way or another and emerge without significant damage, but it should not be easy. Ultimately, even if he is winning the battle, Captain Kelshoth knows that causing loss of life or significant damage to a Starfleet vessel would bring too much heat on him from Federation authorities in the region. If he does get the upper hand in the battle, his goal will be to use that advantage to complete his transaction and leave.

Assuming that the characters gain the clear upper hand in battle, they will be able to force Kelshoth to return the Ferengi child and the rest of the captive crew, which Kelshoth will do willingly if he knows he is facing defeat. Before admitting defeat however, he will open a channel and ask to "parley" with the characters to bargain the child's safety for his own escape.

- The characters may engage in a SOCIAL CONFLICT to try and convince Kelshoth to surrender. Whatever Attribute and Discipline the characters wish to use, this will be an Opposed Task against Kelshoth's DARING + COMMAND.
- While this negotiation is underway the characters will receive a separate hail from Brux and Doxaia, begging them to do whatever it takes to ensure the Irosh's safety and revealing to them that the boy is their son.
- Rather than negotiate, the characters may simply try to beam Irosh directly to their ship. Doing so requires Kelshoth's shields be down and, anticipating this maneuver, Kelshoth will instruct his crew to try and disrupt the transport attempt. Successfully beaming Irosh aboard the characters' ship will require a successful opposed Task of the characters' REASON + ENGINEERING against Kelshoth's REASON + ENGINEERING.

If, on the other hand, Kelshoth should actually succeed in driving off the characters' ship long enough to deliver the child and collect payment from his parents, Kelshoth will fire on the Ferengi parents' small scout vessel to force the characters to choose between rescuing the Ferengi or pursuing him.

One way or another the characters should begin this scene with young Irosh on board their ship, either with his parents or with his parents still in their own scout vessel.

At this point the PCs may try to contact DaiMon Remp to let him know they have rescued his grandchild. If not, he will contact them directly, explaining that his long-range sensors were able to pick up signs of the battle and that he hopes Starfleet has succeeded in rescuing his grandson. Remp will be elated and will say he has completed repairs on his warp engines and is already enroute to meet them.

Whether over communications channels from the bridge of their scout, or in person aboard the characters' ship, Bruk and Doxaia will beg to be given their son and allowed to leave with him before DaiMon Remp arrives. They will explain their situation, that Doxaia wishes to raise her son to see her and all Ferengi women as equals, and that they do not wish their child to be returned to his grandfather regardless of what Ferengi law has to say about it.

## SCENE TWO – THE SIXTH RULE OF ACQUISITION

DaiMon Remp arrives and demands that his grandson be turned over to him at once. The characters have a decision to make.

Ferengi law is clear on this matter – the child legally belongs with the grandfather – and to keep him from the DaiMon would be risking an incident between the Federation and Ferengi Alliance. There is also the Prime Directive to consider.

The child, for his part, if asked will say he wants to go back to his parents and not be returned to his grandfather. The DaiMon will say this is irrelevant, as Irosh is a minor and in no legal position to make such a decision. One again this is true, under both Ferengi and Federation law.

The parents, Bruk and Doxaia, will appeal to the Federation crew's humanity and compassion, and the mother scorns the DaiMon (her father) for refusing to renew the lease out of spite for his prejudice against females. The DaiMon will quote the Sixth Rule of Acquisition in response, "Never allow family to get in the way of opportunity." Remp will say that the meager profit to be had from renewing the lease is not worth the cost to him of losing the child's future profitability to him and the family business by allowing the child to be made into a degenerate by his parents.

There are several possible ways to resolve the mission:

- The characters side with the DaiMon and turn over the child to him. The parents are despondent, but incapable of preventing the transfer.

- The characters side with the parents. The DaiMon will respond to this with threats against the characters' ship but will only risk opening fire if he thinks he has an overwhelming advantage. Either way, the result is a major diplomatic incident when DaiMon Remp reports the incident to his government.
- The characters negotiate a new lease for the child. Shrewd characters may realize that the Sixth Rule of Acquisition can work in their favour here as well – the DaiMon can be convinced to relent if he is offered a sizeable enough profit. The characters' ship's recent sensor logs showing rare metals on an unclaimed planet might be valuable enough. The DaiMon, if he rushed, could stake a claim to the planet before the Federation is able to.
  - For this or another similarly negotiated solution, a diplomatic social challenge should be used to help determine success, though ultimately the gamemaster should look to how well the players roleplay the scene to determine how receptive DaiMon Remp is to any offer.
- The characters may come up with another solution of their own devising. The key to success is to keep in mind that the DaiMon is motivated first and foremost by profit, while the parents want – above all – the return of their son, and that neither side is willing to risk death in a full-blown ship-to-ship battle.

# THE SIXTH RULE OF ACQUISITION

## NPCs & SUPPORTING CAST

### DAIMON REMP [MAJOR NPC]

DaiMon Remp is a Ferengi trader of some moderate success in the Alpha Quadrant where he frequently moves goods between Ferengi Alliance and Federation worlds. Very much a traditionalist, Remp believes in the Rules of Acquisition. Despite his dedication to profit, Remp does have a soft spot for family, though he would never willingly admit it.

**TRAITS:** Ferengi

#### VALUES:

- 6th Rule of Acquisition - Never allow Family to Stand in the Way of Opportunity
- 125th Rule of Acquisition - You Can't Make a Deal if You're Dead

#### ATTRIBUTES

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

#### DISCIPLINES

COMMAND	04	SECURITY	03	SCIENCE	02
CONN	03	ENGINEERING	03	MEDICINE	01

**FOCUSES:** Bribery, Finances, Negotiation

**STRESS:** 10      **RESISTANCE:** 0

#### ATTACKS:

- Unarmed Strike (Melee, 4E, Knockdown, Size 1H, Non-Lethal)
- Phaser Type-2 (Ranged, 6E, Size 1H, Charge)

#### SPECIAL RULES:

- Greed is Eternal:** When engaged in negotiations that have the potential for Remp to profit financially, he may spend 1 Threat during the Task to re-roll the dice pool.
- Free Advice is Seldom Cheap:** Increase the Difficulty of all Social Conflict to persuade Remp by 2. This Difficulty increase is removed as soon as Remp is offered something in trade.

### S'REED [NOTABLE NPC]

S'Reed is Captain Kelshoth's first mate, and a foul-mouthed Gorn with an appetite for violence and mayhem. He is loyal to the Captain so long as he provides a steady diet of danger and latinum.

**TRAITS:** Ssessekh Gorn

#### VALUES:

- Nothing Shines Like Gold-Pressed Latium
- There's No Argument a Bat'leth Can't Settle

#### ATTRIBUTES

CONTROL	07	FITNESS	11	PRESENCE	09
DARING	10	INSIGHT	08	REASON	08

#### DISCIPLINES

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

**FOCUSES:** Intimidation, Melee Weapons, Martial Arts

**STRESS:** 14      **RESISTANCE:** 1

**ATTACKS:**

- Unarmed Strike (Melee, 4E, Knockdown, Size 1H, Non-Lethal)
- Disruptor Pistol (Ranged, 6E, Vicious 1, Size 1H)
- Bat'leth (Melee, 6E, Vicious 1, Size 2H)

**SPECIAL RULES:**

- **Claws:** Unarmed strikes gain the Vicious 1 damage effect.
- **Reptilian Skin:** Gorn gain 1 Resistance against attacks from unarmed strikes and blades (but not Heavy Blades).

## LATINUM'S LADY (NAUSICAAAN RAIDER)

**RAITS:** Nausicaan Raider

### SYSTEMS

COMMS	07	ENGINES	07	STRUCTURE	08
COMPUTERS	06	SENSORS	09	WEAPONS	09

### DEPARTMENTS

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

**POWER:** 7

**SCALE:** 3

**SHIELDS:** 9

**RESISTANCE:** 3

**CREW:** Basic (Attribute 8, Discipline 1)

**ATTACKS:**

- Disruptor Banks (Energy, Range Medium, 7E, Vicious 1)
- Photon Torpedoes (Torpedo, Range Long, 6E, High Yield)
- Tractor Beam (Strength 2)

**SPECIAL RULES:**

- High Resolution Sensors
- Electronic Warfare Systems

## DOXAIA & BRUK (NOTABLE NPCS)

Doxaia and Bruk have a strong marriage based on equal parts love of each other and lust for profit. Their child, Irosh, is their pride and joy. Unusual among Ferengi, this married pair are a true partnership, believing that together they can better outwit the competition.

**TRAITS:** Ferengi

**VALUES:**

- We are worth more together than apart
- We have no more valuable commodity than our son

### ATTRIBUTES

CONTROL	07	FITNESS	11	PRESENCE	09
DARING	10	INSIGHT	08	REASON	08

### DISCIPLINES

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

**FOCUSES:** Finances, Negotiation

**STRESS:** 9

**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 4E, Knockdown, Size 1H, Non-Lethal)
- Disruptor Pistol (Ranged, 6E, Vicious 1, Size 1H)
- Bat'leth (Melee, 6E, Vicious 1, Size 2H)

**SPECIAL RULES:**

- **Greed is Eternal:** When engaged in negotiations that have the potential for profit, they may spend 1 Threat during the Task to re-roll the dice pool.
- **Never Make Fun of a Ferengi's Mother:** When engaged in a Task related to protecting their son, they may re-roll the dice pool.