

Star Trek Adventures Episode 09 –

The more things change, the more they stay the same.

The Treaty was signed Stardate 52902.0 (November 26 2375, 5.30 am)

Stardate 53039.44. Its been nearly 2 months since the War finished. Since the Dominion signed the treaty on Deep Space Nine. The Leichardt has been on two missions in the meantime, Studying pulsars and aid missions to Cardassia Prime. We have been given new orders to return to Bajor to do a transport mission, this one of great diplomatic importance. The Bajorans want us to transport one of their Orbs to earth as a sign of friendship between Bajor and the Federation and to celebrate the anniversary of the founding of a Bajoran temple and the defeat of the Dominion.

The latest Kai, Katar, has made it clear that he disapproves of the moving of this Orb to Earth even for such a short time as it will be there, but the Government of Bajor overruled him in this case, as they see that it will bring a blessing to the new Bajoran Temple on Earth.

I guess this is going to be full of pomp and ceremony, Kai Katar will have his underlings, as he is well known to be very demanding. I'm glad Admiral Macintyre from Starfleet will be here to help handle the diplomacy. I have heard the Admiral is an able diplomat, with lots of experience, he has spent several years with the Klingons and this has honed his arts in diplomacy quite well.

It isn't very often that I have to wear the dress uniform, but with all the formality that I dread is coming, I think it will get plenty of use. We are going to have to have a fair amount of patience for the next three weeks, I have the feeling that Kai Katar isn't going to make this trip all that easy for us.

The player characters are called in to transport a Bajoran Orb to a Federation planet (say Earth or Mars) as a sign of friendship between Bajor and the Federation and to celebrate the anniversary of the founding of a Bajoran temple and the defeat of the Dominion.

The Orb is to spend a couple of months in a temple founded by refugees who ended up there during the occupation and have since settled permanently on the planet before returning to Bajor. Bajoran extremists are extremely angry, comparing the situation to the Cardassian's taking the Orbs during the occupation and claiming that by abandoning Bajor to live in the Federation the former refugees don't deserve to see the Orb.

The Orb is the 7th of 10. It is the *Orb of Illumination*. It will reveal a memory, usually tragic from a person's past, helping them to overcome the problem it caused them. The Orb can also show events from the future giving Illumination not only on what is to come, but also how that is shaped by the past.

This could potentially remove or change a Value. Sometimes when this orb moment happens it allows multiple individuals to share in the experience, allowing *Illumination* to be shared amongst a group of individuals.

The extremists are planning an attack on the ship mid transit to recover the orb for "true" Bajorans. Probably by using a freighter they've rigged to look like it's in distress as bait. Then the orb activates and things go to hell in a handbasket. What happens when these activists take part in a Starfleet memory, can it change the Starfleet crewmembers ? What happens when the Starfleet crewmembers take part in an Activists ?

Admiral Lucas Macintyre:

180 cm's, bald head except for a 'monks cap'. Sixty years of age. Greying moustache and beard clipped neatly. Grey-blue coloured eyes. Stands tall but seems Wears Admirals uniform neatly and straight backed with pride. An insight check reveals he is proud to be Starfleet and proud of his underlings, who seems to see more than lesser ranks but more as friends and family. He seems to hold a great loss and it seems to be bearing down on him as he grows older.

Kai Katar:

155 cm's, short grey hair, around 50 years of age, immaculate clothing, jewellery on his ear and obvious plastic surgery. Seems to put on airs of simplicity and holiness, but with a Insight check for physical or empathic/ telepathic readings revealing his hidden inner strength and tight inner core.

Encounters:

1: A few days into the trip the Kai complains that the meals have been given are disgusting. It must be the replicators. He causes a great deal of fuss, all the while making it seem that the ship and her crew are at fault. Eventually he decides that one of his Ranjens will cook all his food for him and he demands a place be set aside for this purpose.

2: Some of the Bajoran crewmembers come to the Captain and start to voice their doubts that this transportation of the Orb doesn't seem like the right thing to do. The Captain talks with them and will find out that the Kai and his underlings have been spreading dissent about the mission solely to the Bajoran crewmembers.

3: a week into the trip, about a sector from Bajor the crew gets a call for help, an Antares class starship has had warp failure in subspace and it has come out in a local systems asteroid belt. Radiation from the warp core is blocking the strength of the scans. A d3 Reason + Conn + Ships Sensors will reveal about 20 life signs with scattered levels of damage, not very conclusive. The Captain says that half of the crew are hurt and need medical assistance. This is a ruse. When answering hails the Bajoran captain and another crewmember are seen on the bridge, consoles are sparking and there is smoke in the air.

The Captain is trying to get his crew on board where they will head out of sickbay, armed with plastic based projectile weapons, and try to take the Kai and the Orb of Illumination back to their ship.

What will happen, while the fighting is going on, players nearby will hear, a d1 Insight + Security check , is that it seems like both the Kai and the Admiral are fighting to protect the Orb

together, but the Kai is saying 'You don't deserve the Orb' with the admiral being diplomatic despite what is going on.

Eventually with all that is going on, both Kai Katar and Admiral Macintyre will try to protect the Orb, both of them falling onto it and setting up several Orb experiences.

Orb Dream 1: Is it the Admiral ?

The 'dream' opens on the bridge of a Nebula class cruiser. Everyone is wearing Season Four style Next Generation uniforms. There is a huge amount of noise, alarms are going off, red alert is flashing and a voice coming over communications is saying in Jean Luc Picards voice '**Resistance is futile. You will disarm your weapons and escort us to Sector 001. If you attempt to intervene we will destroy you.**'

What happens next is the ships at Wolf 359 will then attempt to attack the Borg cube and a scene reminiscent of Star Trek Deep Space 9 episode 01 "Emissary" will commence.

The Captain of this ship, the USS Shropshire, NCC 61959, a Nebula class cruiser, is Captain Lucas Macintyre. He will give orders to attack, firing phasers and torpedoes to no affect. The Borg cube then locks on to the Shropshire and uses its cutting weapon causing console explosions and crewmembers being violently thrown across the room.

In the view screen after the explosions happen a single nacelle cruiser drifts into view, plasma trailing from its engines, burning in space and the warp nacelle cut in half.

Captain Macintyre calls for the crew to head to the escape pods while he seemingly means to stay to the last. The players head off, but the nearest escape pods are one deck below. On the way to the escape pods other borg blasts hit the ship, opening the crowded corridor in front of them. The explosive force of vacuum starts to hit the players just as a forcefield cuts in saving them, but not the dozen or so in front of them.

The players get to the nearest two escape pods, but 10 other crewmembers are wanting to get in as well. The players end up having to choose who gets the escape pods. If they don't escape via the escape pods, a transporter system is only half a deck away. They can do scans from there and find that the only crew showing life signs are the players themselves and one on the bridge, the Captain. They can escape using the transporters to another ship that won't be fully destroyed.

This dream shows the selflessness of the Captain. This changed his life forever. He went up the ranks knowing that through great sacrifice great deeds can be done, but most of all, a crew must stand together to survive. Captain Macintyre's ship lost 80% of his crew.

Orb Dream 2: Now who could THIS be ?

The players appear in a small cavernous area with two obvious levels, a few tunnels heading off in all four directions and an opening to the outside. Strewn around this small cavernous area is what seems to be junk. Packing containers, bits of military equipment, and facing the hole to the outside is two small Bajoran style fighters, looking all the worse for wear, one should be scrap.

The thing that that don't notice straight away is that they are all now bajorans, nose bridge, earrings and all. They are wearing rag tag clothes, almost some sort of uniform but made up of

different types of clothes, and each and every one in this cavernous area, about 30 people all told (including the players) have some sort of wounds or damage.

It is about mid year 2350, although they won't know that unless they ask someone. They have just fought, as a group, a battle against the Cardassians. They attacked the Bikal Processing Camp, an agricultural compound that used Bajoran slaves for food production for the Cardassians. They freed all the Bajorans and made the Cardassians flee for their lives. That's where all the damage to the two fighters came from.

The leader of the Bajoran terrorists is a woman named Eras Neena (First name neena), she is a tall, tough looking woman with half of her left ear missing. She is talking to an underling and having a verbal disagreement with him. One of the other Bajoran terrorists turns and remarks Neena and Imra are going at it again. I can't believe those two are betrothed..... *walks away shaking his head*

Neena and Imra both look about the same age, mid 20's, she is tall and tough, while Imra is shorter and always seems to look clean and neat. Neena's personality is fiery, while Imra's is cold. A small hint of the conversation overheard is that Neena wants the group to move and then try another raid, Imra wants the group to stay in the caves, heal up and rebuild to then attack again. Things get heated, Neena starts shouting at Imra and he just turns and walks away to the cave mouth and outside.

If someone has History as a focus, especially Bajoran, or they happen to be Bajoran, then they may make a Reason + Science difficulty 3. The names Bikal Processing Facility and mid year 2350 will give them a hint that this group of terrorists are bound for death by the Cardassians and the name Eras Neena was implicated in their deaths. The only survivor was someone called Katar Imra, the person who has become the latest Kai.

Imra disappears for the day, coming back late at night. There are only two guards watching the entrance. He walks in checking his Bajoran phaser, looking distracted and slightly worried. He then heads to the two Bajoran fighters in the main cavern, inspects them for half an hour and then apparently goes to talk to Neena. If questioned about why he is examining the two fighters he will say something along the lines of 'Neena wants these up and running for the next raid. We have to do what she says.....' his voice trailing away as he heads up to see Neena in their quarters.

An Insight + Security or a Daring + Security check (d2) will suggest that something is wrong. Imra comes running out of the area that he and Neena share, the sound of phaser shots echoing out of the room. Imra then runs for the entrance pulling a small device from his pocket and pressing the buttons on it.

All havoc breaks loose. The two fighters erupt in balls of flame, spraying metal and collapsing the roof of the cavern, killing dozens of people all in an instant. A successful Fitness + Security check (d3) (Unless the player specifically announced certain precautions were taken) makes the Character take 2 CD damage, everyone who fails takes 6 CD damage, with more than one Effect indicating a crippling wound, as in a broken leg (+d2 to physical tests) or some similar thing. Complications will leave people bleeding, sprained wrists or slight concussion increasing difficulties by at least one dice.

Those that survive crawl out of the rubble to the entrance of the caves where they are then confronted by a squad of cardassians, armed to the teeth and ready to fire.

A Reason + Security (d3) check shows that as they 'die' in a hail of phaser fire from the Cardassians Imra Katar is standing off to the side shouting at a Dalin (Equivalent to a Troop Leader. "I

told you everything you wanted..... you said you wouldn't kill them..... Oh well we can blame it on Neena."

After this Imra Katar works over the next 25 years to become some one 'important' stepping over his underlings to gain the power he wants. How the players can prove this is up to them, but it seems like Kai Katar has got away with things and doesn't seem to have anything to worry about.... One idea though, did Eras Neena really die, or did she get away to hide on one of the many moons of Bajor or in it's system ?

Orb Dream 3: Is it the Future or the Past ?

They appear sometime unspecified time in the future. (Possibly Stardate 57066.687 - January 25, 2380, Time: 09:46:42 – about 4 years in the future). The ship is orbiting a Neptune sized world, with a starbase in orbit and a small fleet of ships (perhaps 20 ships, most of them Starfleet style – some are of unknown type)

All of a sudden over 40 ships of a definitely unknown type appear as if teleported. They get hailed by a Herald Captain saying essentially in ominous tones 'Give up surrender and live, or fight and die'

The first to shoot is a Jisaani ship, unleashing spread of photon torpedoes and doing no real appreciable damage to the Herald ship. The hail closes down with the words of the Herald captain 'Your choice has been shown, Your Fate is now sealed'

Action scenes can be small Herald fighters ramming ships, going straight through their shields and then beaming onto the bridge and other important sections of the ship. They step up to a forcefield and making a d20 test of Fitness and Medicine they pass on through it.

according to Star Trek Online the Iconians have two servitor species called the Elachi and the Solonae, species native to subspace. That's why they can walk through forcefields.

The only defense could be tuning the warp core to affect the subspace field around the ship and modifying the shields to rotate so that they can't walk through them, or send their weapons straight through the shields