

Star Trek – The Great Game Episode 05 –

'Qilling Time'

"Qilling Time"

Original Story seed idea by Ronaldo Fernandes

The Leichardt has been sent on an urgent mission to the planet Brekkar III to investigate reports that the Dominion have exposed the planet to bio weaponry. The Brekkarians, a new inclusion to the Federation are struggling under the effects of the sickness that has symptoms reminiscent of multiple sicknesses and diseases. The virus has similarities to the Aphasian Virus.

The Doctor has been briefed and is already preparing aid as we head on to this relief mission.

GM's suggestion: I ran this game as a slightly funny version of a Star trek episode. I wanted a similar feel to every Q episode but with hopefully a little bit of humour thrown in. Since humour is a thing that is hard to define in notes, I have put down the basics of the storyline and you will have to run this game a little bit more free-form than probably what is usual for a Star Trek game.

I have based my Q on several characters played by classic British comedian Rik Mayall. It is suggested if you want the same sort of "feel" to your Q please watch some of the following shows. My Q is not simply one of those characters, I took some of the funny bits from each of the characters portrayed (and scraped off the rude bits) by Mr Mayall and threw the ideas into a blender and made it my own. Viewing suggestions, Bottom : Richard Richard, Drop Dead Fred : Fred, Believe Nothing: Professor Adonis Cnut plus more than a little smidgen of Black Adder : Lord Flashheart

A computer check will show that the **aphasia virus** was invented in 2351 by Dekon Elig, a Bajoran scientist, who stored the virus aboard Deep Space 9 as a booby-trap intended for its Cardassian occupiers. The virus did not technically induce aphasia, usually caused by physical damage to an area of the brain, but only mimicked its effects in a similar manner. The virus resided in the temporal lobes of the infected, and had an adaptive synaptic inhibitor. Its symptoms included speaking in gibberish and the inability to understand language. The virus disrupted the brain's processing of aural and visual stimuli. It worked by imposing itself within the established synaptic pathways of the temporal lobes and then rerouting them. In the later stages, the virus caused high fever and attacked the autonomic nervous system, which eventually led to death.

This virus works the same way but eventually leads to the body reacting violently and blood coming from the nasal and aural orifice's leading to death. (Effective treatments should be cooling the subject down as low as possible which will effectively kill the virus or

render it inert.) The Doctor can work on simulations of what is already known in preparation for arriving at Brekkar III.

On the way to Brekkar III the Leichardt notices long range scans signs of technology that come from what seems to be a dead system of worlds. A Reason+ Science + Ships computers (d1) will reveal that this system has been almost fully scanned, examined and probed by at least two separate missions of full scientific starships.

Since the ship is heading in this direction, a quick scan of this system will not put the mission in any kind of trouble

There are four worlds in this system. Three of them are blasted rock balls, and the last one is a gas giant. The crew can pull up information gathered from the previous two missions, one in 2355 and the latest in 2370. The first world is a Mercury like hot rock ball. The second is a Venus like world, although nowhere near as extreme, lastly, the third is Earth-like but the surface is dead, apparently from a conflict over 200 years ago.

When they compare the previous two sessions of scanning, the main difference is that this time all four worlds are synchronised in a line (an astronomical feat of incredible rarity and to a Science officer - Impossibility), and the signs of technology are on the third world in, the one that apparently had the now extinct sentient life.

As the Leichardt travels in system- wards scans show that the planets rotate as normal around their star but they all seem to be in a single line from the innermost planet to the outermost. They are all in line, and seem to stay that way for the foreseeable future. Something is holding these four worlds in place and it does not seem to be causing any kind of instabilities.

Emphasize to the group that there is a major amount of impossibility to what the scans are showing. This is either stellar engineering of a monumental scale or something else is happening.

When the Leichardt reaches the third world and settles into an orbit, they come upon the night side of the planet. The only signs of technology revealed seems to be a brightly lit kilometre sized area of the planet's surface. Whatever that is in that area cannot be seen by scans, but an away team could survive on the surface in arctic gear and breather masks.

When the Away Team beams down to the surface they will see what seems to be a just over 8 meter tall statue of Michelangelo's David (Original is 5.17 meters) , except this one has a fig leaf covering the genitals. The statue is bathed in light and strangely also seems to be the source of the light in this kilometre wide radius.



The away Team may scan it with their Tricorders, the surrounding area and anything else that they want. Everything in the scans reads as normal. Although the planet has been levelled by what seems to have been a nuclear war there is no sign of any kind of dangerous radiation in this kilometre wide area.

The statue that stands in the middle of this cleared kilometre wide area obviously does not belong here. Any artefacts and previous knowledge of the extinct alien race native to this world had absolutely no similarity to the statue.

All of a sudden the away team gets a compulsion to touch the statue, or even to peak under the fig leaf (can be played as a joke) A resistance check that is failed will make the player walk up to the statue and either touch the surface of the statue or go to reach for the fig leaf.

Without any kind of warning suddenly the statue moves and will say in a lightly British accented voice '*Naughty Naughty no touchie !*' and have a big smile on its face. The Away Team will hear a noise reminiscent of 'shing' and will be blinded by a bright flash of light. When their sight clears, they will be back on the bridge of the Leichardt.

Obviously, the statue entity is a Q. He actually appears like an Adonis, curled blonde hair and bright blue eyes, with a self-important personality to match.

He clicks his fingers over dramatically and he is wearing a Starfleet uniform 'To make them feel more comfortable with him'. He has theatrical mannerisms, and tends to be overloud in his reactions to others, but not offensive, just annoying.

He introduces himself with a flourish and a bouquet of flowers or some sort of gift in every crewmembers arms. (Any gift will actually be applicable to each member's home world or culture) Some examples may be a box of chocolates for either gender, some sweetmeats or flowers for the men and in the case of Klingon (Or half Klingon) crewmembers a slab of raw meat. He may give gifts that would seem to be inappropriate or misgendered in that player's culture, but this is not meant to be offensive, Q simply does not really understand.

He then says '***I am the ideal of every race, the love of each gender, men want me, and females want to be me Oh wait that is wrong..... I keep misunderstanding you lower species***' This Q seems to be like a child in an adults body, not in a mental way but more like he reacts to things in a childish way that he seems to think is funny or perhaps even natural.

He seems to want affirmation from the assembled crewmembers, or he just seems to want to hear his own voice.

He goes on for several minutes being annoying when the Captain will try to find out just what is going on, and preferably try to get rid of this Q. Q will not tell them what is going on, he may lightly hint, but not give any sort of important information. Q will either evade all questions about himself with a question or only give a partial answer that may confuse even more.

This Q was originally messing around with the race of this world; he pushed his way in and evidently became the god of this alien species. While he was so absorbed with himself and the potential for the worship and adulation, the native race split into many factions on how to worship him and they fought a war and destroyed themselves. The Continuum was definitely unhappy with him and imprisoned him on this world. He could not do anything, and he is currently on reprieve. He can only be allowed his total freedom if he can get a large group of people, i.e. The Leichardt, to do something that he (Or the Continuum) wants out of their own free will. If this works, he will be set free permanently and have a full pardon.

The Leichardt is Two days away from Brekkar III at Warp 8. All during this time Q will try to 'make friends' with all the crew (mainly the players characters and captain) He will offer, cajole or do almost anything to make friends in the most annoying way with the crewmembers. He wants to repay them for releasing him from that 'awful bondage', and he will not give up until he thinks he has repaid them enough.

When Q is ignored or upsets someone, he acts like Rik Mayall's character Richard Richard in Bottom. '***Oh so that was about you***' or laughing '***I don't understand what you mean***', '***Oh you don't mean that***' Pause ... '***Yeah you don't really mean that***', '***I am so good at this..... why don't you let me do it?***' '***I did such and such millions of years before your entire race existed***' '***All seeing, All knowing, OMNIPOTENT Me***' (theatrically of course)

Get the players to state what their characters do in their 'off time' while the ship is heading to Brekkar III, Q will appear when they are trying to relax, or when something important is happening to each of the crew members. When the crew think they are safe from

any of Q's interruptions that is when he is most likely to turn up. It really seems that he is only trying to help, but he is annoying about it. Try to play up that he just wants to help but the way he goes about it is annoying. If the players ask for something that is way too overpowered or rule breaking Q will give them something close to what they want, but it will either have an extreme flaw to it or just simply be too annoying to use or want. Q will not actually flat out say no to what a player wants but he will question them in such an annoying way, or cast doubt upon what they want that it would be fully easier to not have their wish granted.

Feel free to take a "wish" and twist it to not only your advantage, but also to potentially add humour to the game. Do not be petty or cause problems for your players or upset them, this Q is not malicious or evil; he simply seems like a child stuck in an adults body.

This problem Q and his helpfulness doesn't last, The Continuum decides to step in and starts putting 'tests' in the way of Q, that he personally can't fix, but only the players can. Q will try to do something to help, he waves his hand and clicks his fingers as dramatically as ever, but it simply does not do anything. (He can verbally suggest though)

► a quickly reproducing swarm of Ormanian voles appears in the mess hall, hungry AND on heat. Only about five centimetres in size, blue and white in colour, they are well known to eat up to 20 times their body weight. The voles are actually hermaphroditic and when they reproduce they do it en-mass and need to feed at the same time. They will eat anything plant based and even some things inorganic. When they reproduce (via budding) they put out what seems like static electrical charges which cause them to attempt to breed even more, and increase the rate of growth. The only thing that can stop them is somehow blocking the static charges that will also pacify them. If Q tries to help and waves his hand, the amount of voles will double. The voles will get into the electrics of the mess hall and this will start them reproducing even more fiercely.

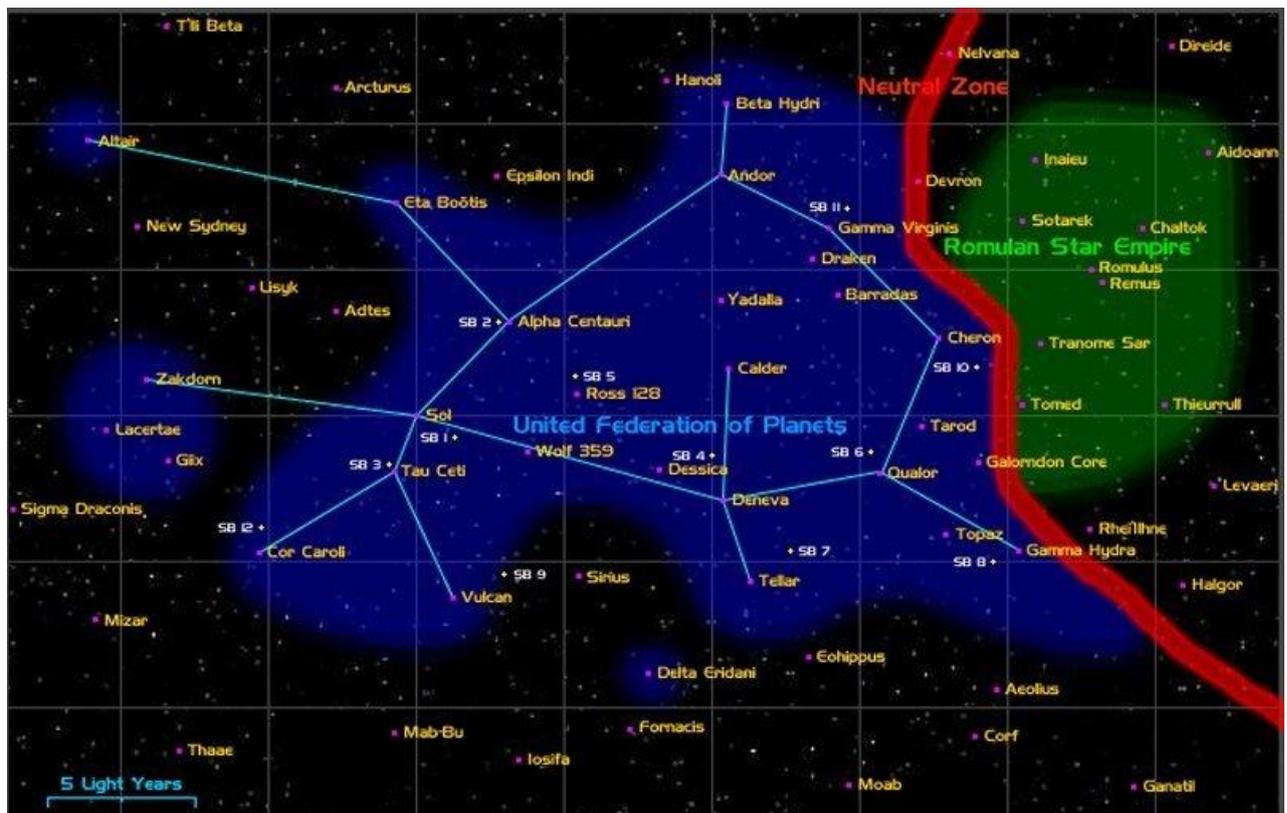
► The energy coming from the warp core is suddenly and dangerously changed to an opposite polarity. The ship drops out of warp, and then there is a sudden build-up of plasma in the warp nacelles. This begins to react with this opposite polarity warp core energy. The nacelles will rupture within minutes, followed by the warp Core going into Breach status. What engineering needs to do is flush the old plasma from the nacelles and turn off the warp core and then restart it. Q will appear and attempt to "help" but only seem to cause more trouble

► Just as the warp core is brought back online, sensors show that there are several ships dropping out of warp nearby. They have not apparently seen the Leichardt but they will not be too far off. They are in an uncharted system of planets and are perhaps 50k kilometres from a bright red Jovian type world with dozens of moons. The ships dropping out of warp seem to come in waves. The first wave is three Jem'hadar fighters, within a minute three more appear, and finally a Jem Hadar Battleship appears. The ship can hide amongst the moons or the rings of the Jovian planet, but they will be found eventually.

When things look bad for the ship, it may have taken damage, or had potential breaches, Q will appear on the bridge and start complaining to the Continuum '*This is all about me isn't it ?*', acting theatrically annoying.

'It's always about me, Q you did this, Q you didn't do that, sometimes I think there should be TWO of me' With a leering grin Q goes to click his fingers to apparently summon another version of himself, but then stops himself at the last second. (Feel free to allow your players to think that he may do this and play it up for all its worth.)

'Why do you have to take it out on these people?' Q stands there ,flipping his forelock back and acting all dramatic waiting for the crew to react to what is going on , then there is a flash of light and.....



The crew finds themselves transported to the Terra-Romulus War era. They are in a NX Class ship, an almost exact copy of the NX01 Enterprise of the 2150's. They are wearing the same outfit and insignias that the pre Federation crewmembers of the time would wear. They find they are in what the 'Coalition of worlds' of this time calls The Earth Sector Z6. The time is late 2159. They are just over Five light years from the 'to be' Neutral zone. Any scans will reveal that the nearest inhabited world is called Aeolius.

Unbeknownst to the crew, Q has helped them ever so slightly. This NX Class ship has shields unlike the previous versions of The NX class that only had 'Hull Plating'

Any skill checks to operate the systems of the NX09 Leichardt will be *one step* higher (+1 level of difficulty) for at least an hour or more until they get used to the antiquated (to them) 200 year old technology.

Within an hour, the ship's sensors detect a Romulan convoy en-route to a Terran colony, less than half a light year away. Aeolius IV is an inhabited Terran Colony with a population of over 5000 people. The available data in the ships computers reveals that it is a light agricultural and industrial colony.

It is not known whether they should attack the Romulan convoy or not. There will be obvious discussions as to whether they will be breaking the Temporal Prime Directive or not. There is no record of the colony being attacked during the War, so they cannot be sure of what to do.

Meanwhile while they are deliberating about what to do, the Romulan convoy of three ships (Two threat per extra ship) reaches the inhabited planet Aeoilus IV. The convoy of Romulan ships systematically begins to bombard first the planets sole moon and then heads menacingly towards the planet itself.

Any person with knowledge of Federation history may make a skill check revealing that there is no record of the planet Aeoilus actually being attacked during the Romulan – Earth war. The question is, is this real or is it a hoax performed for Q's amusement? Alternatively, could it be that there was no information because perhaps the crew of the Leichardt themselves destroyed the convoy?

Any battle here will most likely be undetected by this era's Terran long-distance sensors. The crew can also modify the frequency of the ships weapons, so as to both mask the ships energy signature and even further hide their presence. The Romulan ships prove to be an unequal match with the enhanced NX starships shields and weaponry. (Seemingly pumped up a little by Q? or by the Continuum?)

After the battle, Q appears on the NX 09 Leichardt's bridge. He stands there nodding as if everything is fine, perhaps walking to each crewmember and acknowledging each in turn. He then with a burst of dramatic flair, a great theatrical flourish of his arms and a clicking of his fingers then returns the crew to the present and then leaves without giving any kind of explanation.

Analysis of the historical database shows that there was a ship called the NX09 Leichardt, but the crew remembers differently. History has apparently been changed with only the crew themselves noting the difference.

The nameplate on the bridge of the Intrepid class Leichardt has one extra line stating 'Second of the name'. The Doctor will find that there is information newly placed in the computer for a cure to the Brekkar III virus. Upon recognition of how it may have got there Q's voice sounds in the background '*Your welcome Doctor, no need to thank me, but I'm sure you really want to*'



NX 09 The Leichardt

Comms 05 Engine 08 Structure 07 Computers 05 Sensors 07 Weapons 07

Command +3 Security +3 Science +3 Conn +3 Engineering +2 Medicine +2

Scale: 3 Shields: 10 Resistance: 1

Talents: Has Shields Rugged Design Advanced Sensor Suites Improved Hull Integrity

Weaponry:

Phaser Cannons 8Δ, Medium range, Versatile 2 (gains 2 momentum if attack successful)

Photon Torpedoes 3Δ, Long Range, High Yield (If attack gives a Breach, this gives it one more)

Grapplers (Strength 2)

Romulan 2150 Attack Craft.

Systems

Comms 06 Engines 06 Structure 05 Computers 05 Sensors 07 Weapons 06

Command +2 Security +3 Science +2 Conn +4 Engineering +2 Medicine +1

Scale: 2 Shields: 8

Talents: Prototype Cloaking Device (1 out of 4) Has Shields Improved Impulse Drive

Weaponry:

Disruptor Cannons 7Δ, Vicious 1, Close Range. (adds 1 damage for every affect rolled)

Photon Torpedoes 3Δ, Long Range, High Yield.

They look like smaller versions of the Bird of Prey in TOS. They have back swept wings, green hull colours and styling of a predator type bird on the upper hull.

Thank You to :

Memory Alpha website for the info on Aphasia Virus

I am not sure just where I got the pictures, but thank you whoever originally put them online.

https://en.wikipedia.org/wiki/Rik_Mayall



U.S.S. LEICHARDT

STARFLEET REGISTRY NCC-75805 INTREPID CLASS
SECOND OF THE NAME
LAUNCHED STARDATE 52012.33 UTOPIA PLANITIA
SOL SECTOR UNITED FEDERATION OF PLANETS

FLEET OPERATIONS	SCIENCE OPERATIONS	TACTICAL OPERATIONS	YARD ENGINEERS
COREY BASS JAMES MADDEN PATRICK CAMP MICHAEL BORZI TRACEY RADFORD JOEL DAVIES RICK BERMAN MICHAEL FILLER JERI TAYLOR	JOHN GILBERT THOMAS MITCHELL ADOLPH CLASSEN ARTHUR HENTIG DONALD STUART THOMAS HANDS WOMMAI BILLY BOMBAT	HOVENDEN HELY AUGUSTUS GREGORY DUNCAN MCINTYRE JOHN FORREST ROBERT AUSTIN DAVID CARNEGIE	JAMES MEES ALEX SMUTKO MIKE WESTMORE BOB BLACKMAN ALAN SIMS CHIEF OF OPERATIONS GENE RODDENBERRY

"Exploration is a far more noble and fitting deed" - Friedrich Wilhelm Ludwig Leichardt