

# Steal the Bismarck

SUGGESTED ERA OF PLAY: **After 2285**

SUGGESTED SPOTLIGHT ROLE: **Operations, Security**

## SYNOPSIS

After the theft from space dock of the USS Enterprise in 2285 by Kirk, Starfleet Security made some changes. Now Security wants those changes tested in the field. Unfortunately, the Tal Shiar may get word of the test and try to take advantage of the situation.

## OPENING LOG

*"GREEN ALERT. AUTHORIZED DRILL IN PROGRESS. SCENARIO: SPACEJACKING. GREEN ALERT. WARNING: SPACEDOCK DOORS ARE **CLOSED**"*

## MAJOR BEATS

### CAPTAIN JAMESON'S RETIREMENT PARTY

The crew are taking leave on Star base 18. Also in dock is the mighty USS Bismarck, battle scarred by her final battle with Gorn separatists. She is to be decommissioned, her crew already dispersed to new assignments. The crew is invited to the amiable captain Jameson's retirement party. At the party, Jameson will tell tales of his missions. If a crew member succeeds at an Insight +command D2, they will see Jameson's sadness at separation from his career and home (which he will then reveal that the Bismarck is not to become a museum ship, nor go to a reserve yard, not even broken down for parts, but to be used as a test target to see why exactly it was so durable). Meanwhile, a jovial and rotund merchant tries to sell the most scientifically inclined crewman "a genuine Galactic Pixie", but when the cloth over the force field box is dramatically removed, the box is empty and Cyrano Jones departs post-haste. The Romulan ambassador makes small talk and gifts the crew with a delicate metallic sculpture. Finally, Commander Heisenberg from Starfleet Security recruits some or all of the crew for a fully authorized "white hat" security drill. To test the post-Enterprise theft procedures to see if they will stand up to a determined rogue command crew.

## GRAND THEFT STARSHIP

Heisenberg's mission for the intrusion team is to space jack the Bismarck. This must of course be done without damaging the ships or Station, and actual injuries must be avoided. Station and ship personnel will respond to the drill with similar restraint. Phaser stun, wrestling, and nerve pinches are OK, but avoid doing so near a hazard like a railing. Hand to hand daring +security rolls are 1 level harder for the attacker if the attacker is being careful to avoid accidental injury. Firing a phaser not on stun will sound ship wide alarms "did someone fire off a phaser?" Reckless acts endangering their opponents will be negatives on the Reputation rolls at the end of the adventure, even if actual injuries are avoided.

The standard measure of securing the Bismarck is the computer lockout of unauthorized personnel. Overcoming this through hacking is an extended task which must be done on site with a difficulty and resistance equal to the Bismarck's security discipline of 3. After four turns or any turn with no successes, Security will detect the hacking attempt and sound the alarm. There is also a good chance that a roving security team will come across the hacker's physical location, depending on how well they hid. Physical access to the main computer will give a free break though, but the computer is patrolled and will be checked after three turns of work. For clever crew, the best way to overcome the computer lockout is to convince Captain Jameson (who can be easily found in a Star base lounge looking wistfully out the window at the docked Bismarck) to help the team. Convincing Jameson is an extended task of D3 R0 Presence +Command. It might take precious time to gain his trust, but the attraction of one last adventure, and to return to his beloved Bismarck will be very tempting. His command codes can grant the crew authorization. They have 6 intervals of extended task before Jameson leaves the public areas to prepare to depart the station for his retirement.

In addition, the post-Kirk new security measures are:

- Internal scans have a good chance to detect unauthorized transporter activity and sound the alarm. This can be tricked by beaming over at the same time as an authorized transport. The best scenario for this is to beam when the security team is relieved (a contested roll

between the one doing the beaming versus the security officer's control +security of, assisted by the Bismarck's Computers +Security of 11. However, there will briefly be two security teams on board as they hand over the shift. Alternatively, the intrusion team could spacewalk over undetected, which is a contested daring +conn roll versus Space dock control's 10(3) scans assisted by the station's 12. It would then be necessary to open a locked airlock, which is simple with Jameson's command codes but otherwise a D3 Control or daring + Security. Any failure sounds the alarms.

- A code is required to open the Star base's space doors, which is only issued to vessels scheduled to leave that day. A captain or first officer can get this code by lying to Space dock control, telling them that the crew's original ship must depart briefly on some pretext with a Presence +Command D2 to avoid awkward questions but not triggering an alarm. Non-executive level officers might need to learn the daily code from an unprincipled captain of a small ship scheduled to leave. As it happens, Cyrano Jones has just requested departure clearance and is vulnerable to bribery and intimidation. He is particularly nervous right now and any mention of his missing Galactic Pixie will cause him to fold like a wet paper bag. Gluttons for punishment might try to hack the Star base's computer for the code. This is a similar procedure to hacking the Bismarck but Star base 18's security rating is 4.
- A team of a dozen security officers are securing the Bismarck. Four are monitoring in Security Central on the largest deck, one mans the bridge internal security panel and another guards main engineering. The other six patrol the ship randomly in teams of two and might be encountered at any time. If the intrusion team has control of the bridge's internal security station or Security Central, they can neutralize security by flooding all other areas of the ship with sleep gas (the Ansetatine Gas Defense used on the Enterprise both for and against Kahn). Later eras may neutralize security with internal force fields instead.

If the alarm is sounded, the security team, Star base crew, and non-intrusion team from their home ship can be expected to act fast to prevent the theft. On the turn after the alarm sounds a large team of Star base security will beam in and the test will be over. Unless the intrusion team raises the shields or gets out of transporter range first.

Prior to TNG, Getting the Bismarck under way is difficult unless there is a crew in engineering (or one very busy person making a control + engineering D2 roll). In later eras increased automation makes this unnecessary. If the crew overlooks this, they may find the necessary switches and controls are set for them (see next section). If the intrusion crew manages to get the Bismarck out of space dock and even briefly into warp, they have won the scenario and Starfleet Security will rethink their countermeasures. Either way their mission is over. But the adventure might not be...

#### ACTUAL GRAND THEFT STARSHIP

The sculpture that the Romulan Ambassador gave to the crew at the party had a bug and transmitter in it. If suspicious crew think to scan it, the bug isn't hard to find. Unfortunately, Commander Heisenberg didn't think of that and the Ambassador pulled a similar trick on him and his office is bugged. If the intrusion team doesn't take measures to detect this, their briefing and plans will come to the attention of the Romulan Tal Shiar. If the team does detect this bug, there will be no Romulan theft attempt. Otherwise, Doth Haladrin is the Tal Shiar agent posing as the ambassador's aide who will try to take advantage of the situation. Haladrin will try to gain access using the same method the crew uses. If they beam in at the same time as a shift change, so will he (to a third transporter room, there are 4). If the team enters the ship from a docking port, Haladrin will follow a few minutes later. Many methods of defeating security leave security compromised: if the team breaking in thinks to "lock the door" behind them, then Haladrin must make the same extended test to enter that they did, and may accidentally sound the alarm! Spending some threat may prevent this. If the intrusion team does not think to secure engineering, Haladrin will knock out the security guard and then will operate the consoles as necessary to get the Bismarck into warp when the Bridge intrusion team tries to warp out. If the intrusion team did think to

operate main Engineering, Haladrin will hide nearby. As an added precaution he dons an engineering suit complete with respirator and helmet. This will both protect him from Anestatine gas and obscure his identity. If his bug has alerted him to other aspects of the Intrusion team's plan, he will attempt to take precautions.

Once the Bismarck warps outside of Star base 18's defenses, a waiting cloaked Romulan Warbird (Core p.262) will beam a boarding party over. If the shields are still up, Haladrin will cut power from Engineering to allow the boarders to beam in. These 20 Romulans are not wearing uniforms but are heavily equipped for maximum aggressiveness (pay some threat). They will attempt to take the ship, and the intrusion team will need to team up with the security team to stop them. If the intrusion team tries to warp the Bismarck back to the Star base, Haladrin will prevent that from main engineering and will need to be overcome. Starfleet crew should call Star base 18 for help, this should climax with overcoming the warp problems on their original ship (see minor beats). Once their ship is on the way to the rescue, the Romulans will beam out and quietly slip away under cloak. If help does not come in time and they successfully take the Bismarck, the Romulans will attempt a run for the neutral zone. The crews' ship can give chase, and with more modern drives will probably be able to catch up for a showdown just before the twice captured Bismarck escapes over the neutral zone. If the crews' ship is particularly slow, they may need to cross the neutral zone and have their showdown before the Bismarck reaches Romulan space. They do not have much time if they do, as a larger Romulan ship is waiting on the Romulan side to receive their prize and they may breach the neutral zone if the original crews' ship does. If neither side backs down, the situation may escalate until the Admiral on Star base 18 orders Starfleet to destroy the Bismarck and withdraw rather than let it fall into Romulan hands.

Any stunned Romulans will go into a strange seizure. This is caused by a surgical implant designed to kill them to prevent them from falling into enemy hands. A first aid roll D3 can prevent immediate death of the Romulan operative, but it will be necessary to remove the implant surgically to save the Romulan. This is a control+ medicine D4 but with the ship's assistance. Those crews who manage both capture and save a Romulan operative

will have scored a significant diplomatic and intelligence coup, resulting in positive outcomes to Reputation. Also, the prisoners can be exchanged for captured Starfleet assets. In a future adventure you can have an ally be available to the crew because of this exchange.

### MINOR BEATS

Cyrano's missing "Galactic Pixie" is a subspace entity which went straight to the warp drive of the crew's original starship. This causes a warp drive malfunction, taking it off line. Any crew not on the intrusion team will have their hands full using the scientific method to determine why the engines are malfunctioning, then performing an extended task to drive the entity out of the warp drive.

### KEY NPCS

Cyrano Jones is not explicitly malicious, but dangerously negligent. He is on p.50 of the Animated Series Supplemental Guide. Commander Heisenberg will be professional, but will not take kindly to cracks about being locked in a closet. If he somehow actually gets locked in a closet again, he will become an enemy of whomever puts him there. Captain Jameson, hero past his glory days, is key to the Bismarck as his command codes have not yet been repealed. Make him helpful but don't let steal the spotlight from the crew: using the "inspire" action to generate momentum for the crew to use is a good role for him. Security officers securing the Bismarck are amiable antagonists: gracious winners and good losers. And when there is evidence of Romulan hijacking, they switch to important allies to the crew. Haladrin is clever and sneaky, but hopelessly outnumbered if caught. The captain of the Romulan warbird will cloak and leave Haladrin to face the music if the plan goes any way awry.

### CONCLUSION

The mission ends when either the Bismarck intrusion team is caught trying to escape Space dock, or when the Romulan attempt to actually steal the Bismarck is thwarted. If the crew manages to free their original ship from the Space Pixie, it actively avoids the badly damaged Bismarck and goes directly to the warp core of the next closest active vessel, which in this case is the Romulan warbird.

## ADDING THIS MISSION TO YOUR CAMPAIGN

The USS Bismarck should be an outdated exploratory cruiser at the end of its service life (a refit Constitution in the Movie and Lost eras, an Ambassador class from TNG onward). Thematically, it works best if the PCs crew a ship that has taken over the Bismarck's role (A constellation or Excelsior; or later a Galaxy or Nebula). She has taken enough breaches to be damaged in all systems except the weapons system, which are completely destroyed (she won her final engagement by ramming!). The effects of the breaches have all been repaired (except weapons, which can't be fixed), but any further damage will be disabling.

By the TNG era, swap out Heisenberg with a different cautious security or engineering officer. Optionally, have the testing officer be the legendary Captain Scott after his rescue by the Enterprise D (Original series characters p.8). For TNG era Captain Jameson make her Jane Jameson (granddaughter of the Move Era Dirk Jameson). The Romulan threat can be swapped with another polity appropriate to the campaign (Klingon Imperial Intelligence, Cardassian Obsidian order, or a changeling shapeshifter). Cyrano Jones might still be plying his trade when very old, he's not the type to change his ways! Imagine white-haired, travel-chair bound, cybernetically assisted, ancient Jones still fast talking with carefree glee to some nonplussed Lower Deckers of the 2380's.

## Doth Haladrin, Romulan agent

Control 10, Daring 10, Fitness 9, Insight 9, Presence 8, Reason 8

Command 1, Conn 3, Security 4, Engineering 4, Science 1, Medicine 1

Focuses: Stealth, Hacking, Disruptors

Stress: 13 | Resistance: 0

Trait: Romulan, spy.

### Attacks:

Unarmed Strike (Melee, 5d Knockdown, non-lethal, Size 1H).

Disruptor Pistol (Ranged, 8d Viscous 1, Size 1H).

### Values:

Betrayal should be quick and decisive

The unseen don't get hurt

If it has a computer, it's mine

### Special Rules:

Intrusion expert: extra d20 when hacking a system.

## Saereal, Romulan Ambassadors

Control 8, Daring 8, Fitness 8, Insight 10, Presence 10, Reason 9

Command 5, Conn 3, Security 3, Engineering 1, Science 1, Medicine 1

Focuses: Diplomacy, Persuasion, Concealment

Stress: 11 | Resistance: 0

Trait: Romulan.

### Attacks:

Unarmed Strike (Melee, 4d Knockdown, non-lethal, Size 1H).

### Values:

Occasionally we can set aside our differences

Keep up your guard and your feelings are a secret garden.

### Special Rules:

Guileful: Spending a threat to increase the difficulty by 1 for others to figure out what you are up to.