

Decision at Midnight



David R. Pittman '86

An adventure for use with

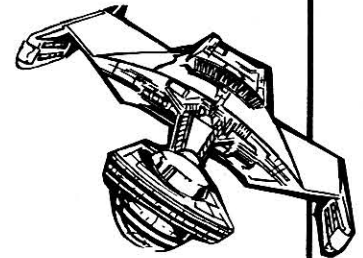
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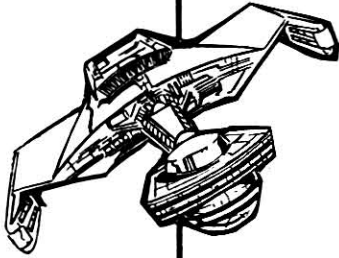
DECISION AT MIDNIGHT

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Dedication: To My True Friends... You Know Who You Are.



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INTRODUCTION

Decision at Midnight is a role-playing adventure designed for use with **STAR TREK: The Role-Playing Game**. It is intended for a group of up to six player characters. In this adventure, players adopt the roles of junior officers serving in the Military Operations Command aboard the *USS Arkadelphia*. The *Arkadelphia* is assigned to patrol the area between the Organian Neutral Zone and the Triangle. This area has become politically unstable due to a recent revolution and the establishment of the Asparax Confederation union of planets.

Decision at Midnight is a free-form scenario with no standard solution or conclusion. Based on the background information and whatever facts they can discover during the course of play, the players will be free to make their own choices. The outcome of the adventure will be determined by how well they can convince others to go along with their decisions.

This adventure may be used either independently or as part of a campaign already in progress. Players may use the pre-generated characters contained in this booklet or may incorporate characters already developed, subject to the gamemaster's approval. The gamemaster should feel free to modify the contents of this adventure to make it compatible with his own campaign.

PLOT SYNOPSIS

Decision at Midnight begins with the players awaiting their latest duty assignment, the *USS Arkadelphia*, a *Loknar* Class frigate. The player characters are all from the same Star Fleet Academy class, and while waiting for the frigate, they recount events in their careers to date.

After **A Rendezvous In Space** with the *Arkadelphia*, the player characters are invited to dine with the Captain and his officers. During this formal reception, Captain Vellacora outlines his plans for the ship's **Training Maneuvers**, and discusses the newly-formed Asparax Confederation, which the *Arkadelphia* is assigned to monitor.

The next day, the ship establishes a routine patrol and undergoes **Shakedown Procedures**. All goes well, until **A Border Incident** with a Klingon warship leaves the *Arkadelphia* in the midst of a mine field. The Captain manages to extricate the ship, but his disposition changes dramatically. Vellacora becomes convinced that the Klingons are intending to use the Asparax Confederation as a staging area for a major invasion of the Federation. As the cruise

continues, the Captain continues to show signs of aberrant behavior. In **A Meeting of Minds**, the ship's Chief Medical Officer questions Vellacora's fitness for command.

Tension increases when the Captain, convinced that only he can save the Federation from certain destruction, orders the *Arkadelphia* to begin a blockade of the Asparax systems. In **A Startling Announcement**, he broadcasts his intentions, and dares the Klingons to cross the blockade.

The ship soon intercepts communications from a squadron of Klingon 'volunteers' on their way to Asparax to disband the blockade. Some of the player characters may form **An Unwanted Conspiracy** to decide the fate of the ship and its crew. The situation is desperate: To side with the Captain would be madness. To side with the conspirators would risk a charge of mutiny. To do nothing would be suicide. As the Klingon warships are getting nearer, the players must act on their decision before somebody starts a war that nobody wants.

CONTENTS OF THIS BOOK

This booklet contains all the information needed to run **Decision at Midnight**. Players are encouraged to use the **STAR TREK III Starship Combat Role Playing Game** to resolve any vessel combat.

The **Adventure** section details the events and encounters the player characters will experience, leading up to the Klingon announcement to send warships against the *Arkadelphia*.

Cast of Characters provides complete statistics and descriptions for several characters designed to be used as player characters. Information on the NPCs encountered during this adventure is also provided.

Vessels contains a description, statistics, and complete deck plans for the *USS Arkadelphia*. This section also lists information on the other ships encountered during this adventure.

Background Information describes the Asparax Confederation, giving histories of each planet in the Confederation and the current Federation position on this union of planets. A short history of Captain Garth is included here.

Gamemaster's Notes include numerous charts and tables needed to stage the adventure. Complete information is provided in case a full-scale mutiny occurs on the *Arkadelphia*.



THE ADVENTURE

"It has been said that I hate Klingons. That's absolutely false. Let the record show that I don't hate Klingons. I just hate live Klingons..."

*Captain Ian Vellacora
Extract from Captain's Personal Log*

RENDEZVOUS IN SPACE

As the adventure begins, the player characters are waiting for the *USS Arkadelphia* at a prearranged rendezvous point near the Organian Neutral Zone. The player characters (on board the *Olympia*) are the last of the *Arkadelphia's* crew to be transferred before the ship's formal operations begin. Personnel transfers in this area have been more time-consuming than normal because the Military Operations Command wished to avoid concentrating too many major vessels in this politically sensitive location. Therefore, *Pulsar Class* warpshuttles like the *Olympia* were called upon to handle the transfers.

At the moment, the player characters are unaware of politics, however. They were all members of the same graduating class at the Star Fleet Academy, and it has been several years since they have seen each other. The players can use the time before the *Arkadelphia* arrives to become reacquainted with each other and swap stories about their individual exploits.

With the arrival of the *Arkadelphia*, a *Loknar Class* frigate, the player characters check their personal effects and prepare for transfer. Once they have safely beamed aboard, they are greeted by the ship's First Officer, Lieutenant Commander Br'r'ynn. Br'r'ynn is a Caitian, one of the few currently serving in Star Fleet, and she may be the first Caitian the player characters have seen. With her sleek, feline features, the tall, handsome female makes a noticeable impression as she welcomes the new arrivals in a voice resembling that of a Terran cat's purr. After the initial culture shock has passed, the player characters will find Br'r'ynn to be friendly and very outgoing. The Caitian shows them to their quarters, taking time to speak with each in turn, commenting favorably on their service records, and answering any questions the player characters may make concerning her own society or the *Arkadelphia*.

After the player characters have settled into their new surroundings, Br'r'ynn will be pleased to give them a guided

tour of the ship. At the conclusion of this tour, Br'r'ynn extends an invitation to them on behalf of the ship's Commander, Captain Vellacora, to dine with him and other members of the ship's company. Courtesy and curiosity concerning their new Commander make it hard for the player characters to refuse.

WELCOME ABOARD

That evening, Captain Ian Vellacora holds a formal reception in the Officer's Mess. He is an officer known throughout Star Fleet for his bravery and daring. Also present are the ship's remaining Department Heads and various junior officers, some of whom the new arrivals may have already met. All are arrayed in full dress uniform. Br'r'ynn, with her Caitian features, is no less a center of attention than her Commander, who is decked out in rich robes in addition to his regulation dress. Several Tellarite crewmembers are also present.

Prior to the start of the evening's meal, Captain Vellacora formally welcomes each of his new officers in turn, remarking favorably on their past assignments. Several of the player characters will be presented with a pleasant surprise. Because the *Arkadelphia* has a small size and complement relative to other ships in the fleet, some of the junior officers find that they have been posted as acting Department Heads in their respective positions aboard ship. Though such appointments are temporary, they will provide characters with important experience. Should they acquit themselves well, their appointments may be extended indefinitely.

As the reception continues, the Captain is called upon to recount some of his exploits during his days under Fleet Captain Garth during the Four Years War. Vellacora, like Garth, is a native of the planet Izar, and the Captain is pleased to relate his countryman's deeds first-hand. During his tale, the Captain is modest about his own actions, but goes to great lengths to extol Garth and his military genius. It is clear that the Captain holds his former Commander in extreme respect, if not outright reverence. Following the conclusion of Captain Vellacora's story, Br'r'ynn is called upon to provide the dinner guests with stories of her own world. Then, the player characters are each asked to tell a story.



VELLACORA'S PLANS

During the reception, Captain Vellacora presents his plans for the *Arkadelphia* during the current cruise. Though the ship is about to engage in shakedown operations, Star Fleet Command has assigned the *Arkadelphia* to monitor activities along the borders of the recently-formed Asparax Confederation, which lies between the Klingon and Federation borders.

Over the last several days, the Captain has maneuvered the *Arkadelphia* as close to the boundary of the Confederation as possible in order to gauge the reactions from the local systems. In each instance, a small patrol craft has appeared, warning off the *Arkadelphia* and displaying a less than friendly attitude. Star Fleet fears that the Asparaxians may obtain modern Klingon vessels, making them a threat to Federation commerce. The Asparaxians have already banned Federation shipping from the area of space claimed by their new government, and have announced their intention to seize any commercial vessel that strays across its borders without sufficient reason. The mission of the *Arkadelphia* is to maintain a close surveillance of the neighboring space and to respond to any intrusion by unknown or unfriendly vessels in the vicinity.

Just what exactly is meant by 'an unfriendly vessel', the Captain goes on to say, is a matter of policy currently being debated by the Federation Council. The Asparax Confederation has indicated that it may ally with the Klingons in return for technological assistance. Should the Asparaxians permit Klingon warships in their space, the delicate balance of power between the Klingon Empire and the Federation may shift against the UFP. Also, the proximity of the Asparax Confederation to the Rigel star systems may result in the presence of numerous Orion or 'independent' ships operating as pirates in the area. In either case, the *Arkadelphia* must be ready to use military force to back up Federation policy. The Captain's discretion will be limited by the Council's decisions, once they become known.

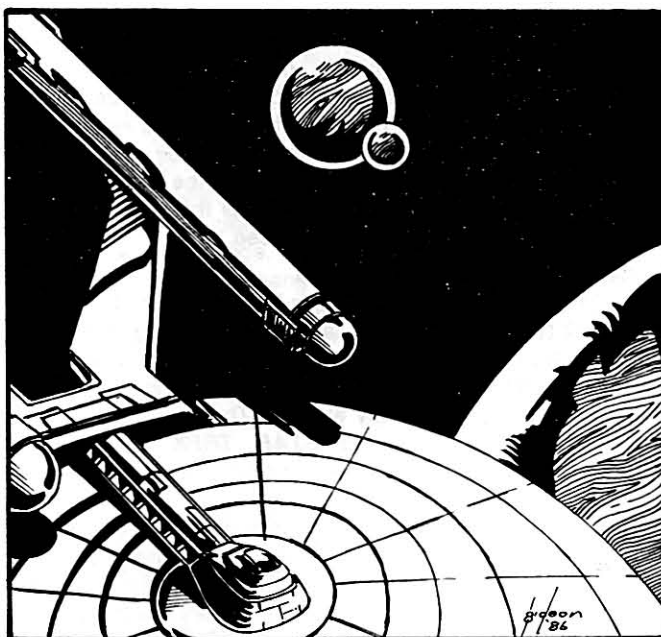
The only note of discord in an otherwise pleasant evening is an angry exchange that takes place between the Captain and the ship's Chief Medical Officer, Commander Paine, following dinner. What begins as a private conversation escalates into a heated shouting match that the rest of the guests cannot help but overhear. The substance of the quarrel concerns the Captain's presumed reluctance to comply with a medical examination at the Doctor's behest. The ship's Surgeon demands the Captain undergo a long-overdue examination first thing in the morning, in accordance with Star Fleet regulations.

For his part, Captain Vellacora insists he is concerned with more important matters at the moment, and demands that Paine wait until a more appropriate opportunity presents itself. When both men refuse to back down from their positions, the Captain ends the argument by uncharacteristically ordering the physician from the room. Commander Paine withdraws in a silence that threatens further animosity between the two officers. Following this argument, the rest of the assembled group quickly find reasons to be elsewhere.

TRAINING MANEUVERS

The following morning, the player characters assume their stations as active members of the ship's company. During the next few days, each will be expected to participate in a series of shakedown and inspection procedures to determine the *Arkadelphia*'s effectiveness. The shakedown operations are scheduled to take one week to complete. If the crew demonstrates high efficiency and competence, however, the time may be less. At the conclusion of the testing period, the *Arkadelphia* is scheduled to return to Star Base 12 for further maintenance and refitting before assuming normal fleet operations.

[GAMEMASTER'S NOTE: As the player characters' service begins on the *Arkadelphia*, consult the Patrol Encounters Table, the Subspace Communications Table, and the Captain's Irrationality Index in the Gamemaster's Notes.]



The vessel's security capability, weapons, fire-control systems, and on-board shuttlecraft are among the ship's systems that need testing. The *Arkadelphia*'s warp engines will be tested at full power during these trials. In addition, the ship's crew will be put through a series of tests to determine their own level of efficiency. Such operations generally take a month or more to complete. The week-long tests will nevertheless pinpoint any major design flaws or low efficiency ratings that require immediate attention.

Those player characters who find themselves serving as acting Department Heads will supervise and implement various training exercises aboard ship. In some cases, they may even be called upon to develop such exercises for their own department. In any case, each will be expected to take part in the ship-wide training maneuvers through which the Captain will put the crew in an effort to gauge their overall competency.

SHAKEDOWN PROCEDURES

The following material details various activities that would be part of a shakedown cruise involving a Federation warship. The information presented below is not intended to be all-inclusive, but rather to represent the types of trials that might normally occur. During actual shakedown operations, the gamemaster may introduce these tests in any order he desires.

WARP ENGINE TRIALS

The ship's warp engines must be tested to determine their effectiveness at high warp speeds. Prior to the start of the adventure, the maximum speed used by the *Arkadelphia* has been Warp 4. The Engineering crew, in conjunction with the ship's Helmsman, should conduct a series of tests to determine whether or not the ship's engines can handle high-warp speeds. During these tests, the gamemaster should roll against the following target: (the Chief Engineer's rating in *Warp Engine Technology* + the Helmsman's rating in *Starship Helm Operation*) divided by 2, rounded up. Add 2 points for every warp speed level above Warp 4. If the roll is successful, the ship's engines continue to function normally. If the roll is unsuccessful, however, a serious engine flaw has been detected, requiring that the ship's engines be shut down for repair. The duration of the repair will be equal to 2D10 X 10 in minutes, after which the trials can be continued. The tests will continue until the vessel passes the engine trials at maximum warp speed.

COMBAT EFFICIENCY RATING

The Captain orders the ship's Navigator and Helmsman to conduct a series of simulated attacks using the ship's computer. During these tests, the ship is placed on simulated red alert, and the bridge crew must defend the ship against sudden enemy attack. (The gamemaster may wish to make use of the **STAR TREK III Starship Combat Role Playing Game**, using counters to represent dummy enemy warships.)

Another possibility is to have the ship's computer present the bridge crew with a series of random targets (2D10). To succeed in defending the ship while inflicting damage on the attackers, the Helmsman and Navigator must make Skill Rolls against their ratings in *Starship Weaponry Operation* and *Deflector Shield Operation*, respectively. If the Helmsman fails his roll, the *Arkadelphia* has missed the enemy ship. If the Navigator fails his roll, the *Arkadelphia* has been hit by the enemy ship.

INTRUDER ALERT

The Captain orders a computer simulation to determine whether or not Security can deploy their forces against an intruder before the individual could do serious harm to the ship. The gamemaster rolls 1D10 to determine the deck location on which the intruder will appear. The Chief Security Officer, knowing only that an intruder is on board, must deploy his men to guard sensitive areas of the ship and to secure the intruder. Every five minutes, the gamemaster should check the progress of Security's efforts on a different ship level. The Chief Security Officer must make a Skill Roll against his rating in *Security Procedures*, adding the number of Security personnel assigned to that deck to his roll. A successful roll indicates that Security has been able to secure that area of the ship without difficulty. If the roll is unsuccessful, the intruder has managed to sabotage a vital piece of equipment essential to the normal operation of the ship. If three failures occur before all ten of the ship's

decks are secured, the ship is considered to have been effectively neutralized as a fighting craft, and the test will have to be redone.

MEDICAL EMERGENCY

Similar to the intruder exercise above, the Captain orders the ship's Communications Officer to announce that a medical emergency has occurred on one of the ship's decks (roll 1D10 to determine the deck location). One of the ship's communications personnel serves as the injured party. The ship's medical team has a maximum of five minutes in which to reach the patient, diagnose the randomly-determined nature of the injury, and treat the emergency. One member of the team can make a Skill Roll against his rating in *General Medicine*. If the roll is successful, the injured party is stabilized. If unsuccessful, the patient is determined to be beyond medical help, and the test will have to be repeated.

SHUTTLECRAFT TRIALS

One of the player characters is selected to conduct a test flight of both the ship's general-purpose shuttlecraft. Similar to procedures used for warp engine trials, these trials will test the shuttles' small impulse engines from one-fourth to three-fourths impulse power speed levels. While these tests are being conducted, the gamemaster should roll every half hour to determine whether an on-board shuttlecraft system has failed. To resolve this, the gamemaster should roll 1D10 and apply the following results:

SHUTTLECRAFT TEST TABLE

Die Roll	Result
1-4	No result, test continues.
5	Ship's navigational deflector malfunctions. Speed must be reduced by 1/4 power.
6-7	Shuttle's life-support system malfunctions. The crewmember aboard will have enough air and heat for an additional 15 minutes only.
8-9	Shuttle's on-board computer malfunctions. Forward motion must be halted until repairs are completed. This can be accomplished by having the player make a Skill Roll against his character's rating in <i>Computer Technology</i> . If the roll is unsuccessful, the pilot must either abandon the test and have the shuttle brought aboard by the <i>Arkadelphia's</i> tractor beam or wait an additional ten minutes before trying again.
10	Shuttlecraft communications are out. The pilot must use his ingenuity to find some other way of communicating with the mother ship. Communications can only be repaired once back aboard the <i>Arkadelphia</i> .

The gamemaster should feel free to invent other situations designed to test the ship and its crew's ability to react to different conditions. The gamemaster may also ask the players, as acting department heads, to devise similar procedures to test their own sections' responsiveness. At the conclusion of the *Arkadelphia's* initial shakedown tests, the gamemaster should assign a final Crew Efficiency Rating to the ship's company, based on a numeric scoring system of his choice. If the threat of ship-to-ship combat occurs before the scoring is completed, the gamemaster should add 3D10 to the total number of points already accrued to determine a temporary efficiency rating that can be adjusted later. Throughout the testing procedures, the ship's yeoman on duty must log the results of each trial, and keep track of overall success as part of the crew efficiency rating procedure.

In addition to the shakedown operations aboard ship, there are other matters to occupy the Captain and crew. This area of space near the Klingon border is largely uncharted and unexplored. The ship's computer banks contain only a minimal amount of information on the sector. No one knows exactly what type of natural phenomena might be encountered. Likewise, the Klingons are certain to have naval units in the vicinity, and these may react unfavorably to the presence of a Federation warship so close to their frontier.

STRANGE BEHAVIOR

As the tests continue, Captain Vellacora proves himself to be a competent and efficient line officer with an excellent attention for detail. Tolerant of others almost to a fault, he seeks to instruct first and criticize later whenever subordinates make minor errors. Operating conditions are thus relaxed, and, for the most part, activities aboard ship go smoothly. The singular exception to this is the running battle that has developed between the Captain and Doctor Paine. The medical officer will repeatedly request the Captain's presence in sick bay, only to be met with continued rejections. At one point, the Captain even demands that the Doctor cease "persecuting" him, a remark quite out of character with this otherwise easy-going individual.

On the fourth day of operations, however, bridge personnel begin to notice a marked change in the Captain's behavior. During the morning's exercises, Captain Vellacora suddenly presents an impromptu lecture on the current political situation, taking great care to compare the recent events involving the Asparax Confederation with those that embroiled the Axanar system in the Four Years War. In this speech, the Captain refers again and again to the dread "Klingon menace" and the great service his fellow countryman "Lord" Garth of Izar rendered the Federation. Afterward, Vellacora insists on having Izarian martial music piped through the ship's intercom, out of respect for his past Commander and "for a lively change of pace".

Later that day, the *Arkadelphia* is hailed by a small Asparaxian patrol craft. Identifying herself as Commander Trikaka of the *ACS Defiant*, she orders the Federation vessel to clear the area, as it is dangerously near Asparaxian space. Although the Captain has always complied with such a demand in recent days, this time he becomes angry at the Asparaxian Commander's "arrogance". He orders the *Arkadelphia's* crew to give the upstart a demonstration of what a real starship can do. Thus, as the Asparaxian vessel closes with the *Arkadelphia*, Captain Vellacora maneuvers around it, closer and closer, forcing the other vessel to stop for fear of collision. After giving his opponent a chance to flee, Vellacora returns the *Arkadelphia* to its regular course and speed, again ordering Izarian martial music to be piped through the ship's intercom.

The next day, the Captain decides to present an unexpected, disjointed, and often rambling discourse on the mysterious beings known as the Organians. This unusual commentary is intermixed with personal anecdotes and other unrelated particulars, but the gist of the oration is that the Federation can no longer look to the Organians for protection from the "evil empire" of the Klingons. Instead, the Federation must take it upon itself to react to any Klingon threat, should the Organians renounce their role as cosmic policemen.

With that, the Captain immediately orders all hands to battle stations to emphasize his point. The unexpected alert will continue for a full hour before Vellacora decides he is satisfied with the results, and cancels the state-of-emergency. Then, he withdraws to his quarters without another word. In addition to these unusual events, the Captain begins ordering surprise inspections of various departments, resulting in severe reprimands when anything is detected at less than perfect operational readiness.

Later the same day, sensor scans detect at extreme range what appears to be an unidentified vessel keeping watch on the *Arkadelphia*. The ship displays no hostile moves, however, and continues to appear and disappear again at random. Finally, contact is lost, and the day ends with a number of unanswered questions.

A BORDER INCIDENT

Despite the Captain's curious behavior, events proceed routinely until the start of the sixth day. During the afternoon watch, sensor scans again pick up an unknown vessel at extreme range. By the time the Captain is summoned to the bridge, sensors will have detected two contacts, both well within space claimed by the Asparax Confederation. As the *Arkadelphia* investigates further, the contacts are identified as a Klingon heavy cruiser and an Orion blockade runner, both apparently engaged in some sort of cargo exchange.

The Captain changes course again, this time to intercept. A challenge to the Klingon to withdraw from the area brings no response from the opposing vessel. Those on the bridge notice strange signs of satisfaction in the Captain's demeanor in anticipation of imminent action. As the *Arkadelphia* approaches, the target vessels break off their activities. The Orion raider heads for deep space, and the Klingon moves off rapidly toward the Klingon border.



Captain Vellacora surprises the crew by announcing his intention to engage the Klingon cruiser, despite the fact that the intruder easily out-guns the *Arkadelphia*. As the *Arkadelphia* pursues the Klingon ship at multi-warp speeds, the Communications Officer intercepts communications coming from the Klingon cruiser, presumably aimed at other warships in the vicinity. Ignoring the obvious trap he may be entering, the Captain orders the *Arkadelphia* to close within firing range. Before anyone on the bridge can raise any objections to the Captain's decision, the ship's automated sensor systems begin flashing warnings of energy points nearby. The Klingon ship easily makes its escape through these energy sources as the *Arkadelphia* slows down to deal with this new threat.

THE TRAP

The gamemaster should make a Skill Roll against the Captain's rating in *Starship Combat Strategy/Tactics* as the ship enters the edge of the minefield. If the roll is successful, the Captain realizes the nature of the threat when the ship's automated defense systems detect the mines' energy fields. In the event of an unsuccessful roll, the gamemaster must determine the density of the minefield the *Arkadelphia* is now entering and the ship's current warp speed. The gamemaster should roll 2D10+2 to determine the number of mines the *Arkadelphia* must avoid during this encounter. The gamemaster should next roll 1D10. If the result is higher than the ship's current warp speed, the ship misses a mine, and the gamemaster can again roll against the Captain's rating in *Starship Combat Strategy/Tactics* to determine if he realizes the predicament into which the *Arkadelphia* has blundered. An unsuccessful roll results in the immediate detonation of a mine against the ship's forward shield.

Once aware of the threat, either through the Captain's sudden realization or as a result of actual contact, the gamemaster rolls 1D10. A result of 1-5 indicates the Captain will try to evade the mine, and a result of 6-10 means he will destroy it. (In the absence of the Captain, follow the same procedure above and allow both the ship's Helmsman and Navigator to make Skill Rolls against their ratings in *Starship Combat Strategy/Tactics*.)

This gravitic mine field consists of numerous, small (two-meter diameter) metallic spheres that are attracted to passing objects by the gravitic mass of the object. The larger the object or the faster the object is moving, the harder it is for a defender to take evasive action against the mines. The devices are treated with a special coating that absorbs standard sensor probes, thus making them all the harder to detect. Contact with a solid object triggers a micro-sized nuclear warhead capable of inflicting 20 damage points against the object. (It is this warhead's energy that the ship's defensive systems detect.) If a ship's defensive shields are not in operation when contact is made, such damage will then be inflicted against the ship itself.

To evade the mines, the ship's Helmsman must make a Skill Roll against his rating in *Starship Helm Operation* to avoid contact. Otherwise, the Helmsman or the ship's Navigator may employ the ship's weaponry to lock onto and destroy a targeted mine. Using this option, the characters

involved must make Skill Rolls against their ratings in *Starship Sensors* and *Starship Weaponry Operations*, respectively. Failure to make either roll means the *Arkadelphia* makes contact with a mine as the vessel moves through the field. Even if more than one player is involved in counter-mine activities, only one option (either evasion or destruction) may be attempted for each mine encountered. Player characters will have only one attempt to avoid contact one way or the other. If the attempt fails, the mine strikes the *Arkadelphia* with the results listed above.

A MEETING OF MINDS

As the Captain's erratic behavior becomes increasingly apparent to the crew, Doctor Paine will privately request the player characters to meet him in the Officer's Lounge to discuss the events of the last few days. Once there, Paine will request their opinions of recent events aboard the *Arkadelphia*. After listening to each player character, Paine decides to take the officers into his confidence. The Chief Surgeon explains that he is beginning to have grave misgivings about the Captain's recent behavior. Paine insists that his quarrel with the ship's Commander is not simply a matter of inter-service rivalry nor a ploy designed to upstage the Commander by invoking special medical privilege. A review of the Captain's service record indicates that he has repeatedly refused to undergo required physical examinations over the last three months. The Doctor suspects the Captain may be the victim of a growing mental illness, one that could seriously impair his powers of judgement at a critical moment. At the heart of this illness, Paine further suggests, is a growing megalomaniacal delusion that could seriously challenge the Captain's grasp of reality if allowed to proceed too far.

Paine confesses he is especially worried about what he feels is Captain Vellacora's irrational idolization of, and identification with, Fleet Captain Garth. The Doctor is quick to point out that Garth himself later developed a severe mental disorder and was committed to a penal institution for the criminally insane — a sad ending to an otherwise brilliant career. Although Garth's subsequent mental illness does not automatically suggest Vellacora has a similar illness, Paine is nevertheless worried over psychological similarities between the two men. Paine wants the Captain to undergo a complete physical and psychological examination to confirm or deny those suspicions. It is imperative, the Doctor insists cryptically, before it is too late.

After the player characters react to the Doctor's opinion, Brr'ynn arrives in the Officers' Lounge. The First Officer has just come off duty, and is in search of a chess partner before she retires for the evening. With her keen hearing, Brr'ynn picks up the gist of the conversation, despite any precautions the participants may have taken. The Caitian reacts violently to the suggestions being made. The First Officer makes it perfectly clear that she will not tolerate anyone voicing such opinions about the Captain. Threatening to place everyone on report, she storms from the room. As the group breaks up, Paine warns those present to be on their guard because Brr'ynn will no doubt inform the Captain of their after-hours meeting.

A STARTLING ANNOUNCEMENT

By the morning of the seventh day, news of the Captain's strange behavior has spread to every part of the ship. Continued monitoring of local sub-space communications reveals at least one (and probably more) Klingon vessels in the vicinity beyond sensor range. Also, the detection of Klingon sensor drones signals a buildup of enemy forces in the area. Many crewmembers are speculating how the Captain will react to this state of affairs.

Captain Vellacora, meanwhile, is late in arriving for the start of his mid-morning watch, and inquiries from the ship's Communications Officer to the Captain's quarters remain unanswered. When the Captain arrives an hour later, his entrance is both theatrical and dramatic. In place of his regulation uniform, he is arrayed in bright Izarian silks. On his chest gleam his many medals and decorations, and slung from his hip is a heavy-duty phaser. Ignoring the curious stares around him, the Captain immediately activates the ship's intercom and makes the following announcement:

"This is the Captain speaking...

"Yesterday, this vessel encountered a warship of the Imperial Klingon navy in clear violation of the territorial integrity of the Asparax Confederation. Whether this enemy was acting solely on the orders of its own Commander, or was responding to an invitation sent by the Asparaxians is of no importance. It is clear to me that the Klingon warlords have decided to renew hostilities with the Federation. They intend to seize the Asparax homeworlds, and from there, to mount further devastating attacks against our homes, our families, and our loved ones...

"Do not fear. I have no intention of letting this happen. As of 0800 hours this stardate, I have decided to impose a full blockade of the systems belonging to the Asparax Confederation, effectively denying this space to any intruders.

"I know what you must be thinking. We are but one ship, outgunned, possibly outnumbered, and subject to attack at any moment. But we are not without honor. Help will arrive in time, of that you can be sure. Until then, I will protect you and lead you to victory against our hated enemy.

"Stand firm. I expect everyone to do his duty. I know that I can count on the support of every one of you.

"Captain out."

Following this incredible pronouncement, Captain Vellacora calmly waves off any questions or comments from the bridge crew. He simply tells them to trust him, and assures everyone present that he will see them through this crisis. Player characters note that the Captain's demeanor is placid and unruffled, his smile both soothing and unnervingly vacant. Should those assembled threaten to disturb Vellacora's serenity, Brr'ynn will come to his defense and maintain order. The rest of the watch will end without further discussion of the matter from the Captain.

NEWS SPREADS QUICKLY

Later that day, the Captain broadcasts a sub-space message officially announcing his intention to impose a blockade of the Asparax star systems. He remains unconcerned that such an act is virtually impossible, given a single ship the size of the *Arkadelphia*. The legality of the Captain's order quickly becomes a subject of heated debate throughout the ship.

There are other signs that may indicate the Captain's grasp of reality is weakening. Despite the fact that the ship's shuttlecraft have already been tested, the Captain orders one of the player characters on the bridge to take out a shuttlecraft for a second trial. After the craft is launched, the Captain orders the ship's phasers activated at a low-power setting and engages the shuttlecraft in a mock attack, "in order to test my officer's reflexes under fire".

[GAMEMASTER'S NOTE: Phasers will be set at 1/100th power during this 'trial'. Hits are scored on a roll of 1-3 on 1D10. If the player character aboard the shuttle has a Skill Rating over 50 in *Shuttlecraft Piloting*, add 1 to the die roll to reflect effective evasive maneuvers. At this setting, the phasers will cause no permanent damage to the shuttlecraft, but the character aboard must make a Saving Roll against his LUC score after every hit to avoid accidental damage. If the roll fails, that character suffers 10 damage points.]

Those player characters who met with Doctor Paine, however, may have an alternate explanation for the bizarre trial. The Captain may be attempting to eliminate one of them as a warning against potential mutiny. Whatever Vellacora's true motivations, news of the incident quickly spreads among the crew, and many cease to view the Captain as a competent officer mindful of the welfare of his crew.



As word of the Captain's actions spread, crewmembers take sides for and against the Captain in private. Doctor Paine arranges another meeting with the player characters, this time in his quarters later that day. Once gathered, the Doctor asks each to speak his mind concerning recent developments. During the discussions, Paine receives a personal message from one of his aides who has arranged to stay close to the Captain (on the pretext of checking the operation of some monitoring devices on the bridge).

COLLISION COURSE

Communications has intercepted and deciphered a message from the local Klingon Sector Commander. The Asparaxians have picked up Vellacora's broadcast and have requested aid from the Klingons. The Klingon Commander has promised to help, viewing Vellacora's announcement as an open challenge to be dealt with immediately. To this end, three Klingon warships (of unknown type and size) have been ordered to seek out and eradicate the "disruptors of galactic peace".

In response to this information, the Captain is changing course to place the *Arkadelphia* along the most likely approach of the Klingons. Contact with the approaching Klingon attack force is presumed to take place no later than midnight this same day. Should the player characters desire to check the aide's information, shipboard monitors will verify the navigational course change and the decoding of the intercepted message.

While the player characters are digesting this new development, Doctor Paine shows them a computer analysis of the Captain's earlier speech. Voice-stress indicators reveal the Captain's emotional state to be very questionable, but the results do not provide conclusive evidence of incompetency or mental incapacitation. Paine explains that only a complete battery of physical and psychological tests can provide such evidence, and those are exactly the tests the Captain has been avoiding so strenuously.

Thus, it falls to the players to determine their next course of action. The problem facing the crew of the *Arkadelphia* is far from simple. If the Captain is medically or psychologically unfit for command, he must be removed as soon as possible. Even under the best of circumstances, this would be no easy task. Captain Vellacora is a trusted and respected line officer with a spotless service record. He continues to inspire respect and admiration from many among the ship's company. Indeed, many believe the Captain's actions, though erratic, are essentially sound, both tactically and legitimately. Concerning the question of legitimacy, Doctor Paine will be quick to point out that any action taken against the Captain must be done in a way that avoids inciting potential mutiny aboard ship. There is also the First Officer, who is already suspicious of the player characters' intentions and who will not take kindly to anyone speaking against her Commander and friend.

The players' group must make a decision. The fate, not only of the *Arkadelphia*, but possibly the entire Federation, hangs on what they determine to do in the next few hours. They have until midnight of the eighth day before the *Arkadelphia* makes contact with the Klingon attack group sent against them.

RESOLVING THE ADVENTURE

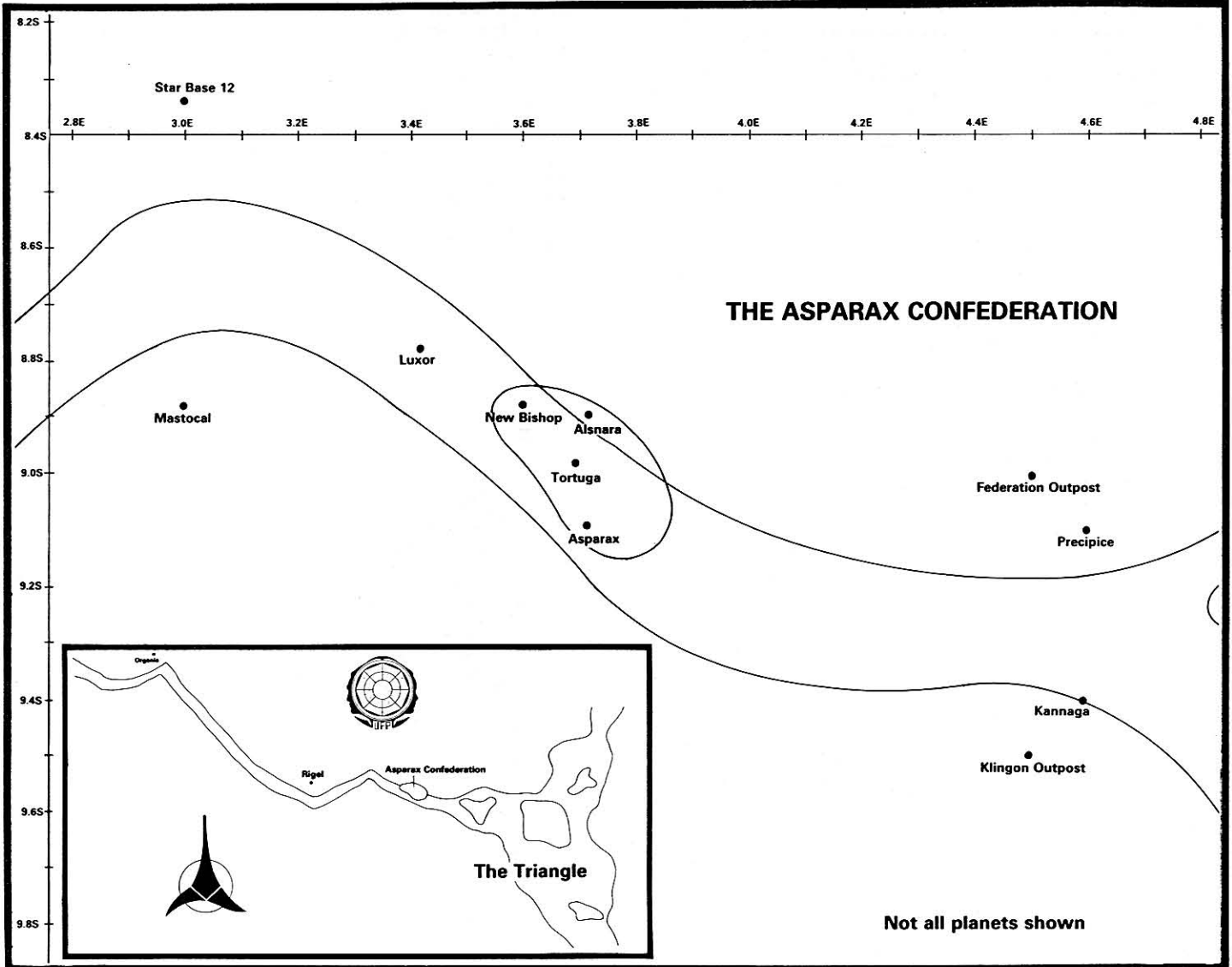
In the time remaining, the issue of Captain Vellacora's competency must be decided and a course of action put into effect as soon as possible. Should the players decide that the Captain is unfit to command, they must remove him without triggering a full-scale mutiny. This can best be accomplished by isolating the Captain from his supporters. To do so, the players must call upon their ingenuity and imagination, as well as the skills their characters possess. Of course, the players may decide to support the Captain in his actions. In this case, they will have to protect him from (and imprison all) mutineers.

Whatever they decide, the players must still devise a plan to deal with the external Klingon threat. They cannot merely withdraw from the fray and await further developments. They must minimize the damage done by the Captain's blockade announcement before the Klingons can use the '*Arkadelphia* incident' to gain a decided political advantage.

If the *Arkadelphia* survives the next few hours, the ship should proceed to Star Base 12. There, a formal Board of Inquiry will determine to what extent those aboard the *Arkadelphia* acted in the best interests of the Federation. Star Fleet will be more than willing to reward those whose actions are vindicated (posthumously, if necessary). Punishment awaits those whose actions are not vindicated.



MAP



VESSELS

The following section outlines information on the *USS Arkadelphia* and other ships encountered in this adventure. Players may access the information on the *Arkadelphia* without restrictions. However, all other information is intended for the gamemaster's use only.

LOKNAR CLASS FRIGATE ARKADELPHIA

The *USS Arkadelphia* (NCC-2792) is a *Loknar* Class Mark V frigate, designed primarily as a mid-sized warship capable of combat support in a major fleet action. Built for speed as well as offensive ability, the *Arkadelphia* is well-suited for scouting, escort, and commerce-protection. In combat, the ship's multiple phaser banks and photon torpedo tubes supply a respectable punch, especially within medium range. Because of its smaller size, the *Arkadelphia* lacks many of the conveniences found aboard more modern starships. Nevertheless, every effort has been taken to accommodate passengers and crew wherever possible. The *Arkadelphia* can remain on duty for long periods of time without resupply or replacement, which adds to the vessel's combat potential.

The *Arkadelphia* is the newest of the *Loknar* Class having been completed three months ago at the Salazaar shipyards. Following its arrival at Star Base 12, the *Arkadelphia* assumed station near the borders of the newly-formed Asparax Confederation, keeping its presence secret while awaiting the arrival of its full crew complement before beginning formal shakedown operations.

CREW

Like most vessels in the Military Operations Command, the *Arkadelphia* has a higher number of enlisted personnel than ships in other branches of Star Fleet. Roughly two-thirds of the ship's crew are enlisted and non-commissioned personnel. The *Arkadelphia's* crew also includes several non-Humans. First Officer Br'ynn is a Caitian, and there are several Tellarites serving aboard. Given that all of the *Arkadelphia's* crew are rather new to their positions aboard ship, there is little likelihood of problems arising from different races serving under close operating conditions.

SHIP'S DEFENSES

Though the *Arkadelphia* was constructed primarily with offensive capabilities in mind, the vessel also contains a new defensive system. When fully operational, it will provide added protection against intruders and possible boarding action by enemy craft.

Star Fleet is in the process of equipping vessels with sleeping gas agents that can be introduced to selected portions of the ship. This particular anti-intruder system is not yet operational aboard the *Arkadelphia*, but is scheduled for installation at Star Base 12 upon completion of this mission.

In addition to the sleeping gas, the bridge and engineering control sections of the *Arkadelphia* can be sealed off from the rest of the ship at the Captain's discretion. Thus, these areas can be protected from possible

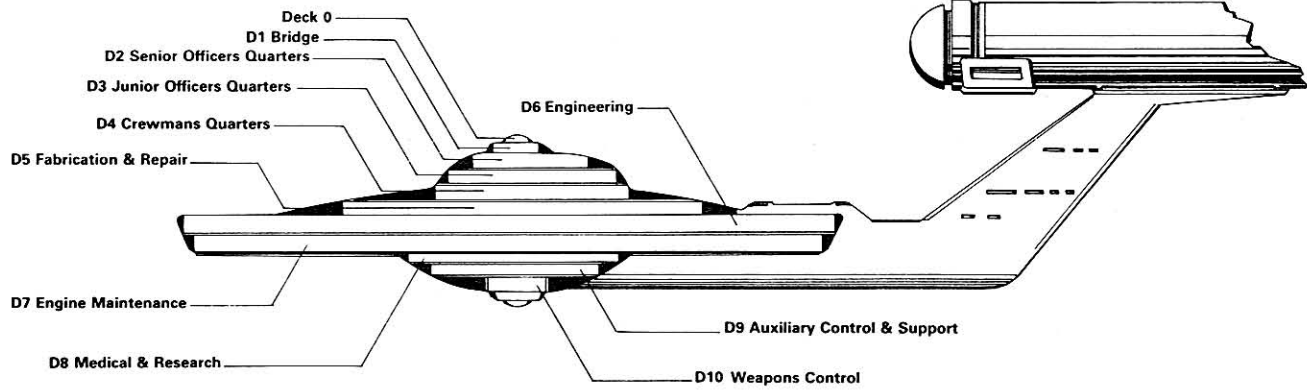
take-over. As a last resort, the warp engine nacelles and support decks can be jettisoned, allowing the main 'saucer' portion of the ship to move independently of the rest of the ship. Note that in such a case, the two halves cannot be reunited, short of a major repair overhaul at a Federation star base. The main saucer-control section of the ship would be capable only of sub-light speed, Warp .97 maximum.

Like most other Federation warships, the *Arkadelphia* is equipped with an array of early-warning sensors designed to detect the sudden presence of energy within sensor range. In the event the sensors detect an energy source during normal flight, the ship's main computer automatically raises the ship's shields at half-strength (making corresponding speed reductions as power is diverted) as an automated defensive measure.

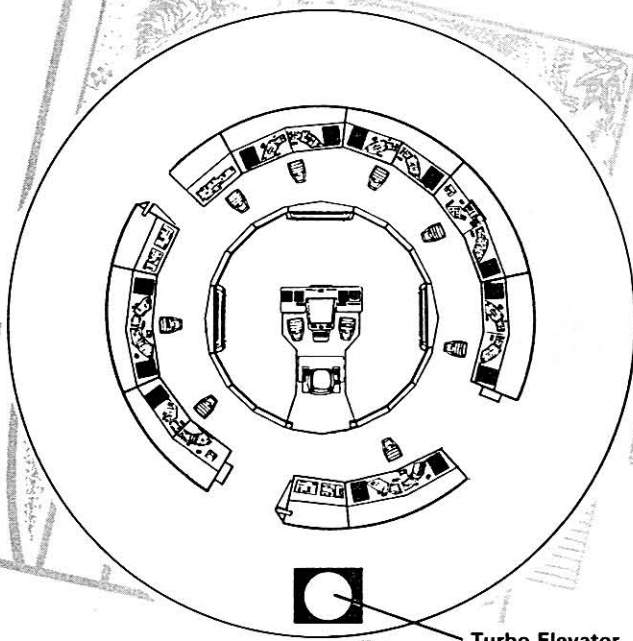
LOKNAR CLASS X FRIGATE

Construction Data:	
Model Numbers—	MK V
Date Entering Service—	2/1709
Number Constructed—	42
Hull Data:	
Superstructure Points—	24
Damage Chart—	C
Size	
Length—	290 m
Width—	127 m
Height—	56 m
Weight—	145,975 mt
Cargo	
Cargo Units—	280 SCU
Cargo Capacity—	14,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	M-3
Transporters—	
standard 6-person	3
emergency 22-person	1
cargo	1
Other Data:	
Crew—	84
Passengers—	4
Shuttlecraft—	2
Engines And Power Data:	
Total Power Units Available—	42
Movement Point Ratio—	2/1
Warp Engine Type—	FWD-2
Number—	2
Power Units Available—	18
Stress Chart—	M/G
Maximum Safe Cruising Speed—	Warp 6
Emergency Speed—	Warp 8
Impulse Engine Type—	FIC-3
Power Units Available—	6
Weapons And Firing Data:	
Beam Weapon Type—	FH-5
Number—	8 in 4 banks
Firing Arcs—	2t/p, 2t/s, 4a
Firing Chart—	R
Maximum Power—	4
Damage Modifiers—	
+2	(1 - 8)
+1	(9 - 16)
Missile Weapon Type—	FP-6
Number—	4
Firing Arcs—	3f, 1a
Firing Chart—	0
Power To Arm—	1
Damage—	12
Shields Data:	
Deflector Shield Type—	FSK
Shield Point Ratio—	1/2
Maximum Shield Power—	15
Combat Efficiency:	
D—	114.3
WDF—	51.6

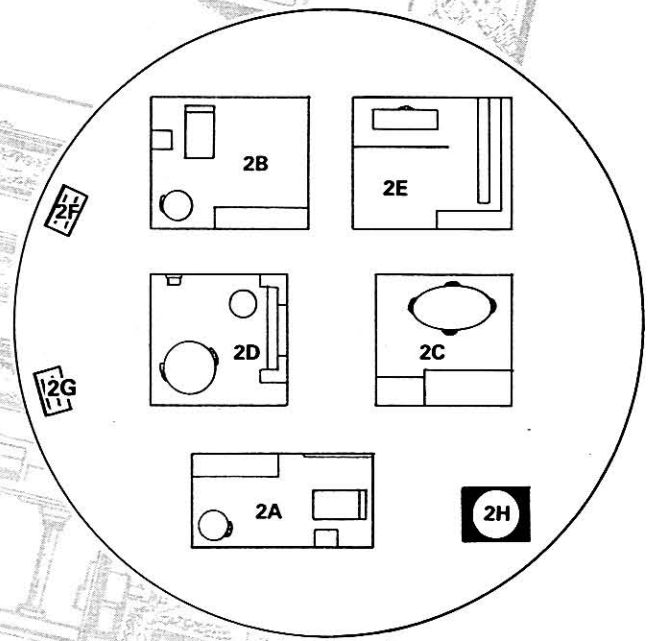
LOKNAR VIII-X FRIGATE MARK-V



USS ARKADELPHIA BRIDGE



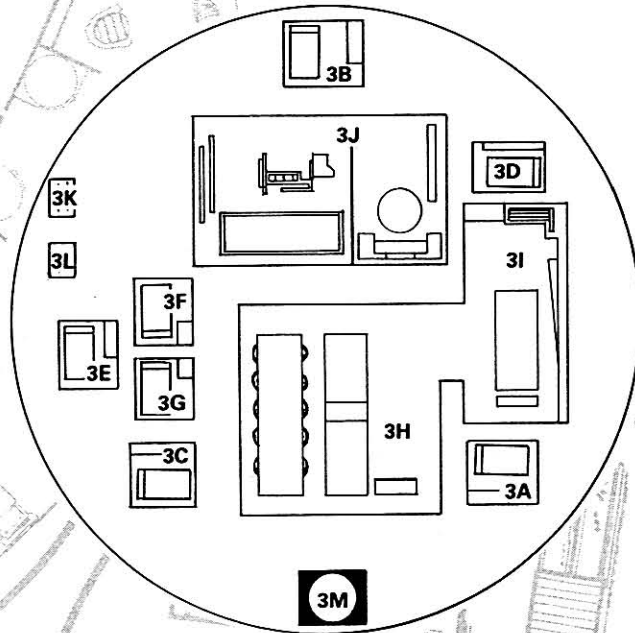
USS ARKADELPHIA DECK 2



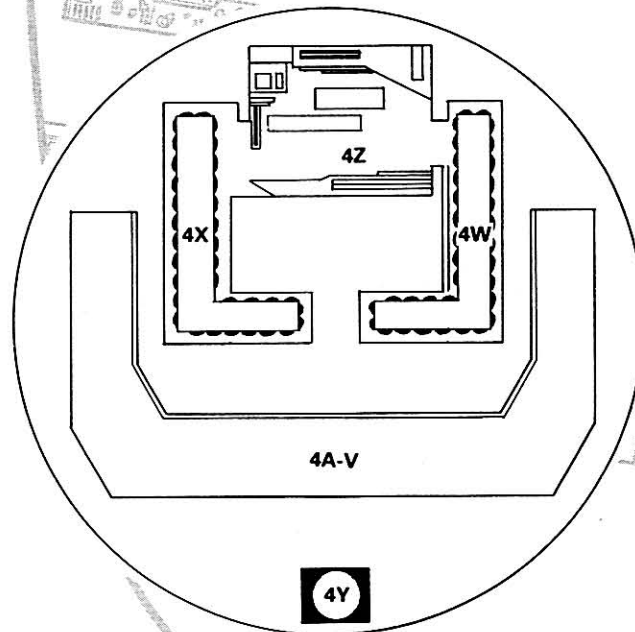
Turbo Elevator

Drawings not to scale

**USS ARKADELPHIA
DECK 3**

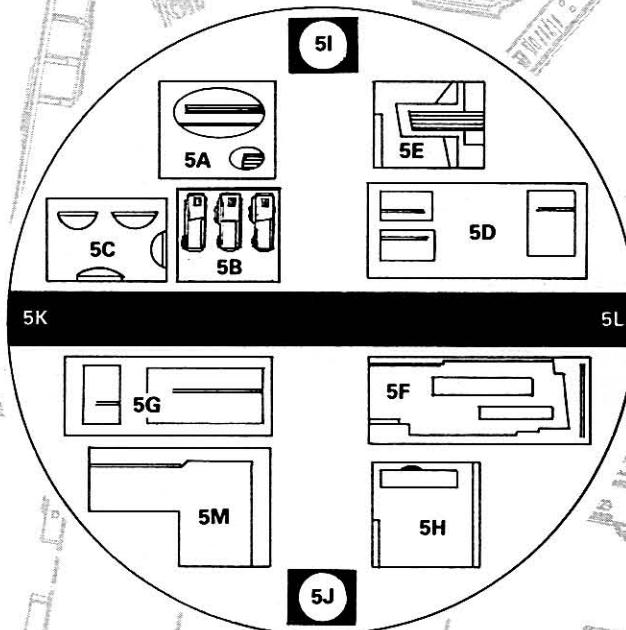


**USS ARKADELPHIA
DECK 4**

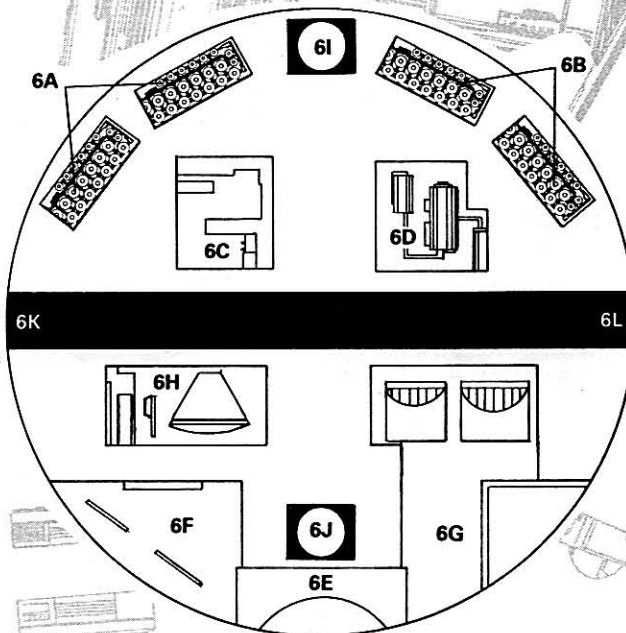


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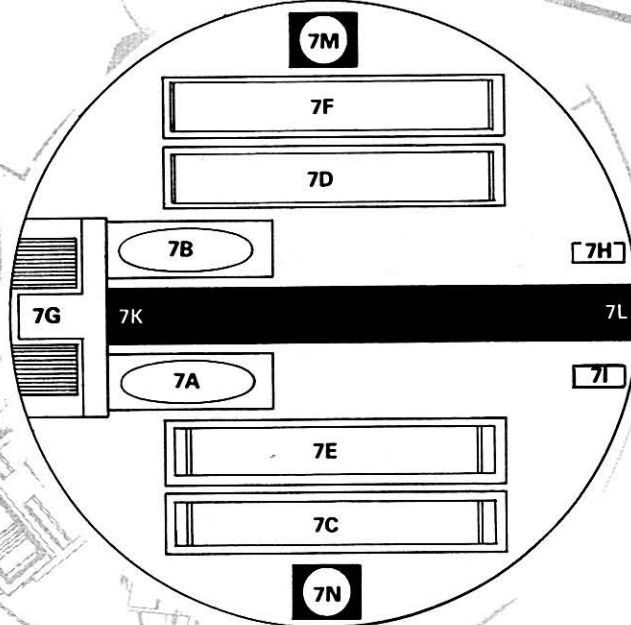
USS ARKADELPHIA DECK 5



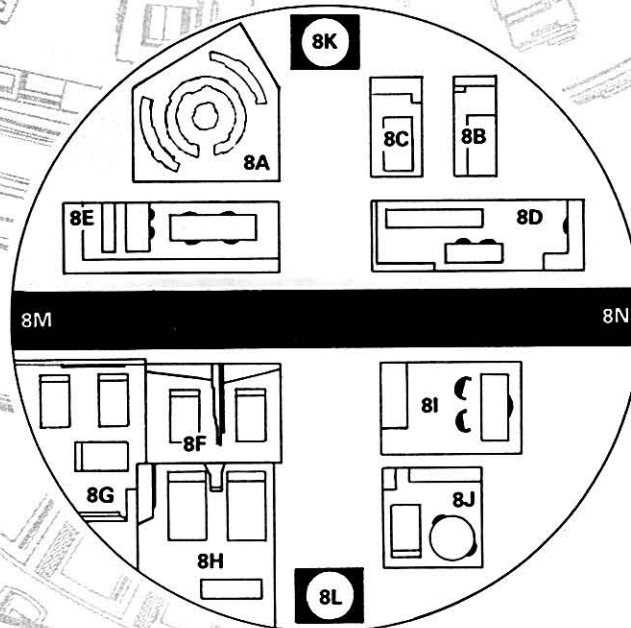
USS ARKADELPHIA DECK 6



**USS ARKADELPHIA
DECK 7**

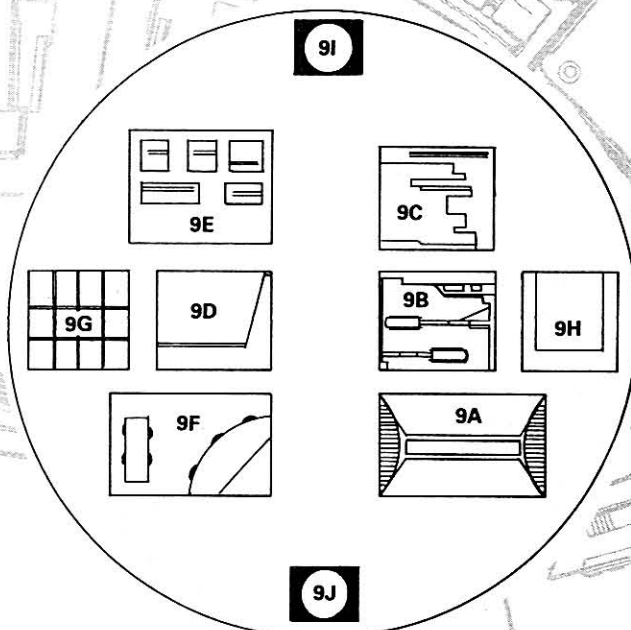


**USS ARKADELPHIA
DECK 8**

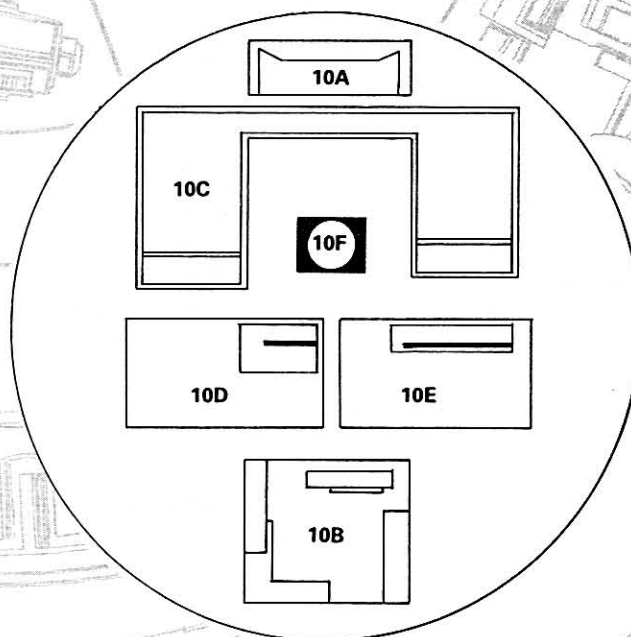


Drawings not to scale

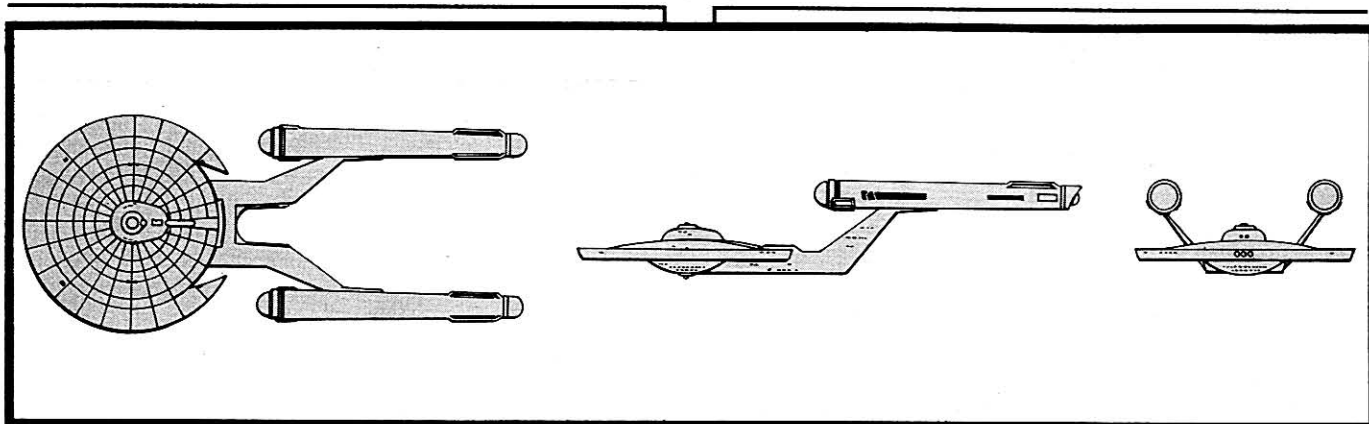
**USS ARKADELPHIA
DECK 9**



**USS ARKADELPHIA
DECK 10**



Drawings not to scale



DECK DESCRIPTIONS

The following is a description of the layout of the *USS Arkadelphia*. Designed at Salazaar, the *Arkadelphia* consists of ten decks in the main hull section. The areas in each of these levels are described below. This information is intended for both player and gamemaster to orient them to events taking place aboard the *Arkadelphia*.

The deck plans are not designed to be tactical maps for combat on the ship. Instead, they are meant to show what rooms are on each deck and where they are in relation to one another. When player characters are involved in combat, the gamemaster may wish to draw a tactical map of the room where combat is taking place.

Deck 0 - Main Ship's Sensors

An array of long-range sensor detection and tracking sensors are housed atop the ship's main hull.

Deck 1 - Bridge

This is the main command and control center for the ship.

Deck 2 - Senior Officers Quarters

This deck contains living quarters and accommodations for the Captain and his First Officer.

- Captain Vellacora's Quarters (2A)
- First Officer Bry'nn's Quarters (2B)
- Captain's Conference Room (2C)
- Captain's Lounge and Dining Area (2D)
- Captain's Office and Library Area (2E)
- Observation Port Area (2F)
- Observation Port Area (2G)
- Turbo-Lift Elevator (Vertical) (2H)

Deck 3 - Junior Officers Quarters

This deck contains living quarters and accommodations for junior ship's officers. Officers are expected to double-up two to a room. Individual arrangements are made among the officers themselves when adjustments are required. Separate sanitary facilities are available in each crew compartment.

- Department Head Quarters (3A)
- Department Head Quarters (3B)
- Department Head Quarters (3C)
- Department Head Quarters (3D)
- Department Head Quarters (3E)
- Yeoman's Quarters (3F)
- Yeoman's Quarters (3G)
- Junior Officers Mess (3H)
- Food Preparation Area (3I)
- Officers Recreation Room and Lounge Area (3J)
- Observation Port Area (3K)
- Observation Port Area (3L)
- Turbo-Lift Elevator (Vertical) (3M)

Deck 4 - Crew Quarters

This deck provides living quarters and accommodations for the remainder of the ship's crew. Rooms sleep three crewmembers. Sanitary facilities are available in each of the enlarged crew compartments.

- Crew Quarters (4A-4V)
- Crew's Mess (4W)
- Crew's Mess (4X)
- Turbo-Lift Elevator (Vertical) (4Y)
- Main Food Preparation Center (4Z)

Deck 5 - Fabrication Shops & Repair Facilities

These facilities are for on-board manufacturing and emergency repair for ship and crew.

- Clothing Fabrication Center (5A)
- Ship's Laundry Facility (5B)
- Chemical Storage Area (5C)
- Bulk Storage Facilities (5D)
- Electronics Laboratory (5E)
- Mechanical Engineering Center (5F)
- Bulk Storage Facilities (5G)
- Quartermaster Section (5H)
- Turbo-Elevator I (Vertical) (5I)
- Turbo-Elevator II (Vertical) (5J)
- Turbo-Elevator I (Horizontal) (5K)
- Turbo-Elevator II (Horizontal) (5L)
- Auxiliary Computer Control Facility (5M)

Deck 6 - Engineering Deck

This deck monitors and controls the distribution of all ship's power systems, including life-support. Shuttlecraft maintenance and launch facilities are also run from this deck, and the aft-mounted photon torpedo control room is located here.

- Ship's Main Storage Batteries (6A)
- Ship's Main Storage Batteries (6B)
- Main Engineering Center (6C)
- Main Life-Support Control Center (6D)
- Shuttlecraft Launch/Recovery Bay (6E)
- Shuttlecraft Observation Deck (6F)
- Shuttlecraft Storage Area (6G)
- Weapons Bay (Aft photon torpedo Control) (6H)
- Turbo-Life Elevator I (Vertical) (6I)
- Turbo-Life Elevator II (Vertical) (6J)
- Turbo-Lift Elevator I (Horizontal) (6K)
- Turbo-Lift Elevator II (Horizontal) (6L)

Deck 7 - Engine Maintenance

This deck contains the ship's engine fuel bins and control centers for warp drive matter/anti-matter inter-mixing.

- Fuel Bins, main engines (7A)
- Fuel Bins, main engines (7B)
- Matter/Anti-matter inter-mix chamber (7C)
- Matter/Anti-matter coolant chamber (7D)
- Matter/Anti-matter inter-mix chamber (7E)
- Matter/Anti-Matter coolant chamber (7F)
- Ship's Impulse Engines (7G)
- Observation Port Area (7H)
- Observation Port Area (7I)
- Turbo-Lift Elevator I (Vertical) (7K)
- Turbo-Lift Elevator II (Vertical) (7L)
- Turbo-Lift Elevator I (Horizontal) (7M)
- Turbo-Lift Elevator II (Horizontal) (7N)

Deck 8 - Medical & Research Center

This deck contains medical and surgical facilities for crew health services. Related support labs and the ship's main computers are located here.

- Main Ship's Computer Center (8A)
- Pharmacology Lab (8B)
- Biology Lab (8C)
- Chemistry Lab (8D)
- Ship's Library (8E)
- Ship's Sick Bay (8F)
- Recovery Room (8G)
- Surgery Ready Room (8H)
- Chief Medical Officer's Office (8I)
- Chief Medical Officer's Quarters (8J)
- Turbo-Lift Elevator I (Vertical) (8K)
- Turbo-Lift Elevator II (Vertical) (8L)
- Turbo-Lift Elevator I (Horizontal) (8M)
- Turbo-Lift Elevator II (Horizontal) (8N)

Deck 9 - Auxiliary Control and Support Facilities

This deck provides emergency support facilities in the event main bridge or engineering systems are damaged.

- Auxiliary Control (9A)
- Auxiliary Life-Support Control Center (9B)
- Auxiliary Tractor-Beam Control Center (9C)
- Auxiliary Navigational Control Center (9D)
- Emergency Supplies Storage (9E)
- Security Center (9F)
- Ship's Brig (9G) (Hold up to 12 individuals)
- Ship's Armory (9H) (contains phasers for each crew-member)
- Turbo-Lift Elevator I (Vertical) (9I)
- Turbo-Lift Elevator II (Vertical) (9J)

Deck 10 - Weaponry Readiness & Control

This deck contains the main fire-control and tracking systems for all ship's weapons.

- Phaser Firing Control Center (10A)
- Ship's Tracking/Fire-Control Systems Center (10B)
- Phaser Coolant Room (10C)
- Storage Area (10D)
- Storage Area (10E)
- Turbo-Lift Elevator (Vertical) (10F)

D-18B CLASS DESTROYER DARK HAND

The *IKV Dark Hand* is a *D-18B* Class destroyer and the flagship of the three-ship squadron dispatched to deal with the *Arkadelphia*. The remaining two vessels in the attack force are also *D-18B* destroyers, and the information below applies to them as well.

D-18B CLASS IX DESTROYER

Construction Data:

Model Numbers—	B
Ship Class—	IX
Date Entering Service—	2/1110
Number Constructed—	358

Hull Data:

Superstructure Points—	14
Damage Chart—	C
Size	
Length—	212 m
Width—	159 m
Height—	38 m
Weight—	125,500 mt

Cargo

Cargo Units—	70 SCU
Cargo Capacity—	3,500 mt
Landing Capability—	None

Equipment Data:

Control Computer Type—	ZD-6
Transporters—	
standard 6-person	2
emergency 18-person	2
cargo	1

Other Data:

Crew—	265
Passengers—	20
Shuttlecraft—	12

Engines And Power Data:

Total Power Units Available—	42
Movement Point Ratio—	3/1
Warp Engine Type—	KWE-3
Number—	2
Power Units Available—	20
Stress Charts—	J/M
Maximum Safe Cruising Speed—	Warp 8
Emergency Speed—	Warp 9
Impulse Engine Type—	KIB-2
Power Units Available—	2

Weapons And Firing Data:

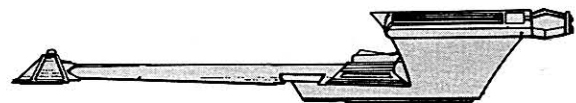
Beam Weapon Type—	KD-5
Number—	6
Firing Arcs—	2f/p, 2f, 2f/s
Firing Chart—	P
Maximum Power—	4
Damage Modifiers—	
+2	(1 - 10)
+1	(11 - 18)
Beam Weapon Type—	KD-14
Number—	1
Firing Arcs—	aft
Firing Chart—	D
Maximum Power—	8
Damage Modifiers—	
+2	(1 - 6)

Shields Data:

Deflector Shield Type—	KSE
Shield Point Ratio—	1/1
Maximum Shield Power—	8

Combat Efficiency:

D—	54.0
WDF—	20.7

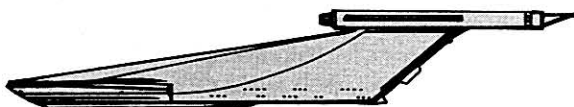


LIGHTNING CLASS BLOCKADE RUNNER TALON

Following is detailed information on the *Talon*, an Orion pirate ship operating from Tortuga. The *Talon* is a *Lightning* Class IV blockade runner, and is designed for speed and evasion rather than combat. At the start of this adventure, the *Talon* acquired a load of goods and is awaiting the arrival of a Klingon ship for their transfer. Such profitable trades are common within the confines of the Asparax Confederation.

LIGHTNING CLASS IV BLOCKADE RUNNER

Construction Data:	
Model Numbers—	1
Date Entering Service—	2/0803
Number Constructed—	160(?)
Hull Data:	
Superstructure Points—	16
Damage Chart—	C
Size	
Length—	100 m
Width—	33 m
Height—	32 m
Weight—	39,930 mt
Cargo	
Cargo Units—	50
Cargo Capacity—	2,500 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	Mark III
Transporters—	
standard 6-person	2
small cargo	1
Other Data:	
Crew—	23
Passengers—	10
Shuttlecraft—	2
Engines And Power Data:	
Total Power Units Available—	33
Movement Point Ratio—	3/1
Warp Engine Type—	OWA-1
Number—	2
Power Units Available—	15
Stress Charts—	G/F
Maximum Safe Cruising Speed—	Warp 8
Emergency Speed—	Warp 10
Impulse Engine Type—	OIB-3
Power Units Available—	3
Weapons And Firing Data:	
Beam Weapon Type—	OD-3
Number—	6
Firing Arcs—	3p/t/s, 1p,
	1s, 1a
Firing Chart—	R
Maximum Power—	4
Damage Modifiers—	
+1	(1 - 16)
Shields Data:	
Deflector Shield Type—	OSF
Shield Point Ratio—	1/3
Maximum Shield Power—	6
Combat Efficiency:	
D—	80.0
WDF—	18.0



ASPARAX PATROL CRAFT DEFIANT

The *Asparax* Confederation currently maintains six small, warp-driven patrolcraft for inter-systems courier and dispatch operations. These vessels are old Klingon *K-5B* Class gunboats captured by the Orions and subsequently re-sold to the Asparaxians. They have been modified with faster warp engines at the expense of defensive capability. Since the establishment of the Confederation, these ships have been used to seek out and capture any small commercial craft that have strayed into Asparaxian space.

K-5B CLASS II GUNBOAT

Construction Data:	
Model Numbers—	B
Date Entering Service—	2/0711-2/1803
Number Constructed—	403
Hull Data:	
Superstructure Points—	3
Damage Chart—	C
Size	
Length—	94 m
Width—	38 m
Height—	18 m
Weight—	12,950 mt
Cargo	
Cargo Units—	15 SCU
Cargo Capacity—	750 mt
Landing Capability—	Yes
Equipment Data:	
Control Computer Type—	ZD-2
Transporters—	
standard 6-person	1
Other Data:	
Crew—	18
Passengers—	6
Engines And Power Data:	
Total Power Units Available—	14
Movement Point Ratio—	1/1
Warp Engine Type—	KWB-2
Number—	1
Power Units Available—	12
Stress Charts—	O/P
Maximum Safe Cruising Speed—	Warp 7
Emergency Speed—	Warp 8
Impulse Engine Type—	KIA-2
Power Units Available—	2
Weapons And Firing Data:	
Beam Weapon Type—	KD-3
Number—	2
Firing Arcs—	F
Firing Chart—	I
Maximum Power—	5
Damage Modifiers—	
+1	(1 - 12)
Shields Data:	
Deflector Shield Type—	KSE
Shield Point Ratio—	1/1
Maximum Shield Power—	11
Combat Efficiency:	
D—	41.3
WDF—	5.4



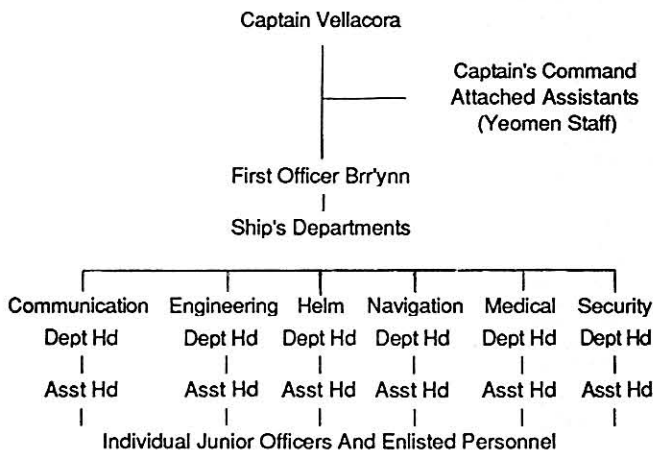
CAST OF CHARACTERS

The following section provides information on pre-generated player and non-player characters for use with this adventure. Of course, players are free to substitute alternate characters for use in this adventure, subject to the gamemaster's approval.

TABLE OF ORGANIZATION

The following brief Table of Organization lists the various departments aboard the *Arkadelphia*. Note that this table does not deviate from the normal chain of command as described in *STAR TREK: The Role Playing Game*, but is given here for reference should the question of succession arise. The ship's Yeomen aboard the *Arkadelphia* form a separate command staff reporting directly to the Captain and the First Officer. This agrees with standard military fleet procedure, which permits Commanders to have additional personnel attached directly to themselves. A kind of command staff, these Yeomen act as tactical advisors or other similar aides as the situation may require.

USS ARKADELPHIA TABLE OF ORGANIZATION



PLAYER CHARACTERS

Name: O'SHANTER, Timothy (Tam)
Rank/Title: Lieutenant
Current Assignment: Military Operations Command
USS Arkadelphia
Position: Chief Helmsman

Race: Human
Age: 24
Sex: Male

Attributes:

STR - 65	CHA - 48
END - 63	LUC - 47
INT - 70	PSI - 11
DEX - 88	

Combat Statistics
 To-Hit Numbers—
Modern: 75
HTH: 68
 Bare-Hand Damage: 1D10+7
 AP: 12

Significant Skills	Rating
Administration	15
Carousing	28
Damage Control Procedures	10
Deflector Shield Operations	25
Computer Operations	30
Communications Systems Technology	22
Instruction	10
Leadership	12
Life Sciences, Exobiology	10
Marksmanship, Modern	62
Medical Sciences, General Medicine, Human	10
Negotiation/Diplomacy	25
Personal Combat, Unarmed	48
Personal Weapons Technology	08
Physical Science	
Computer Science	28
Mathematics	10
Physics	10
Planetary Science, Geology	10
Shuttlecraft Pilot	23
Shuttlecraft Systems Technology	17
Small Equipment Systems Technology	12
Social Sciences	
Federation Culture	25
Federation Law	10
Space Sciences	
Astrogation	28
Astronomy	22
Starship Helm Operations	40
Starship Sensors	46
Starship Weaponry Operations	28
Starship Weaponry Technology	41
Trivia, Scottish History	28
Warp Drive Technology	19

Distinguishing Physical Characteristics:

Tam's thin, sandy hair is always mussed-up. He never sits in chairs, but rather slumps in them. His relaxed body, however, is extremely agile.

Brief Personal History:

Birthplace: Cyclopsus/Decameron

Tam is a native of Cyclopsus, a world located in the Triangle near the Federation border. He is one of the few Cyclopsians ever to graduate from the Academy. Before being reassigned to Star Base 12 and his present assignment, Tam's assignments have included a posting in the Colonial Operations Command during his cadet cruise and subsequent service with the Bureau of Space Safety as part of the Federation Merchant Marine.

Personality:

Motivations/Desires/Goals:

Though neither inefficient nor incompetent, Tam lacks the strong personal zeal and ambition that would mark him for rapid advances in rank. Tam sees the service largely as an escape from the drudgery of an otherwise mundane life at home.

Manner:

An easy-going individual, Tam takes life as it comes, with no real concern for what tomorrow may bring.

Special Knowledge/Powers:

None.



Timothy O'Shanter



Janissa Grenadine

Name: GRENADINE, Janissa
Rank/Title: Lieutenant Commander
Current Assignment: Military Operations Command
USS Arkadelphia
Position: Chief Engineer

Race: Human
Sex: Female
Age: 24

Attributes:

STR - 58	CHA - 80
END - 54	LUC - 28
INT - 67	PSI - 29
DEX - 72	

Combat Statistics:

To-Hit Numbers—
Modern: 46
HTH: 48

Bare-Hand Damage: 1D10 + 5
 AP: 11

Significant Skills

	Rating
Administration	25
Artistic Expression, Singing	28
Carousing	25
Communications Systems Operations	22
Communications Systems Technology	30
Computer Operations	37
Damage Control Procedures	27
Deflector Shield Operations	13
Deflector Shield Technology	28
Electronics Technology	39
Instruction	20
Leadership	27
Life Sciences, Exobiology	10
Life Support Systems Technology	40
Marksmanship, Modern	21
Mechanical Engineering	33
Medical Science, General Medicine, Human	10
Negotiation/Diplomacy	22
Personal Combat, Unarmed	25
Personal Weapons Technology	07
Physical Sciences, Physics	16
Planetary Science, Geology	10
Shuttlecraft Pilot	33
Shuttlecraft Systems Technology	37
Small Equipment Systems Technology	28
Social Sciences	
Federation Culture	22
Federation Law	12
Space Science	
Astrogation	27
Astrophysics	25
Starship Combat Strategy/Tactics	17
Starship Sensors	37
Starship Weaponry Operation	20
Starship Weaponry Technology	48
Transporter Operation Procedures	24
Transporter Systems Technology	30
Trivia, Terran Hallucinogens	29
Warp Drive Technology	32

Distinguishing Physical Characteristics:

Janissa is very tall. She often wears her hair long, disregarding dress regulations.

Brief Personal History:

Birthplace: Martian Colony 5

The daughter of a Merchant Marine Captain, Janissa spent most of her early life aboard her parent's tramp freighter. Acquiring a fascination for anything mechanical, Janissa applied for and was granted admittance to the Academy on the basis of her technical aptitude. Excelling in her chosen branch beyond the expectations of her instructors, she received a special commendation upon completion of her cadet cruise, and quickly rose through the ranks. Most of her past service has been with the Star Fleet Merchant Marine. This is Janissa's first duty assignment in the Military Operations Command.

Personality:

Motivations/Desires/Goals:

Janissa's new rank is only temporary. More than anything else, she desires to retain her present post long enough to secure a transfer to the Galaxy Exploration Command with her rank confirmed.

Manner:

A lusty individual with an enormous love of life, Janissa is outgoing, quick to befriend, and extremely loyal. Though she enjoys the company of subordinates, Janissa is equally at home on the bridge of the *Arkadelphia*.

Special Knowledge/Powers:

None.

Name: DYNESS, Bartholm (Bart)
Rank/Title: Lieutenant
Current Assignment: Military Operations Command
USS Arkadelphia
Position: Chief Navigator

Race: Human
Age: 24
Sex: Male
Attributes:

STR - 62 CHA - 56
END - 55 LUC - 30
INT - 68 PSI - 18
DEX - 81

Combat Statistics:
To-Hit Numbers- **Bare-Hand Damage:** 1D10 + 5
Modern: 57 **AP:** 12
HTH: 53

Significant Skills	Rating
Administration	15
Carousing	48
Communications Systems Operations	15
Communications Systems Technology	42
Computer Operation	35
Computer Technology	28
Damage Control Procedures	18
Deflector Shield Operation	29
Deflector Shield Technology	25
Environmental Suit Operations	15
Instruction	12
Language, Klingonaase	20
Leadership	29
Life Sciences	
Genetics	11
Biology	10
Marksmanship, Modern	33
Marksmanship, Archaic Firearms	47
Medical Science, General Medicine, Human	20
Personal Combat, Unarmed	26
Personal Weapons Technology	05
Social Science	
Federation Culture	45
Federation Law	17
Space Sciences	
Astrogation	48
Astronomy	41
Astrophysics	37
Starship Helm Operation	15
Starship Sensors	50
Starship Weaponry	27
Transporter Operation	12
Value Estimation	28
Warp Drive Technology	18

Distinguishing Physical Characteristics:
Bart has bright red hair and freckles.

Brief Personal History:
Birthplace: England, Terra
During his Academy days, Bart transferred from Security to Navigation in hopes of bettering his chances for promotion. Past service has included a tour of duty at Star Base 7 and one tour in the Galaxy Exploration Command prior to the current assignment.

Personality:
Motivations/Desires/Goals:
Bart dreams of securing a command of his own. He has dedicated himself wholeheartedly to this goal. Bart knows how to 'play the game', and seizes every opportunity to further his career.

Manner:
Bart is an energetic and dynamic individual. He is open and generous, as long as such generosity does not interfere with his personal plans for advancement.

Special Knowledge/Powers:
None.



Name: CROMWELL, Ursula
Rank/Title: Lieutenant j.g.
Current Assignment: Military Operations Command
USS Arkadelphia
Position: Yeoman

Race: Human
Age: 24
Sex: Female
Attributes:

STR - 52 CHA - 77
END - 56 LUC - 40
INT - 60 PSI - 37
DEX - 68

Combat Statistics:
To-Hit Numbers- **Bare-Hand Damage:** 1D10 + 5
Modern: 53 **AP:** 10
HTH: 44

Significant Skills	Rating
Administration	38
Carousing	57
Communications Systems Operations	40
Communications Systems Technology	10
Computer Operation	47
Computer Technology	10
Damage Control Procedures	20
Electronics Technology	20
Instruction	30
Language	
Andorian	43
Romulan	35
Klingonaase	28
Life Sciences, Biology	15
Leadership	16
Marksmanship, Modern	38
Medical Science, General Medicine, Human	10
Negotiation/Diplomacy	10
Personal Combat, Unarmed	20
Personal Weapons Technology	05
Physical Science, Physics	14
Small Equipment Systems Technology	12
Social Sciences	
Federation Culture	42
Federation Law	39
Political Science	26
Space Science	
Astrogation	20
Astrophysics	22
Starship Helm Operations	10
Starship Sensors	10
Streetwise	23
Transporter Operation Procedures	15

Distinguishing Physical Characteristics:
Ursula wears her long, black hair in a pony-tail. Tall and thin, she moves gracefully.

Brief Personal History:
Birthplace: Lavoshare, Alpha Centauri
A graduate in the top ten percent of her class at the Academy, Ursula excels in administrative and legislative matters. She completed a successful cadet cruise in the Colonial Operations Command, during which she participated in a survey mission in the Organian Neutral Zone. Afterwards, Ursula was posted to the Galaxy Exploration Command as part of a contact team attempting to open formal relations with members of the Tholian Assembly. Though this mission failed, Ursula's contributions were sufficient to win her present assignment.

Personality:
Motivations/Desires/Goals:
Ursula views Star Fleet as a means to an end. Her ultimate goal is a diplomatic/bureaucratic position with the Federation Council Support Agency, following the completion of a successful career in the service. Upon completing this assignment, Ursula hopes to secure an assignment with the Star Fleet Office of the Judge Advocate General, where her administrative skills can be put to better use.

Manner:
Cool and calculating, Ursula is generally introverted when not on duty.

Special Knowledge/Powers:
None.



Name: De LaFLEUR, Martin

Rank/Title: Lieutenant

Current Assignment: Military Operations Command
USS Arkadelphia

Position: Acting Chief Communications/Damage Control Officer

Race: Human

Age: 24

Sex: Male

Attributes:

STR - 65

CHA - 70

END - 59

LUC - 75

INT - 72

PSI - 15

DEX - 69

Combat Statistics:

To-Hit Numbers—

Modern: 55

HTH: 54

Bare-Hand Damage: 1D10 + 7

AP: 10

Significant Skills

Rating

Administration

22

Carousing

63

Communications Systems Operations

55

Communications Systems Technology

37

Computer Operations

42

Computer Technology

40

Damage Control Procedures

58

Electronics Technology

45

Environmental Suit Operations

20

Instruction

20

Language

Andorian

30

Caitian

35

Leadership

24

Life Sciences, Biology

10

Marksmanship, Modern

42

Medical Science, General Medicine, Human

15

Negotiation/Diplomacy

10

Personal Combat, Unarmed

40

Personal Weapons Technology

05

Physical Science, Mathematics

23

Security Procedures

44

Social Science

Federation Culture

50

Federation Law

28

Space Sciences

Astrogation

20

Astronomy

10

Starship Helm Operations

10

Starship Sensors

43

Starship Weaponry Operation

12

Transporter Operation Procedures

17

Trivia, Klingon Culture

25

Distinguishing Physical Characteristics:

Martin has a receding chin and pale skin tone.

Brief Personal History:

Birthplace: Paris, United States of Europe, Terra

Martin failed his first cadet cruise, a traumatic experience for him. Since then, he has applied himself diligently to whatever he has been assigned. Martin received his current position when the officer originally selected for the *Arkadelphia* became ill, and a replacement was needed immediately.

Personality:

Motivations/Desires/Goals:

Martin feels ashamed at failing his original cadet cruise. That situation inspired him to greater accomplishments ever since, but the stigma of that initial failure remains. Martin hopes to join the Galaxy Exploration Command. In his eyes, that would prove his worth and vindicate many years of struggle.

Manner:

Rather reserved, Martin is generally standoffish, especially around old Academy comrades who might remember his past failure.

Special Knowledge/Powers:

None.



Name: CHANDLER, Houston

Rank/Title: Lieutenant

Current Assignment: Military Operations Command
USS Arkadelphia

Position: Acting Security Chief

Race: Human

Age: 24

Sex: Male

Attributes:

STR - 68

CHA - 59

END - 69

LUC - 42

INT - 58

PSI - 17

DEX - 66

Combat Statistics:

To-Hit Numbers—

Modern: 63

HTH: 56

Bare-Hand Damage: 1D10 + 7

AP: 10

Significant Skills

Rating

Administration

35

Artistic Expression, Vulcan Harp

19

Carousing

32

Communications Systems Operation

10

Communications Systems Technology

12

Computer Operation

20

Environmental Suit Operation

10

Instruction

28

Gaming

3-D Chess

40

Terran Poker

58

Leadership

34

Physical Science, Physics

38

Planetary Science, Geology

30

Social Sciences

Federation Culture

10

Federation Law

20

Marksmanship, Modern

60

Medical Science, General Medicine, Human

20

Personal Combat

Dagger

15

Unarmed

47

Planetary Survival, Arctic

53

Planetary Science, Archeology

10

Shuttlecraft Pilot

27

Shuttlecraft Systems Technology

02

Small Equipment Systems Operation

17

Small Unit Tactics

42

Space Science, Astrogation

10

Starship Helm Operations

10

Starship Combat Strategy/Tactics

10

Streetwise

20

Transporter Operation Procedures

38

Transporter Systems Technology

10

Distinguishing Physical Characteristics:

Houston is tall and well-muscled. He has a lantern jaw and a Roman nose.

Brief Personal History:

Birthplace: United States of America, Terra

Following graduation, Houston spent the majority of his service time attached to various outpost operations along the Organian Border Zone monitoring Klingon activities for Star Fleet Intelligence. His first assignment found him in the Military Operations Command, stationed on Salazaar during the construction of the *Arkadelphia*. Following the completion of the vessel, Houston was assigned to serve as acting Security Chief.

Personality:

Motivations/Desires/Goals:

Houston is proud of his new position aboard ship and hopes to retain it for some time to come. From everything he has learned of Captain Vellacora, Houston has come to greatly respect this line officer, and the Captain has come to appreciate this eager fledgling in turn.

Manner:

Houston is soft-spoken and mild-mannered, but capable of ruthless action in the performance of his duty if circumstances should warrant it.

Special Knowledge/Powers:

None.



MAJOR NPCs

The following section details information on the major non-player characters used in this adventure. These character information sheets are intended for the gamemaster's use only.

Name: VELLACORA, Ian Trimarak
Rank/Title: Captain
Current Assignment: Military Operations Command
USS Arkadelphia

Position: Captain

Race: Human

Age: 48

Sex: Male

Attributes:

STR - 69	CHA - 74
END - 77	LUC - 58
INT - 82	PSI - 17
DEX - 74	

Combat Statistics:

To-Hit Numbers-
Modern: 50
HTH: 58

Bare-Hand Damage: 1D10 + 7
 AP: 11

Significant Skills

	Rating
Administration	22
Carousing	34
Communications Operation Procedures	38
Communications Systems Technology	27
Computer Operation	30
Damage Control Procedures	57
Deflector Shield Operation	15
Electronics Technology	35
Mechanical Engineering	20
Environmental Suit Operations	25
Gaming, 3-D Chess	30
Instruction	18
Language, Caitian	60
Leadership	62
Marksmanship, Modern	27
Medical Science	
General Medicine, Human	19
Psychology, Human	28
Negotiation/Diplomacy	33
Personal Combat	
Sword	10
Unarmed	42
Personal Weapons Technology	17
Physical Science	
Mathematics	23
Physics	18
Planetary Science, Geology	10
Planetary Survival, Desert	20
Security Procedures	44
Shuttlecraft Pilot	10
Small Unit Tactics	27
Social Sciences	
Federation Culture	36
Federation Law	39
Space Science	
Astrogation	24
Astronomy	28
Astrophysics	20
Starship Combat Strategy/Tactics	47
Starship Helm Operation	29
Starship Sensors	36
Starship Weaponry Operation	52
Starship Weaponry Technology	35
Transporter Operation Procedures	12
Trivia	
UFP-Klingon Conflicts	32
Personal History Kelvar Garth	28
Zero-G Operations	19

Distinguishing Physical Characteristics:

Like all native-born Izarians, Vellacora has black eyes and high cheekbones. His hair is mostly white due to normal progressive aging.

Brief Personal History:

Birthplace: Maladine, Izar

After a brief tour of duty in the Galaxy Exploration Command aboard the *USS Constellation*, Vellacora volunteered for duty with Captain Kelvar Garth aboard the *USS Xenophon*. Vellacora served under Garth throughout the Four Years War, and they became close friends. After the conclusion of the conflict, Vellacora was promoted rapidly, serving alternately in the Galaxy Exploration Command and the Military Operations Branch.

Vellacora later won the Star Fleet Citation For Conspicuous Gallantry for his heroic rescue of the survivors of the *USS Republic* from a Meletus cloud-creature in the Tycho system. During the brief conflict with the Klingons during the Organian Crisis, Vellacora was instrumental in defeating a superior Klingon attack force following a surprise attack near Sherman's planet.

After an assignment in Star Base Operations and a tour as instructor at Star Fleet Academy, Vellacora served on the diplomatic team that negotiated formal peace terms with the Gorns, following their attack on Cestus III. Returning to the Military Operations Command, he commanded the Peace-keeping Force that enforced the protectorate status of the Coridan systems after the Second Babel Conference. Then, Vellacora obtained an early retirement.

Vellacora later rejoined Star Fleet, serving in the Colonial Operations Command and overseeing the most recent UFP-Gorn cultural exchange mission in the Cestus system. He was later promoted to Captain, and assigned to supervise the construction and shakedown operations of the *USS Arkadelphia*.

Personality:

Motivations/Desires/Goals:

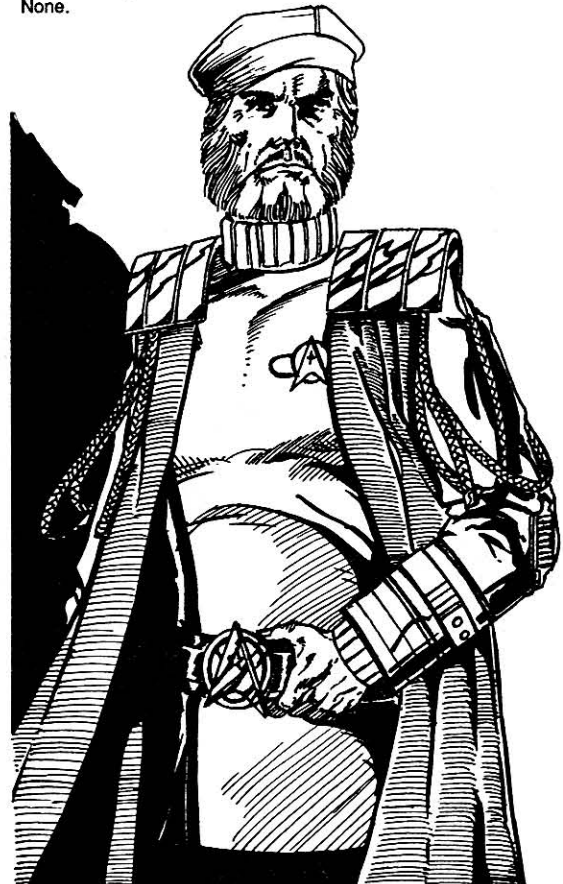
Vellacora has developed an almost maniacal hatred of Klingons over the years. Vellacora is convinced that the Klingons are planning to conquer the Asparax Confederation the same way they they conquered Axanar. Vellacora is becoming more and more certain that only he can properly perceive this threat and save the Federation from Klingon domination.

Manner:

Vellacora is friendly and informal with subordinates. His open demeanor, however, masks a deep cunning that can be seen in moments of extreme agitation or concentration.

Special Knowledge/Powers:

None.



Name: BRR'YNN

Rank/Title: Lieutenant Commander

Current Assignment: Military Operations Command
USS Arkadelphia

Position: First Officer

Race: Caitian

Age: 33

Sex: Female

Attributes:

STR - 58
END - 54
INT - 72
DEX - 73

CHA - 88
LUC - 70
PSI - 12

Combat Statistics:

To-Hit Numbers-
Modern: 62
HTH: 50

Bare-Hand Damage: 1D10 + 5
AP: 11

Significant Skills

Rating

Administration	32
Artistic Expression	
Sculpting	25
Caitian Lyre	40
Carousing	20
Communications Systems Operation	20
Communications Systems Technology	18
Computer Operation	28
Deflector Shield Operation	14
Electronics Technology	43
Gaming	
3-D Chess	29
Terran Blackjack	22
Terran Poker	38
Instruction	45
Leadership	59
Life Sciences	
Biology	38
Exobiology	44
Marksmanship, Modern	52
Medical Science	
General Medicine, Human	10
General Medicine, Caitian	22
Psychology, Human	31
Psychology, Caitian	48
Personal Combat, Unarmed	28
Personal Weapons Technology	10
Physical Science	
Mathematics	45
Physics	33
Planetary Science, Geology	17
Small Unit Tactics	38
Social Sciences	
Federation Culture	49
Federation Law	22
Space Science	
Astrogation	33
Astronomy	31
Astrophysics	15
Starship Helm Operation	29
Starship Sensors	43
Starship Weaponry Operation	50
Starship Weaponry Technology	47
Starship Combat Strategy/Tactics	30
Transporter Operation Procedures	12
Transporter Technology	19
Trivia	
Terran Games Of Chance	30
Klingon Combat Tactics	25
Warp Drive Technology	27

Distinguishing Physical Characteristics:

Br'rynn is tall for a Caitian, standing well over two meters in height. Slender of build and full-figured, Br'rynn has pale yellow eyes and soft, gold colored fur. Her features strongly resemble those of a Terran feline. Her six-fingered forepaws are adorned with miniature rings denoting various Caitian social characteristics.

Brief Personal History:

Birthplace: Cait

Br'rynn is the third member of her clan to enter Star Fleet. She began her career as a member of the enlisted ranks aboard the USS *Excalibur*, but received a battlefield promotion during the Organian Conflict. She then enrolled in Star Fleet Academy. Upon her graduation, Br'rynn entered the Military Operations Command, where she's been ever since. Br'rynn met Captain Vellacora while they both were serving in the Coridan Peace-keeping Force. Vellacora was impressed by Br'rynn's expertise in starship combat tactics and handling of ship's weaponry, and, as a result, he kept in touch with her ever since. In her present position, Br'rynn acts as the Vellacora's tactical advisor as well as first officer.

Personality:

Motivations/Desires/Goals:

Br'rynn has no desire for her own command. She looks forward to serving aboard an all-Caitian starship (similar conditions involving all-Vulcan crews having already been established in the fleet). Br'rynn has a close relationship with Captain Vellacora, based on mutual respect and affection. Under no circumstances will she act against her Commander. A dedicated officer, Br'rynn values loyalty in herself and others above all else.

Manner:

Br'rynn is extremely friendly and easy to know. Generally pacifistic, she is a formidable opponent if sufficiently angered.

Special Knowledge/Powers:

None.



Name: PAINE, Michael Spencer, M.D., Ph.D
Rank/Title: Lieutenant Commander
Current Assignment: Military Operations Command
USS Arkadelphia
Position: Chief Medical Officer

Race: Human
Age: 39
Sex: Male
Attributes:

STR - 57	CHA - 59
END - 53	LUC - 46
INT - 80	PSI - 27
DEX - 78	

Combat Statistics:
To-Hit Numbers—
Modern: 49
HTH: 51
Bare-Hand Damage: 1D10 + 5
AP: 11

Significant Skills	Rating
Administration	40
Carousing	42
Communication Systems Operation	13
Computer Operation	27
Damage Control Procedures	10
Instruction	40
Language	
French	28
Greek	48
Latin	34
Leadership	29
Life Sciences	
Biology	37
Ecology	20
Exobiology	38
Genetics	39
Life Support Systems Technology	48
Marksmanship, Modern	20
Medical Sciences	
General Medicine, Human	58
General Medicine, Andorian	43
Pathology	60
Psychology, Human	57
Psychology, Andorian	50
Surgery	79
Negotiation/Diplomacy	23
Personal Combat, Unarmed	25
Physical Science, Chemistry	55
Small Equipment Systems Technology	49
Social Sciences	
Federation Culture	37
Federation Law	19
Space Sciences	
Astrogation	10
Astronomy	10
Transporter Operation Procedures	10

Distinguishing Physical Characteristics:

Paine is a short man with blond, curly hair. He has piercing blue eyes and long, slim fingers.

Brief Personal History:

Birthplace: United States of America, Terra

After a long internship on Andor, Doctor Paine entered Star Fleet Academy. He has since served at various star bases and medical research facilities throughout Federation territory. This is Paine's first deep-space ship-board assignment.

Personality:

Motivations/Desires/Goals:

Paine has been trying to get into space since he graduated from Star Fleet Academy. He sees his current assignment as a means to obtain a posting to the new galactic exploration mission planned for the near future.

Manner:

Paine is wary of any deviation from Star Fleet Regulations, especially if it endangers his chances for serving in the galactic exploration mission. He is a reserved man who keeps his mouth shut and his eyes open.

Special Knowledge/Powers:

Paine is interested in how independent command affects individuals with strong charismatic-leadership traits. He knows the histories of many Star Fleet Commanders, including Fleet Captain Kelvar Garth, Admiral James Kirk, and Captain Ian Vellacora.

CREW DISPOSITION

The following roster provides the placement and loyalty of all crewmembers aboard the *Arkadelphia*. The game-master should feel free, however, to alter the placements given below if he so desires. NPCs may be in either one of four standard locations aboard ship at any given time: on station at their respective post, off-duty at one the ship's various recreation facilities (rec room, library, observation deck, etc.), eating in one the ship's main dining areas, or in their quarters either asleep or otherwise occupied.

In addition to giving NPC locations, the roster below also contains specific information for each individual as follows: age, rank, race, attributes, AP, To-Hit, modern and Hand-to-Hand combat statistics, and a Loyalty Rating. The Loyalty Rating represents the degree to which the individual will remain loyal to Captain Vellacora in the event of an attempted take-over. The rating is a number from 00 - 100, with 00 representing no loyalty whatsoever and 100 representing extreme loyalty. In addition, an overall average is given for each major department aboard ship. (If actual fighting has already broken out, the gamemaster should add 15 points to all NPC loyalty ratings.)



**Crew Disposition Chart:
Alphabetical By Section**

Name	Age	Rank	Race	Attributes							AP	To-Hit Modern	H-T-H: Combat	Loyalty Rating	Location On Ship
				STR	END	INT	DEX	CHA	LUC	PSI					
Communications/Damage Control: AVG:51															
Albers	29	ENL	Human	64	59	74	58	36	36	07	10	59	44	50	Quarters
Arnon, S	23	ENL	Human	55	60	58	57	33	39	09	10	45	67	49	Station
Ballard, W	22	ENL	Human	49	59	44	58	58	46	08	10	79	66	78	Quarters
Brighton, R	27	ENS	Human	50	58	88	48	86	27	09	09	65	43	30	Quarters
Brixton, B	37	ENL	Human	48	75	68	62	85	37	29	10	55	36	65	Station
Candar	30	ENL	Tellarite	59	69	50	40	48	58	08	08	90	65	57	Station
Danton, R	28	ENL	Human	48	58	39	49	66	45	07	09	47	35	37	Rec Area
Ellison, M	27	ENS	Human	56	74	48	87	48	39	18	13	40	49	36	Rec Area
Flinders, S	27	ENL	Human	48	69	74	49	30	39	15	09	42	47	44	Station
Larson, V	26	ENS	Human	36	62	48	49	68	73	17	09	38	68	48	Quarters
Santara, E	30	ENS	Tellarite	48	57	55	49	85	38	20	10	59	46	30	Quarters
Thantos	23	ENS	Tellarite	60	48	72	50	47	37	12	09	35	26	90	Quarters
Wells, C	26	ENL	Human	47	72	48	63	36	30	19	11	60	45	50	Station
Adams, O	38	ENL	Human	48	76	39	30	75	48	05	07	48	56	59	Dining
Alter, D	25	ENL	Human	53	59	58	49	44	39	07	09	49	37	60	Station
Bates, B	26	ENL	Human	68	45	54	36	43	38	28	09	58	32	35	Quarters
Evans, L	22	ENS	Human	57	47	68	69	74	37	11	11	68	38	57	Quarters
Ellison, A	24	ENL	Human	58	68	39	47	49	40	38	11	65	48	58	Quarters
Fellows, F	38	ENL	Human	59	67	49	43	45	23	27	09	44	69	67	Quarters
Fowler, C	22	ENL	Human	68	37	48	37	45	44	05	10	58	48	60	Station
Freeman, S	27	ENL	Human	48	47	34	48	58	37	04	10	45	69	35	Station
Gallar	23	ENL	Tellarite	50	55	49	59	44	43	09	10	58	29	55	Rec Area
Gates, E	39	ENL	Human	49	54	24	57	27	26	12	12	47	49	20	Dining
Hardign, R	23	ENL	Human	48	76	47	74	58	53	19	11	48	34	80	Station
Lorin, C	26	ENL	Human	47	59	42	63	59	36	05	08	40	54	47	Quarters
Martin, B	37	ENL	Human	59	54	47	28	62	43	22	10	91	57	86	Quarters
Matthws, P	36	ENL	Human	72	63	49	57	57	37	29	10	95	32	49	Station
Mitchel, D	30	ENL	Human	48	72	58	37	37	40	19	09	68	35	35	Station
Richards, Y	27	ENL	Human	48	75	73	39	38	35	03	11	90	56	37	Dining
Sondrmn, E	39	ENL	Human	55	63	38	47	82	27	18	09	59	44	94	Dining
Whiram, J	38	L TJ	Human	49	47	75	54	58	52	10	11	50	57	48	Station
Wintorm, J	22	ENL	Human	39	44	32	49	48	63	08	09	64	46	66	Quarters
Helm & Ship's Weaponry Section: AVG:54															
Barton, T	27	ENS	Human	48	63	74	38	28	49	08	08	60	45	69	Station
Freara	25	ENS	Tellarite	47	48	70	58	36	40	12	10	59	46	55	Station
Majors, R	27	ENL	Human	69	59	63	50	72	49	25	09	78	67	75	Station
Maxim, B	23	ENL	Human	49	68	55	36	65	28	39	11	49	43	59	Quarters
Palomar, H	26	ENL	Human	42	60	44	55	36	35	15	10	40	45	39	Quarters
Pattrsn, W	22	ENS	Human	53	58	71	60	44	20	12	10	69	46	48	Rec Area
Peters, A	38	ENL	Human	43	65	30	60	45	48	09	10	50	67	48	Rec Area
Raven, C	22	ENL	Human	48	49	75	35	38	59	66	08	92	69	40	Dining
Simons, E	28	ENL	Human	50	58	62	47	34	48	22	09	47	68	95	Station
Stewart, S	38	ENL	Human	38	65	39	48	37	29	17	09	90	55	37	Station
Thoram	30	ENL	Tellarite	48	55	53	48	63	50	12	09	45	70	30	Quarters

Name	Age	Rank	Race	Attributes								AP	To-Hit Modern	H-T-H: Combat	Loyalty Rating	Location On Ship
				STR	END	INT	DEX	CHA	LUC	PSI						
Medical Section: AVG:47																
Evans, V	38	ENL	Human	57	47	68	53	73	46	11	10	85	54	58	Dining	
Hanna, D	26	ENL	Human	49	59	55	57	44	59	15	10	74	34	30	Station	
Landars, B	25	ENL	Human	53	46	55	68	47	53	18	11	30	45	94	Station	
Miller, T	22	ENL	Human	47	59	37	58	57	36	10	10	45	56	48	Quarters	
Moore, T	28	ENL	Human	64	55	43	22	38	25	07	12	48	45	20	Quarters	
Tompson, J	29	ENL	Human	48	63	46	62	30	42	05	11	59	40	29	Rec Area	
Navigation & Sciences Section: AVG:48																
Allison, S	25	ENL	Human	48	59	38	50	58	55	05	09	39	32	45	Station	
Carter, P	30	ENL	Human	48	59	55	58	49	38	19	10	64	24	39	Rec Area	
Dronn	25	ENL	Tellarite	43	68	50	49	45	39	12	09	40	45	06	Quarters	
Lee, V	22	ENL	Human	48	55	59	40	48	47	12	08	37	56	45	Quarters	
Logan, R	34	LTJ	Human	75	61	36	22	53	38	12	10	80	44	45	Station	
Masters, C	34	ENL	Human	48	49	55	63	48	26	22	11	84	57	58	Station	
Robinsn, T	28	LTJ	Human	59	38	69	40	65	59	10	13	49	36	90	Quarters	
Tarack, M	37	ENL	Human	48	59	46	58	39	30	10	10	70	48	39	Rec Area	
Thames, V	22	ENL	Human	59	47	36	56	47	33	30	12	49	38	30	Rec Area	
Thantora	30	LTJ	Tellarite	67	65	49	52	52	28	27	09	50	93	49	Dining	
Theloss	26	ENS	Tellarite	74	63	52	36	26	62	15	08	65	45	35	Quarters	
Winters, E	39	ENL	Human	44	71	58	30	37	18	07	10	58	90	90	Station	
Security: AVG:55																
Carman, T	25	ENL	Human	56	75	38	47	52	39	11	09	49	49	50	Quarters	
Carnon, V	24	ENL	Human	49	58	44	61	57	38	21	11	77	66	59	Quarters	
Chandlr, H	24	LT	Human	48	55	48	36	59	22	17	10	59	49	69	Rec Area	
Daniels, R	26	ENL	Human	73	65	40	47	38	30	09	10	58	50	58	Station	
Forini, T	38	ENL	Human	48	62	55	46	40	53	12	13	69	48	87	Station	
Haromy, C	36	ENL	Human	53	48	25	52	58	48	14	10	60	38	56	Rec Area	
O'Harra, P	35	ENL	Human	60	48	56	48	71	43	09	10	82	59	30	Quarters	
Otters, R	37	ENL	Human	58	39	26	40	34	38	22	10	48	55	40	Station	
Tamara, J	28	ENL	Human	54	48	53	24	36	62	27	12	90	39	48	Station	
Walters, I	33	ENL	Human	49	36	55	43	36	33	16	09	67	94	57	Dining	
Yeomanry Section: AVG:70																
Chambers, M	27	ENL	Human	39	59	57	48	59	43	14	09	45	38	95	Dining	
Hogan, L	28	ENL	Human	44	58	38	48	63	69	12	09	48	37	58	Rec Area	
Horin, X	38	ENL	Human	67	55	44	40	36	56	11	11	33	43	49	Station	
Wallace, M	27	ENL	Human	48	62	60	47	39	25	11	09	89	33	78	Quarters	

There is a 40 percent chance either the Captain or the First Officer will be on the bridge at any given time. Otherwise, the Captain will be in his quarters and Br'ynn will either be at dinner (25 percent) or in her quarters (35 percent). These base probabilities can be adjusted by the gamemaster as needed.

Abbreviations:

ENL: Enlisted
 ENS: Ensign
 LT: Lieutenant
 LTJ: Lieutenant, junior grade
 YM: Yeoman
 S: Strength
 E: Endurance
 I: Intelligence
 D: Dexterity
 C: Charisma
 L: Luck
 P: Psionic Potential

ADDITIONAL CREW INFORMATION

The following additional information is provided on selected officers and crew aboard the *Arkadelphia* who might interact often with the player characters. The NPCs include Assistant Department Heads and those crewmembers with very high or low loyalty ratings.

Ballard, W. (Communications) Rating: 78

Ballard is a young and highly idealistic crewmember. He has been greatly impressed with tales of the Captain's daring exploits for many years. He respects his Captain to the point of reverent devotion.

Brighton, R. (Communications) Rating: 30

Brighton is an enlisted crewmember with little respect for authority. He has held a grudge against officers ever since he was rejected as a candidate for Star Fleet Academy almost ten years ago. Under most circumstances, Brighton could care less what happens to a given officer, no matter what the rank he might have.

Chambers, M. (Yeomanry) Rating: 95

Chambers has been the Captain's lover since his return to the service. She is convinced the Captain alone is capable of directing ship's affairs under crisis conditions.

Dronn (Navigation) Rating: 06

Dronn has been confined to quarters for the duration of the current mission for fighting with Lieutenant j.g. Theloss over the affections of Ensign Freara. Vellacora has determined that Dronn will undergo a court-martial after the mission is completed.

Forini, T. (Security) Rating: 87

Forini is indirectly related to the Captain as a result of Vellacora's previous marriage. Though aware of the Captain's divorce, Forini continues to respect him for surviving his ex-spouse's attempts to disgrace him.

Freara (Second Helmsman) Rating: 55

Freara is a Tellarite torn between conflicting loyalties. She values loyalty and respect for one's superiors, but is also a close friend of Dronn. She feels that the Captain has treated him unfairly according to Tellarite standards. It is uncertain which way Freara will go in the event of an actual mutiny.

Gates, E. (Engineering) Rating: 20

Gates has been eager to even a score with the Captain ever since the Captain briefly confined him to quarters upon discovering he was avoiding assigned duty. Gates has viewed subsequent developments aboard ship as further evidence of the Captain's personal hatred toward all enlisted personnel on board the *Arkadelphia*. He sees the Captain as a strutting Captain Bligh.

Hardigan, R. (Engineering) Rating: 80

Hardigan is an enlisted crewmember who owes great debt to the Captain. Vellacora pulled some strings to save Hardigan from being court-martialed for striking an officer while on shore leave. Hardigan requested assignment to the *Arkadelphia* to serve under Vellacora, and to repay the debt somehow, someday.

Landars, B. (Second Medical Officer) Rating: 94

Landars is not so much pro-Vellacora as anti-Paine. The two have had numerous disagreements over departmental procedures in the past. Seeing Paine as a second-rate paper pusher, Landars has made it known that the Chief Surgeon should be replaced at the earliest opportunity. Though the Captain's recent actions are a cause of concern, Landars will do anything to cause Paine to be disgraced or otherwise humiliated.

Logan, R. (Second Navigator) Rating: 45

Logan is a career minded-officer on the move up. Logan's career has been a spotless chain of events that have included several commendations for excellence, beginning with the Academy's cadet cruise. Confused by the Captain's recent actions, Logan is uncertain whether to risk his perfect record by replacing Vellacora.

Majors, R. (Helm) Rating: 75

The Captain has taken a liking to this individual, given Major's dedication and willingness to accept responsibility. Vellacora has suggested that if Major's current level of performance continues, he will consider sponsoring Majors for a special posting to the Vulcan Science Academy, where Majors can gain invaluable scientific training.

Martin, B. (Engineering) Rating: 86

Martin is a career enlisted crewmember who believes in the discipline of the service. He marks anyone who counters this philosophy as a person not worthy of personal contact.

Moore, T. (Medical) Rating: 20

Moore has worked with the ship's Chief Medical Officer in analyzing the voice stress results taken during the Captain's blockade speech. Moore is convinced the Captain is in serious need of psychological/medical help and that he is jeopardizing the welfare of the crew.

O'Harra, P. (Second Security Officer) Rating: 30

O'Harra is a very pragmatic individual who has reserved judgement on the Captain until the last possible moment. Considering all of Vellacora's actions over the last week, O'Harra is convinced that the Captain's actions are both illegal and potentially indicative of an emotionally disturbed individual. O'Harra will do whatever is best for the safety of the ship and those aboard.

Robinson, T. (Navigation) Rating: 90

A close friend of Lieutenant j.g. Logan, Robinson has often encountered the Captain. He is impressed by the Captain's humanitarianism and devotion to the service.

Santara, E. (Communications) Rating: 30

Santara has a personal grudge against Captain Vellacora. The Captain recommended that Santara be passed over for promotion during a previous duty assignment in which the two served together.

Simmons, E. (Helm) Rating: 95

Simmons showed considerable talent as a Helmsman and Weapons Officer prior to this adventure. Vellacora has offered Simmons the chance of becoming part of his personal command staff, an almost unheard of situation for enlisted personnel if Simmons' good performance continues. Eager to be attached to the fame of Captain Vellacora, Simmons will perform excellently all duties the Captain may require.

Sonderman, E. (Engineering) Rating: 94

One of Sonderman's relatives was aboard the *USS Republic* during the attack of the Miletus cloud creature. Sonderman feels a debt of family honor toward the Captain for rescuing his relative.

Thantos (Second Communications Officer) Rating: 90

Thantos hopes that good service as Second Communications Officer may lead to further advancement in grade, position, and, most importantly, more pay.

Thoram (Helm) Rating: 30

Thoram accidentally learned that the Captain offered Simmons a position on the Captain's personal staff in the future. Thoram sees himself as the logical candidate for

such a position, and views this offer as evidence of Vellacora's racial prejudice against Tellarites in general.

Wallace, M. (Yeomanry) Rating: 78

Though lacking Chambers' personal attachment to her Captain, Wallace has worked quite closely with Vellacora. Beginning as his assistant during the construction of the *Arkadelphia*, she has grown to admire the Captain's devotion to the service and loyalty to his subordinates.

Whiram, J. (Second Engineer) Rating: 48

Whiram worked with Vellacora often during the construction of the *Arkadelphia*. Whiram admires the Captain's genuine affection for the ship, an affection that Whiram shares. Like many aboard ship, he is confused and worried over the Captain's erratic behavior.

Winters, E. (Navigation) Rating: 90

Winters is pleased with the Captain's handling of Dronn, and supports Vellacora as a competent and decisive individual. Winters' opinion of Vellacora is further enhanced by favors the Captain has unknowingly done for various friends over the years.

MINOR NPCs

Name: KANARA zantai Jurris

Rank/Title: Admiral

Current Assignment: Imperial Navy

Border Section 384 Gamma

Position: Fleet Commander

Race: Klingon

Age: 44

Sex: Male

Attributes:

STR - 58	CHA - 56
END - 50	LUC - 77
INT - 69	PSI - 06
DEX - 59	

Significant Skills

Administration	Rating
Bribery	44
Computer Operation	45
Language, Galacta	59
Leadership	60
Negotiation/Diplomacy	77
Small Unit Tactics	49
Starship Combat Strategy/Tactics	40

Notes:

Admiral Kanara is a veteran of numerous Klingon campaigns against both the Federation and the Romulans. In the Four Years War, Kanara was instrumental in destroying three Federation warships following the death of his Commander in battle. During the brief Organian conflict, Kanara was one of the few Klingon Commanders able to inflict appreciable casualties on UFP commerce. Kanara secured his Admiralty with a kill record that few in the fleet have equalled.

Despite Kanara's continued success (or perhaps because of it), he has managed to acquire influential enemies. These have conspired to reassign Kanara to a minor posting of little significance, thus curtailing further accumulation of power. Aware of the forces against him but unable to block them, Kanara has remained at his current station for over three years.

Kanara is continually seeking for a means to add to his prestige, and to secure a reassignment to the Klingon home-world systems, where he can settle some old scores. Though few opportunities to gain renown exist in this sector, he hopes that his luck will change. He has unofficially encouraged trade with the Orions, turning a blind eye while his subordinates carry out commerce exchanges (at their own risk). Kanara hopes to use his Asparaxian connections to manufacture his own crisis situation and secure his reassignment.



Name: KAGGA sutai Formarax

Rank/Title: Captain

Current Assignment: Imperial Navy, IKV Dark Hand

Position: Squadron Commander

Race: Human/Klingon Fusion

Age: 36

Sex: Male

Attributes:

STR - 49	CHA - 53
END - 55	LUC - 70
INT - 78	PSI - 03
DEX - 47	

Significant Skills

Administration	Rating
Bribery	37
Computer Operation	62
Language	34
Galacta	78
Orion	55
Leadership	69
Negotiation/Diplomacy	58
Small Unit Tactics	23
Starship Combat Strategy/Tactics	68
Trivia, Federation Culture	40

Notes:

Though far from being a pacifistic individual, Kagga is a ship Commander who dislikes taking unnecessary risks where his ship or crew is concerned. A methodical individual capable of deep, penetrating insight, he is already in line for a promotion to the Admiralty's Operation/Planning Staff at the end of his current assignment. This anticipated promotion is due largely to payoffs funded by Kagga's clandestine cooperation with the Orions in smuggling goods across the Klingon border. He believes his superior, Admiral Kanara, is unaware of this fact, and Kagga would just as well prefer Kanara knew nothing about it. Kagga is afraid that something will go wrong at the last moment and spoil his chance for advancement.

Kagga has worked under Admiral Kanara on the Romulan frontier and along the Triangle zone. Both have developed a mutual respect for each other. Kanara genuinely trusts Kagga to carry out his orders without including personal interpretations to promote personal gain. Kagga will maintain this subservience, at least until he is safely transferred away from Kanara's control.

Kagga is a solid line officer, competent and determined. If forced to engage the enemy, he will carry out his orders to the best of his ability while minimizing bloodshed whenever possible. While this attitude has often brought him into conflict with other senior officers, Kagga's men recognize the efforts made on their behalf and trust him implicitly.



Name: KASSAX vestal Rinn
Rank/Title: Captain
Current Assignment: Imperial Navy, *IKV Plunder*
Position: Captain

Race: Imperial Klingon
Age: 28
Sex: Male

Attributes:

STR - 74	CHA - 45
END - 78	LUC - 42
INT - 52	PSI - 02
DEX - 55	

Significant Skills	Rating
Administration	30
Bribery	72
Carousing	64
Language, Galacta	45
Leadership	47
Negotiation/Diplomacy	22
Small Unit Tactics	55
Starship Combat Strategy/Tactics	38

Notes:

Kassax is one of the youngest officers with the rank of Captain in the Klingon navy. This achievement is mostly due to the timely (and often suspicious) demise of Kassax's former Commanders. He is an impetuous, hot-headed individual who never shares fame or blame for actions with others. In past combat situations, Kassax has proven himself to be rash, quick-tempered, and hard to control. He is better suited to independent privateering actions than to acting in coordinated assaults with other ship Commanders. He resents his squadron leader's restrictions on his freedom of action near the Asparaxian border. Kassax has yet to gain a kill stripe as Captain, and he is eager to rectify the situation at the earliest opportunity, no matter what the cost.

Name: KETAR sutal Mivoloss
Rank/Title: Captain
Current Assignment: Imperial Navy, *IKV Marauder*
Position: Captain

Race: Human/Klingon Fusion
Age: 44
Sex: Male

Attributes:

STR - 42	CHA - 62
END - 40	LUC - 57
INT - 65	PSI - 03
DEX - 44	

Significant Skills	Rating
Administration	52
Computer Operation	40
Electronics Technology	44
Instruction	38
Language, Galacta	42
Leadership	48
Negotiation/Diplomacy	45
Starship Combat Strategy/Tactics	27

Notes:

Ketar is a Klingon past his prime. A Captain for some ten years now, he has been passed over repeatedly for advancement in favor of ground assignments requiring little initiative. Faced with little chance of obtaining prestige, Ketar has called in all favors owed him to wrangle one last combat command. Ketar hopes for one final opportunity to win sufficient glory to allow him to establish his own line. Until now, the likelihood of such an occurrence has been highly improbable. In the current crisis, however, Ketar may see his opportunity materialize at last.

Name: TRIKAKA, Selene
Rank/Title: Commander
Current Assignment: Asparaxian Navy, Commerce Control
Position: Captain

Race: Human
Age: 27
Sex: Female

Attributes:

STR - 52	CHA - 72
END - 58	LUC - 66
INT - 47	PSI - 24
DEX - 66	

Significant Skills	Rating
Administration	40
Artistic Expression, Painting	33
Bribery	82
Carousing	45
Computer Operation	15
Language, Orion	45
Leadership	60
Negotiation/Diplomacy	10
Shuttlecraft Pilot	10
Starship Combat Strategy/Tactics	12
Value Estimation	58

Notes:

Selene is a brash and arrogant individual who was awarded her present command more on the basis of her family's substantial influence than on actual competence. Her revolutionary zeal is expected to compensate for her lack in starship command training. She is eager to prove her detractors wrong, and will run any risk necessary to establish herself as a warrior and to elevate her social position.

Name: FLAMINIANA
Rank/Title: Corporate Executive Officer of Orion Merchant League,
Asparax Sector
Position: Acting Captain, *OML Talon*

Race: Orion/Human
Age: 32
Sex: Female

Attributes:

STR 44	CHA 76
END 67	LUC 83
INT 62	PSI 27
DEX 77	

Significant Skills	Rating
Administration	82
Bribery	70
Carousing	59
Computer Operation	40
Language	
Galacta	67
Orion	89
Shuttlecraft Pilot	20
Small Systems Operations	34
Starship Combat Strategy/Tactics	28
Trivia, Asparax Culture/History	50
Value Estimation	57

Notes:

Flaminiana has been developing black market trade between the Asparax Confederation and the Orion homeworlds for several weeks. Although outfitting her ship and crew at her own expense, Flaminiana has been reaping a considerable profit by smuggling energy weapons to various factions on Alanara and Tortuga. Flaminiana hopes to establish and control a monopoly in low-price arms. In addition, she is trying to stimulate trade between the Klingon Empire and the Orions. For both these reasons, Flaminiana cannot afford Federation interference. She is willing to trade slaves and grain to the Klingons if they keep Federation ships out of the area.

A shrewd business person and corporate competitor, Flaminiana will make any necessary sacrifices to ensure her continued prosperity in the region. She will not, however, engage other ships in combat, because it might draw attention to her operations.

BACKGROUND INFORMATION

The following information is available to the player characters through the ship's computer.

THE ASPARAX CONFEDERATION

Between the limits of the Organian Neutral Zone and the region of space known as the Triangle, a galactic no-man's land lies between the United Federation of Planets and the Imperial Klingon Empire. Only scattered listening posts and an occasional patrol vessel mark the presence of the two interstellar powers. What few planets exist in this region have been ignored in favor of the more economically-viable worlds in the Triangle or the more politically-important ones in the Organian Treaty Zone. Yet, from this unexpected quarter has come a threat to galactic peace and a pretext for a major interstellar confrontation: the Asparax Confederation.

ORIGINS

The Asparax Confederation will be recorded in galactic history as a textbook example of a dream that failed. Begun with the best of hopes and intentions, the goals of its founders have been discarded in favor of expediency and profit.

There are four planets in the new Asparax Confederation, listed here in order of their founding: Asparax, Tortuga, Alanara and New Bishop. Though not formally a member of the Confederation, Luxor is a small Asparaxian colony that may be granted full member status one day.

Asparax was settled about a hundred years ago by immigrants from the planet Precipice, a small Triangle world lying near the Klingon border. These immigrants were seeking to escape the constant fear of Klingon aggression, and found Asparax to be a pleasant enough spot far from the mainstream of Imperial interests. The local discovery of precious gemstones on Asparax brought a large influx of immigrants. It also brought Asparax and its inhabitants to the attention of the Orions, who were just beginning to take a closer look at the area.

The Orions struck an economic arrangement with the Asparaxians, providing off-world technology in exchange for local trade monopolies in perpetuity. Such monopolies transformed Asparax into a feudal society based on economic privilege. Encouraged by their success, the Orions began investigating neighboring Asparaxian space.

They discovered Tortuga, a nearby world so rich in radioactives that it could support the needs of a dozen worlds. This discovery began a period of prolonged infighting, as numerous Orion business cartels attempted to gain possession of the planet's new-found wealth. Eventually, the Lifaq Corporation won out over its competitors, and founded Tortuga as a free port of call along the major trade routes extending between Orion and the Triangle. Intended as a halfway point to support commercial operations, Tortuga became a lawless planet from which pirates and other 'independents' could prey against Federation and Klingon shipping.

Alanara was founded some 50 years later as a joint Asparax-Orion trade venture. The Orions and the Asparaxians, however, were more interested in alleviating population pressures at home than any specific economic gain. The inhabitants of Alanara soon found the native soil could be used to produce rare, high-quality wines, and the subsequent exportation of Alanaran vintage helped turn the attention of the major interstellar powers to the Asparax worlds.

Among the Asparax worlds, New Bishop is the anomaly. The planet was settled by accident after a group of Orion slaves staged a successful revolt on Tortuga. By the time the Tortugans discovered New Bishop (named for the Asparaxian leader who carried out the uprising), the former slaves had managed to acquire enough Klingon weapons to make any attempted "reacquisition of personal property" a bloody affair. Left largely to themselves for many years, the Bishopians eventually developed full economic and political status within the region. Today, Bishopian women are highly-sought-after as consorts, because of their considerable beauty and allure.

At first, the old hatreds and fears of the Klingons served to unite the diverse group of peoples in the region of space. While the Klingons were busy elsewhere losing the Four Years War, the people's hatred eventually subsided. Their efforts at commercial exchange proved, surprisingly enough, that one could deal with the Klingons and live to tell the tale.

THE ASPARAX CRISIS

In the years that followed the establishment of the Organian Treaty Zone, the Klingons traded shipments of weapons and technology with the Asparaxians in hopes of gaining their allegiance. The Klingon Empire established formal diplomatic relations with each of the Asparaxian systems. Their continued economic support has helped form a pro-Klingon faction in the region.

Though that may seem unusual, given the sentiments of the original inhabitants of the area, Asparaxians turned to the Klingons because the Federation had not yet established trade relations with them. The Federation had declared its intention to exclude from formal trade any planetary systems that supported the practice of slavery or slave-trading among the stars. While such practices have been abolished (at least officially) within the Rigel homeworlds, the Asparaxian worlds have ignored the Federation position. Tortuga continues the practice, as do both Asparax and Alanara to a lesser degree. Only New Bishop refused to support slavery. The Federation Council, however, would not deal with any of the Asparax worlds until all their worlds had abolished it. The Asparaxians view such sanctions as a hypocritical application of the Federation's own Prime Directive in reverse, because the Federation is denying the Asparaxians the means of becoming economically self-sufficient. Therefore, the inhabitants of the region now look to the Klingons for assistance.

Thus, the Federation may have been responsible for creating the series of events that followed. The Palator (Peace) party of Asparax staged a planet-wide revolution, and finally overthrew the feudal government that had existed since the planet's founding over a century before. With their slogan "Peaceful Co-Existence", the new regime abandoned all trade restraints with other star systems (including the Klingons) and outlawed slavery on the planet. In retaliation for years of economic constraint, however, the Asparax government refused to establish diplomatic or trade relations with the Federation.

A series of similar revolutions coordinated from Asparax toppled the governments on Alanara and New Bishop. Tortuga, with its strong commercial slave interest (and the presence of numerous armed Orion merchantmen), remained intact. The revolutionary governments founded the Asparaxian Confederation and included Tortuga among the founding members, whether the Tortugans liked it or not. Two days later, the local Klingon Sector Commander, acting on his own initiative, formally recognized the new Confederation. In exchange, the Confederation's president promised to permit the construction of a Klingon military/naval facility within the Asparax system. News of this arrangement prompted an emergency meeting of the Federation Council.

CURRENT STATUS

Following its formal establishment three weeks ago, the Asparax Confederation opened its borders to any and all trade, with the exception of trade originating from the United Federation of Planets. The Federation has been warned that any movement of commercial shipping through the area of space claimed by the Asparax Confederation will be treated as a violation of their independent status. Said vessels and their cargo will be subject to confiscation.

To enforce this, the Asparaxians have several small ships that may be modified gunboat ships originally captured by the Orions. Though these ships are no match for the Arkadelphia, there are many heavily-armed Orion blockade runners and other piratecraft in and around Asparaxian space. Should the Asparaxian government request it, these ships will probably come to the aid of the Asparaxians. There are also the Klingons on the other side of the border, and they would welcome an invitation from the Asparaxians for military assistance. With this in mind, all commercial Federation shipping has been rerouted to circumnavigate the Asparaxian region. Federation Star Fleet Commanders are ordered to avoid contact with the Asparaxians until formal policy has been determined.

THE PLANETS

The following information details specifics on the four worlds that currently constitute the Asparax Confederation. Though the planet Tortuga is not formally a member of the Confederation at this time, the Declaration of Apraxis, which established the Confederation, includes Tortuga as one of the Confederation's founding worlds. Presumably, the Confederation intends to add this world as a formal member in the near future, by whatever means possible. Tortuga is thus included here with the other planets making up the confederation.

World Log: ASPARAX

System Data

System Name: Asparax
Map Coordinates: 3.71E, 9.1S
Number of Class M Present: 1

Planetary Data

Position In System: II
Number of Satellites: 1
Planetary Gravity: 1.12G
Planetary Size
Diameter: 15,500 km
Equatorial Circumference: 50,000 km
Total Surface Area: 580,000,000 sq km
Percent Land Mass: 52 percent
Total Land Area: 290,000,000 sq km

Planetary Conditions

Length of Day: 25 hours
Atmosphere Density: Terrestrial
General Climate: Cool Temperate

Mineral Content

Normal Metals: 62 percent
Radioactives: Trace
Gemstones: 5 percent
Industrial Crystals: 4 percent
Special Minerals: Trace

Cultural Data

Technology/Sociopolitical Index: 976655-74
Planetary Trade Profile: BCCCD C(C)
Current Population: 15.45 million
 40 percent Human

Founded by settlers from Precipice a century ago, Asparax today maintains a Human-Orion population. Society is centered around the two northern continents, which support the largest commercial industrial base in the region. Exports currently include copper and tungsten ores, clothing, and foodstuffs. Asparax has a mild climate that may one day attract a thriving tourist industry. Asparax also maintains the only shipbuilding center in a 20-parsec radius. This center can produce small interstellar craft as well as interplanetary vehicles of modest design. Aside from local militia forces, Asparax lacks the wealth to maintain a military force of any kind, and pirate vessels are frequently found in Asparaxian space.

World Log: ALANARA**System Data**

System Name: Alazar
Map Coordinates: 3.7E, 8.93 S
Number of Class M Present: 1

Planetary Data

Position In System: 4
Number of Satellites: 4
Planetary Gravity: .87G
Planetary Size
 Diameter: 14,700 km
 Equatorial Circumference: 49,000 km
 Total Surface Area: 600,000,000 sq km
 Percent Land Mass: 85 percent
 Total Land Area: 510,000,000 sq km

Planetary Conditions

Length Of Day: 28 hours
Atmospheric Density: Thin
General Climate: Cool Temperate

Mineral Content

Normal Metals: 70 percent
Radioactive: Trace
Gemstones: 15 percent
Industrial Crystals: Trace
Special Minerals: 05 percent

Cultural Data

Technological/Sociopolitical Index: 865655-74
Planetary Trade Profile: DDEDCDC-C(C)

Alanara began as a cooperative exploration effort by the Orions and the Asparaxians. It currently supports revenues in the millions of credits annually, the largest in the area, due to the exportation of rare native wines and gemstones of extreme value. Most of this income is being invested in the establishment of a local industrial base that will rival anything Asparax can boast.

Though concluding only a few grain deals with the Klingons, the Alanarans may increase demands for grain following their recent revolution. A large black market exists openly on Alanara, and it appears that various pirate commanders have special working relationships with the Alanaran governments.

World Log: TORTUGA**System Data**

System Name: Varrina
Map Coordinates: 3.68E, 8.97S
Number of Class M Present: 1

Planetary Data

Position In System: 1
Number of Satellites: 4
Planetary Gravity: .97G
Planetary Size
 Diameter: 19,400 km.
 Equatorial Circumference: 61,000 km.
 Total Surface Area: 762,000,000 sq km
 Percent Land Mass: 35 percent
 Total Land Area: 267,000,000 sq km

Planetary Conditions

Length of Day: 30 hours
Atmospheric Density: Thin
General Climate: Cool Temperate

Mineral Content

Normal Metals: 25 percent
Radioactives: 35 percent
Industrial Crystals: Trace
Special Minerals: Trace

Cultural Data

Technical/Sociopolitical Index: 944655-75
Planetary Trade Profile: BBFFFEA A(C)
Current Population: 6.3 million
 60 percent Orion
 25 percent Human
 05 percent Andorian

Tortuga is a free port of call for every rogue, criminal, and pirate within dozens of parsecs. Still largely unexplored to this day, the planet supports a single major city, Quarrel, which contains the majority of the population. Every illegal commodity imaginable can be found for a price on Tortuga. The slave trade flourishes on this backwater world, and such firms reign over much of the planet's southern hemisphere. The Orions maintain a large number of armed 'merchant' vessels at all times in Tortugan space to protect their interests.

World Log: NEW BISHOP

System Data

System Name: Segur
Map Coordinates: 3.6E, 8.9S
Number of Class M Present: 1

Planetary Data

Position In System: 1
Number of Satellites: 0
Planetary Gravity: .97G
Planetary Size
Diameter: 12,700 km.
Equatorial Circumference: 38,000 km
Total Surface Area: 460,000,000 sq km
Percent Land Mass: 50 percent
Total Land Mass: 230,000,000 sq km

Planetary Conditions

Length of Day: 25 hours
Atmospheric Density: Thick
General Climate: Sub-Tropical

Mineral Content

Normal Metals: 37 percent
Radioactives: 03 percent
Gemstones: 20 percent
Industrial Crystals: Trace
Special Minerals: Trace

Cultural Data

Technological/Sociopolitical Index: 964543-98
Planetary Trade Profile: EDDDDDEEC/B(C)
Current Population: 7.5 million

New Bishop was discovered and settled by a group of several thousand Orion slaves, who escaped from Tortuga in a massive slave revolt led by the Asparaxian religious leader Gamor Bishop. Shortly after their arrival on New Bishop, the inhabitants were discovered by a Klingon exploration team. A covert technology exchange program soon developed. Later, when the Bishopians were tracked down by their original captors, the presence of Klingon weaponry on the planet was sufficient to deter a bloody attempt at 'property reacquisition'. The Bishopians have maintained good trade relations with the Klingons ever since.

New Bishop currently supports itself with the exportation of wools and synthetics, as well as exclusive grain sales to the Klingon Empire. New Bishopian women are greatly desired as consorts by influential families throughout the Asparax Confederation.

THE FEDERATION POSITION

"It would seem that we have managed to do all the wrong things for all the right reasons in this matter..."

Ambassador Garam of Tellar

The Federation could not have dealt with the Asparax situation in any other way. First, to trade with any planet that supports slave trade would seriously weaken the Federation's tenuous control over slave activities in the Orion systems.

Though the Federation does not object to economic deals between the Asparaxians and the Klingons, the establishment of a Klingon military presence in the new Asparax Confederation would pose a serious threat to the Fed-

eration. In any future war fought between the two powers, the presence of Klingon forces in Asparax space would be a considerable military advantage to the Klingons. In such a war, the Klingons would be capable of isolating Federation worlds in and near the Triangle.

The very existence of Klingon warships in the Asparax Confederation would require Star Fleet to re-deploy vessels needed elsewhere to guard against a threat that might not ever materialize. The Federation is not willing to go to war over this potentially-explosive situation, preferring to use more diplomatic methods to prevent construction of the Klingon base.

THE BATTLE OF AXANAR

Captain Ian Vellacora is not alone in his admiration for Fleet Captain Kelvar Garth. Garth's exploits during the Four Years War are still read by students of Star Fleet Academy. The Battle of Axanar is probably his most famous battle, and the one that Vellacora compares to his siege of Asparax.

In Stardate 1/9403, Klingon forces were discovered in the Federation system of Axanar. Historians believe the Klingons were on Axanar to set up a covert military base. The Federation dispatched a squadron of ships to maintain surveillance around Axanar until the Klingons were ready to leave. Captain Garth of the *USS Xenophon*, a *Marklin* Class destroyer, headed the squadron.

For months, the squadron patrolled the area without incident. Then, in 1/9408, two Klingon squadrons of *D-4E* cruisers, assault ships, and cargo freighters warped in-system, intending to resupply the Axanar garrison.

Garth, aware of the task force's presence, launched a sub-space communications counter-intelligence operation, fooling the Klingons into turning their ships around to face what they thought was a Federation task force. Garth's squadron attacked the Klingons' unshielded aft sections, destroying all six *D-4Es* and crippling the other ships. The task force surrendered, and no supplies reached Axanar.

Still expecting the task force and the supplies, the Klingons on the planet finally received the order from the Klingon Empire to declare war on the Federation. The Four Years War had begun.

After getting reinforcements, Garth entered the Axanar system and defeated the Klingon seven-ship garrison. For his bravery, quick-thinking, and tactical skill, Garth of Icar received the Federation Medal of Valor and the title of Fleet Captain.

Garth later developed a progressive mental illness, resulting from the lack of proper medical treatment of wounds incurred during the Battle of Axanar. Because of this illness, he was later committed to the Elba Correctional Facility for the Criminally Insane - a tragic end to a brilliant career.

GAMEMASTER'S NOTES

The following information is intended for the game-master's use only. The tables and discussions are designed to help the gamemaster handle any course of action the players may take.

HINTS ON PLAY

ADVENTURE TIMELINE

The following is a chronological summary of events leading up to this adventure. Also included are events that will happen in the adventure regardless of players' actions.

-1 Year

Commander Ian Vellacora makes an unprecedented request for reinstatement into Star Fleet after four years of retirement. The Commander is not only allowed to return to the service, but is promoted to the rank of Captain and assigned to a diplomatic mission involving the Gorns, due to his past experience.

-Four Months

After completing his diplomatic assignment, Captain Vellacora is reassigned to Star Base 12 to await the arrival of the *USS Arkadelphia* from Salazaar.

-Three Months

Following its completion, the *Arkadelphia* is transferred to Star Base 12 with a skeleton engineering and bridge crew aboard.

-Two Months

Orders are sent out reassigning key personnel to Star Base 12 for appointment aboard the *Arkadelphia*. Star Fleet begins receiving disquieting intelligence reports concerning the Organians.

-One Month

The Klingon Empire transfers clandestine funds to various private banking accounts in both the Orion and Asparaxian home systems.

-Three Weeks

The Asparax Confederation is proclaimed. The next day, the Confederation is officially recognized by the local Klingon Sector Commander, Admiral Kanara.

-Two Weeks

The new governments making up the Asparax Confederation forbid the passage of commerce vessels through their space. Trade with the Federation is officially prohibited, although various Orion interests may be willing to work around this restriction with the Federation's covert approval.

-Ten Days

The *Arkadelphia* assumes station near the Asparax border to rendezvous with various transport ships delivering additional crew members. The ship also begins surveillance of the Asparax region.

-One Week

The Asparaxians become aware of the *Arkadelphia* when the Asparaxian Navy patrolcraft *Braggart* picks up sensor trackings from the *Arkadelphia* just outside Asparaxian territorial limits.

-Four Days

Although the *Arkadelphia* is clearly in Federation territory, an Asparaxian patrol craft challenges the vessel to withdraw from the area. The Federation ship complies, returning to the same area after the Asparaxian craft has moved off.

-Three Days

The *Arkadelphia* deliberately penetrates Asparaxian space. Asparax dispatches two patrolcraft with the intention of (somewhat foolishly) attacking the intruder if she does not withdraw immediately. Captain Vellacora complies, and the *Arkadelphia* makes an orderly withdrawal once more.

Day 1

With the arrival of the player characters from the Olympia, the *Arkadelphia's* crew is completed. Following a tour of the ship by the First Officer, the player characters dine with the Captain, who extends his official welcome.

Day 2

The *Arkadelphia* begins shakedown operations and continues monitoring activities. Warp engine trials are held today as are preliminary inspections of all ship's departments.

Day 3

Trials of the *Arkadelphia's* two shuttlecraft are scheduled today, as are combat efficiency trials. Admiral Kanara steps up patrols in the region on the Klingon side of the border. To locate the *Arkadelphia*, additional sensor probes are launched from Klingon ships operating in the region. Admiral Kanara orders his local destroyer Captains to make ready for fleet operations against the *Arkadelphia*.

Day 4

A simulated intruder alert to test security responsiveness is scheduled today aboard the *Arkadelphia*. On the bridge, the Captain holds forth on the history of Lord Garth of Izar during the Four Years War, much to everyone's surprise. Admiral Kanara orders his destroyer squadrons along the Asparaxian/Federation border to begin sowing a dense minefield that will eventually drift along the main Federation commerce lanes in the vicinity.

The *Arkadelphia* makes contact with an Asparaxian patrol craft, which orders the *Arkadelphia* to withdraw from the area. Instead of complying as he has in previous instances, the Captain maneuvers against the small vessel, forcing it to flee.

The Asparax Confederation later issues a sub-space communication direct to the Captain of the *Arkadelphia*, informing him that they are aware of his presence in the region. The Confederation will consider continued penetrations of Asparaxian space as a deliberate act of war by the Federation.

Day 5

The Captain presents the bridge crew with an impromptu lecture on the Organians and the need for continued vigilance in the fleet. Thereafter, the Captain initiates unexpected snap inspections throughout the ship. Later in the day, sensors pick up traces of an unknown craft shadowing the *Arkadelphia*. The ship's medical department is slated to react to tests involving simulated emergency casualties aboard ship today.

Day 6

Snap inspections continue throughout the day. The *Arkadelphia* encounters a Klingon destroyer (Captain Kagga's) engaged in cargo resupply from an Orion vessel working out of Tortuga. When the Captain orders the *Arkadelphia* to give chase, the Klingon ship diverts the Federation craft into an uncharted gravitic mine field, from which the *Arkadelphia* narrowly escapes.

Following the incident, Doctor Paine takes the ship's Department Heads into his confidence, and openly discusses his misgivings concerning the Captain. The conversation is overheard by the First Officer, who threatens to place everyone on report.

The Captain continues to exhibit odd behavior, making strange requests and acting in a generally illogical manner. That evening, he begins a series of emergency battle-station drills at two-hour intervals starting in the middle of the night.

Day 7

Captain Vellacora announces his plan to blockade the Asparax system. A sub-space message to that effect is dispatched, and Klingon sensor drones converging on the *Arkadelphia* pick it up.

The Captain orders a second series of shuttlecraft tests, this time using the ship's phasers to simulate actual combat conditions.

Doctor Paine holds a second meeting of the ship's Department Heads, and the question of possible mutiny is openly aired.

The Asparaxians respond to Vellacora's blockade message by requesting military assistance from the Klingons. Admiral Kanara orders destroyer squadron Beta-457 to intercept and destroy the *Arkadelphia* as a "disruptor of galactic peace". This message is intercepted by the *Arkadelphia*. The Captain responds by ordering random battle-station drills at irregular intervals.

Day 8

Contact with the Klingon 'volunteer' squadron will occur at midnight this day.

Day 9

Upon receipt of Captain Vellacora's blockade announcement, the Commandant of Star Base 12 recalls the *Arkadelphia* from the region, ordering the ship to return immediately to Star Base 12 for a full report and investigation.

Day 10

Star Fleet Command issues a communique to the Asparaxians disavowing any knowledge of, or responsibility for, Captain Vellacora's announcement.

Day 12

On the orders of the Federation Council, Star Fleet Command demands the immediate withdrawal of all warships from the Asparax region.

Day 15

The Federation Council meets to consider the establishment of a third Babel Conference to settle the Asparax question.

GENERAL COURSE OF PLAY

The actions and events that make up this adventure take place aboard the Federation *Loknar* Class frigate *Arkadelphia* during a period of nine standard days. The player characters involved in this adventure are Department Heads and junior officers newly-arrived from other duty stations. During the Captain's reception, the players will have their first chance to appraise the Captain and the current political situation in the Asparax region.

During the first few days aboard ship, the player characters should be primarily involved in getting to know their jobs well. They will be involved in the shakedown operations, and may create any tests of their own.

The Captain's encounters with the Asparaxian patrolcraft and the Klingon mine field and his blockade pronouncement should force the player characters to take a hard look at what is going on aboard the *Arkadelphia*. In light of the blockade orders, what may have appeared as curious but otherwise harmless idiosyncrasies on the Captain's part might now be viewed as something more serious.

There will be growing signs of the Captain's changing mental state, both on and off the bridge. The Commander may subject the player characters to sudden outbursts of wrath when, in his opinion, their efforts are not up to his anticipated standards. Off-duty, the Captain will keep track of the whereabouts of the player characters, to the point of detailing one or more security guards to report on their activities away from the bridge. The Captain will also appear in the ship's dining room in an obvious state of intoxication at least once. The presence of what looks suspiciously like a phaser underneath his apparel will deter anyone from commenting on his condition.

From the Captain's point of view, anything that can be done to thwart Klingon interests in the region is of primary importance. To this end, his career, his ship, and the lives of those aboard are all expendable. He will treat those who oppose him as personal enemies. Should any player character show the least sign of disagreement with his position, the Captain will treat that individual as a potential mutineer. Furious at the warning from the Asparaxian government, the Captain will respond by placing his ship in an active state of emergency, effectively giving him full dictatorial powers over the lives of his crew.

THE KLINGON POSITION

"Kuve today, Komerex tomorrow..."

Admiral Kanara, Commander, Sector 477-Alpha

As far as the Klingons are concerned, the current Asparax situation is the best thing that could have happened at precisely the wrong time. The current political repercussions from Captain Kruge's recent penetration of Federation space have left the Klingons in a politically touchy position. It remains to be seen whether events in the Asparax systems will motivate the Organians to once again defuse a potentially-dangerous situation. It would be disastrous if the Organians intervened, extending the existing Organian Treaty Zone to include the Asparaxian systems. Still, Admiral Kanara, the local Sector Commander, would have been severely reprimanded if he had not taken advantage of the sudden creation of the Asparax Confederation. Formal recognition of the new confederation may eventually give the Klingons a toehold in that region of space. With a few Klingon military advisors, well-placed bribes, and rigged elections, the Klingon position in the area will be secure. In the absence of Federation military response, Kanara is confident that annexation of the Asparax systems can be completed within twelve years.

A TRAP WELL SPRUNG

Once Admiral Kanara recognized the independent sovereignty of the Asparax systems, he knew the Federation would soon make its presence known in the region, if only on general diplomatic principles. With this assumption and Kanara's reputation for ruthlessness, the Admiral decided to lay a trap for any unsuspecting Star Fleet Captain who might come his way. He ordered a group of Klingon destroyers to sow a dense gravitic mine field inside Asparaxian space.

Unknown to Federation intelligence, this mine field would serve as an ace-in-the-hole should any Federation vessel enter Asparaxian space. If any fleet vessel strayed too close to the field, the mass/gravitic effect of their warp engines would attract the mines before a Captain knew what hit him. Kanara planned to lure a Federation ship into the trap with a Klingon ship as the bait.

This is the trap into which Vellacora and the *Arkadelphia* fell. What Kanara could not have known, however, was the early warning systems aboard the *Arkadelphia*, which warned the bridge of the presence of energy sources in the area.

A LEGEND IN HIS OWN MIND

Captain Ian Trimarak Vellacora is unquestionably mad. Unfortunately, his madness is the type that maintains a ring of truth. There is something in the Captain's attitude and behavior that, under other conditions, would be considered sound judgement in a tricky political situation. This leaves the officers and crew of the *Arkadelphia* in a definite dilemma. Though Vellacora is mad, he remains an officer of outstanding ability and courage.

Vellacora's emotional problems began several years ago with his unhappy marriage and subsequent divorce from his wife. Vellacora's unprecedented return to the service after his retirement was largely an attempt to recover his lost self-esteem.

Vellacora has also long held that the Klingons are a political force requiring careful handling by the Federation. His experiences during the Four Years War have left him convinced of the general duplicity and untrustworthiness of the average Klingon. Following his return to the service, Vellacora has come to consider the Klingons as the root of all evil, and he believes they must be wiped out at all costs. Only this will restore to him the self-esteem lost after his marriage broke up.

Captain Vellacora is aware of the behind-the-scenes debate about the possibility of an Organian withdrawal from Federation-Klingon affairs. He believes the Klingons would take advantage of the situation to launch a surprise attack against selected Federation targets.

Given this situation and the trauma of his own emotional failures, Vellacora has come to identify himself increasingly with the hero of his youth, Fleet Captain Garth. This is understandable, considering Vellacora's past close friendship with Garth and his current frame of mind.

Moreover, there do exist similarities between the Axanar situation and the current Asparaxian crisis. In both cases, the local inhabitants openly welcomed Klingon aid, allowing the Klingons to remain in the area in exchange for weapons and technology. Also, both areas were declared off-limits to Federation vessels, an excellent opportunity for the Klingons to establish a military base in the vicinity.

As the Asparaxian situation has developed over the past few weeks, Vellacora has become convinced that history is about to repeat itself. This time, however, it falls to him (as it did to Kelvar Garth) to perceive the danger and thus thwart the Klingons' devious plans. With visions of pre-ordained destiny, Vellacora stands ready to commit himself (and the lives of his crew) to that task.

THE MUTINY QUESTION

No Star Fleet personnel have ever been convicted of mutiny. The point of this adventure, however, is not to bestow upon the player characters the dubious distinction of becoming Star Fleet's first mutineers. If anything, care must be taken to avoid touching off a full-scale mutiny. This could damage individual careers and reputations beyond repair, and may result in innocent people killed. Nevertheless, the question of Captain Vellacora's aberrant behavior is the heart of the crisis faced by those aboard the *Arkadelphia*. Deciding how to with a potentially insane Captain is crucial to resolving the adventure. The following material is offered to assist both players and gamemaster alike.

ARTICLE 5-5-5

Under normal circumstances, a ship's Captain wields almost unlimited power and authority over the officers and crew of his ship. This is to be expected, given the need for split-second decision making. Under certain circumstances, however, the Captain's authority aboard ship can be overridden. Most notable among these exceptions is the power to invoke Article 5, Section 5, Paragraph 5 of the revised Star Fleet Regulations. This states that the Chief Medical Officer aboard a Star Fleet vessel may restrict the actions of the commanding officer, up to and including relieving said individual of his command:

"...if, and only if, in the opinion of the ship's Medical Officer, the continued power of command as exercised by the officer in question would seriously threaten the safety and welfare of the ship and its crew, beyond a reasonable assumption of risk considered normal."



The ship's Chief Medical Officer needs to prove that the actions of the Captain are needlessly endangering the lives of those aboard, based on direct evidence of physical or mental incapacity. The emphasis here is on the Medical Officer's expert judgement, which will require the corroboration of at least one senior officer also of command rank. In the case of the crew of the *Arkadelphia*, this includes all personnel with the rank of Lieutenant Commander or higher. If such evidence is not immediately available, it rests with the individual officer(s) involved to decide whether or not to take action. In any case, failure to provide sufficient evidence after the fact will result in court-martial proceedings against the offending officers, who will be deemed to have conspired to mutiny.

Under Article 5-5-5, it is important to note that the Chief Medical Officer must be capable of supplying Star Fleet with proof of the Captain's inability to command based on valid medical tests and examinations, duly observed and noted by another senior officer. Moreover, the Medical Officer who so challenges the Captain's right to command does not receive the right to appoint his successor. If the Captain is deemed unfit to continue, it falls to the First Officer to take charge. In the event the First Officer is unavailable, the next most senior officer available takes command.

APPROPRIATE ACTION

If the players think they should respond to the Captain's actions, they have various options in attempting to set things right, short of open mutiny. These are summarized briefly below and may be explained, if need be, through the character of Doctor Paine.

We Respectfully Request

The player(s) may request of the Captain an official clarification of his recent actions. This does not imply a challenge to the Captain's actions, but merely that they have not been clearly understood by his subordinates in light of recent events. Care should be taken not to appear insulting or arrogant. If the Captain's behavior is vindicated later, such an attitude could have serious repercussions, career-wise. Also, if the Captain is mentally unsound, there is no telling what his response might be.

Let The Record Show

Failing to receive a reasonable explanation of what appears to be erratic behavior, the ship's Department Heads may band together to lodge a formal complaint against the Captain, which must then be entered in the ship's official log. This requires that the Captain answer the specifications (not charges!) entered against him at an official Board of Inquiry to be held by his commanding officer at the earliest opportunity. Since the Captain tends to overreact when his authority is questioned, player characters should hold this option as a last resort to be used only after exhausting all other possible courses of action.

We Shall Not Move

If the player characters determine that the Captain's orders are illegal or otherwise lacking in authority, they may simply refuse to carry out any directives the Commander issues. Such a move is effective only if coordinated by a group of individuals. A lone officer or crewman refusing a direct order is in danger of finding himself under arrest.

IN CASE OF MUTINY

The following material is intended to be used in case an actual mutiny breaks out aboard the *Arkadelphia*. The game-master can use the following material to resolve any take-over attempt if the player characters decide on this course of action.

PERSUASION

In the event of mutiny, the goal of the mutineers will be to force the Captain to relinquish his command by the quickest, most expedient means available. If the Captain (and his First Officer) can be isolated, the mutineers' job will be much easier. Failing this, they must seize vital areas of the ship (engineering, life support, bridge, and auxiliary control) in an effort to force the Captain to lay down his command, under threat of disabling the *Arkadelphia*. Another alternative, and one that will be required in any plan of action, involves persuading a majority of the crew to force the Captain's removal.

Player characters can persuade NPCs to side with the mutineers in one of two ways, individually or collectively. In the first instance, a single player character attempts to convince an NPC to side with the mutineer's cause. To determine the success of this attempt, the gamemaster compares the player character's CHA score with the NPC's Loyalty Rating, as presented on the Crew Disposition Chart in the **Cast of Characters** section. If the player character's CHA score is higher, the NPC is won over, and will act under the player character's directions. If the player character's CHA score is lower than the NPC's Loyalty Rating, the gamemaster should subtract the player character's CHA score from the NPC's Loyalty Rating and consult the NPC Reaction Table given below, applying the results immediately.

Player characters may also band together to state their case better and to win over a group of NPCs all at once. While this option can result in recruiting large numbers of crewmembers far more quickly, it can also end in equally negative results. Group persuasion tactics can be used only if a majority (over 50 percent) of the members of a given ship's department or section are assembled together at one time. If a majority is not present, the missing crewmembers must be brought together with their fellows. (The mutineers may still use individual persuasive tactics.)

When dealing with a given group, either a single player character or an appointed spokesman from among several mutineers can attempt to convince the NPCs assembled to side with the mutineers. To determine whether the player efforts are successful, the gamemaster uses the Group Average Loyalty Rating given on the Crew Disposition Chart. Against this rating, the gamemaster compares the mutineer's Persuasiveness Average, which equals the sum of CHA + either *Leadership* or *Negotiation/Diplomacy* divided by 2, rounded down. If another mutineer has a higher rating in *Leadership* or *Negotiation/Diplomacy* than the spokesman's, the higher rating can be used in the above formula with the spokesman's CHA score.

If the resulting average is higher than the group's Average Loyalty Rating, the NPCs will join the mutineers and will act according to their directions. If the resulting average is not higher than the group's average, the gamemaster should subtract the mutineer's Persuasiveness Average from the NPCs' group average, and consult the NPC Reaction Table below. Once an NPC (or a group of NPCs) has made his choice to support the mutineers or the Captain, he will not change his mind.

NPC REACTION

If a player character fails to recruit a given NPC (or group of NPCs) to join the mutineers, refer to the following table for the reaction of the various NPC(s) involved. The numbers used in the table below are the difference between the target NPC's Loyalty Rating and the player character's Persuasiveness Average. The gamemaster should apply the results immediately.

NPC REACTION TABLE

Value Range	Result
1-10	The NPC(s) remained unconvinced they should act in the player characters' behalf, but will not hinder their cause. The NPCs will remain neutral in their quarters for the rest of the adventure.
11-25	The NPC(s) object to the player characters' suggestions and refuse to hear anything more. They will walk away from the player characters, ending the discussion at once. However, they will take no overt action against them at this time. Should the Captain call for assistance later, these NPCs will respond in turn.
26+	The NPC(s) immediately place the players character(s) under arrest. They will notify Security and hold the mutineers until help arrives.

SECURITY REACTION

Those crewmembers still loyal to the Captain will stand ready at their stations as soon as the Captain alerts the ship that a mutiny is occurring. The gamemaster must deploy those crewmembers to exact locations in their department to avoid confusion. If a player character remains loyal to the Captain, he may suggest crew deployment. The deployment of ship's Security will be critical in any subsequent fight for control of the *Arkadelphia*. The Security Assignments Chart illustrates the placement of Security forces once a mutiny alert is given. Several teams, composed of Security, Damage Control, and Engineering personnel, will fan out through the ship to prevent any mutineers from sabotaging crucial shipboard systems. The ship's Security Chief (or his Assistant) will coordinate the movement of these various teams from the bridge.

All Security personnel, including personnel assigned to Security teams, are armed with a Mark IIB hand phaser and a phaser rifle. Only Security personnel may wear defensive armor (see *STAR TREK III Sourcebook Update*) as well as communicators tied into the bridge's Central Communication and Security station.

The Security Assignments Chart assumes that the ship's Security Chief, Lieutenant Chandler, will not be one of the mutineers. If this player character does join the mutineers, then Assistant Department Head O'Harra will assume his station on the bridge. If one or more members of Security join the mutineers, the ship's First Officer will substitute additional personnel from Engineering for Security personnel for the duration of the crisis. At the Captain's discretion (80 percent probability), Security Team 4 will immediately distribute sidearms to crewmembers still loyal to the Captain. These weapons will be drawn from the ship's armory and distributed accordingly.

In addition, the First Officer will coordinate a search for the mutineers on her own. Brr'ynn will order two additional Engineering crewmembers (gamemaster's discretion) to arm themselves and accompany her on a personal hunt for the traitors. If she discovers that the Captain has been injured in any way, Brr'ynn will abandon all search efforts to aid her Commander. After she has helped the injured Vellacora, she will not rest until all mutineers have been hunted down and killed.



Each security team will be assigned a definite search pattern: Team 1 is given charge of Decks 1-3; Team 2, Decks 4-6; Team 3, Decks 7-9; and Team 4 will be sent to any area as required. Brr'ynn's party will conduct a deck-by-deck search for the mutineers from Deck 1 down. If the mutineers succeed in gaining access to any area, both Brr'ynn and Security Team 4 will move toward the area currently under mutineer control.

Once contact with the mutineers is made by a Security team or the First Officer, the mutineers will be given one chance to surrender. If refused, Security will set weapons to stun until one of their members is physically injured in the fire-fight. Once this occurs, the pro-Vellacoran forces will shoot to kill.

Should the mutineers gain access to the Bridge, the Captain will order all ship's power (with the exception of gravity control) to be shut down at Engineering. In this manner, the mutineers will be denied access to Communications and other vital ship's services, including travel via ship pneumatic elevators.

Lastly, after either Engineering or Auxiliary Control have fallen to the mutineers, there is a 40 percent chance that the Captain orders General Quarters 5. This order is reserved for the most drastic of circumstances, involving the likelihood of hostile enemy forces capturing the ship. Under this order, all ship's personnel are to place their controls on automatic settings, and immediately join Security and Command personnel to repel the invaders. This will increase the number of pro-Vellacora forces, but such a command is tantamount to declaring the entire ship a battle field and removing any restrictions on movement or reaction.

SECURITY ASSIGNMENTS CHART

Crewmember	Assignment
Carman	Armory
Forini	Auxiliary Control
Chandler	Bridge
Caron	Engineering
Daniels	Life Support
Haromy	Main Ship's Computer
O'Harra	Security Team 1
Albers (COM)	Security Team 1
Gallar (ENG)	Security Team 1
Otters	Security Team 2
Arnon (COM)	Security Team 2
Gates (ENG)	Security Team 2
Tamara	Security Team 3
Flinders (COM)	Security Team 3
Fowler (ENG)	Security Team 3
Walters	Security Team 4
Brixton (COM)	Security Team 4
Fellows (ENG)	Security Team 4

CREW COMBAT

In the event of actual armed combat, the gamemaster should conduct fights according to the **STAR TREK: Role Playing Game** standard rules whenever the Captain, the First Officer, or any of the player characters are involved. However, there will probably be many battles between minor NPCs only. The chart below is provided to quickly resolve such combat.

When two opposing groups of NPCs meet, assume that they fail to negotiate with one other. Add the number of crewmen on each side to the number of phasers in the group to get the Target Score. Then, roll 1D10, adding the result to the Target Score. Cross-index the resulting numbers for Captain's men and the mutineers on the NPC Combat Chart to determine the number of points subtracted from the Target Score for each side. The points remaining are the number of men left. These crewmembers may either retreat to a friendly area, awaken or tie up any unconscious crewmen, or continue battling.

Players are encouraged to aid the gamemaster by rolling for one faction or another. If the players split on their choice of allegiance, the gamemaster could have two opposing players run the NPC combat. However, whenever a player character is involved in the combat, use the standard rules.

NPC COMBAT CHART

(Add 1D10 To Number Of Crewmembers)

Results Listed As Points Lost For Captain's Men/Mutineers

		MUTINEERS																					
CAPTAIN'S MEN	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22		
	2	1/1	1/1	1/1	2/1	2/1	2/1	3/1	3/1	3/1	4/1	4/1	4/1	5/1	5/1	6/1	7/1	8/1	9/1	10/1	11/1	12/1	
	3	1/1	1/1	1/1	2/1	2/1	2/1	3/1	3/1	3/1	4/1	4/1	4/1	5/1	5/1	6/1	7/1	8/1	9/1	10/1	11/1	12/1	
	4	1/1	1/1	1/1	2/1	2/1	2/1	3/1	3/1	3/1	4/1	4/1	4/1	5/1	5/1	6/1	7/1	8/1	9/1	10/1	11/1	12/1	
	5	1/2	1/2	1/2	2/2	2/2	2/2	3/2	3/2	3/2	4/2	4/2	4/2	5/2	5/2	6/2	7/2	8/2	9/2	10/2	11/2	12/2	
	6	1/2	1/2	1/2	2/2	2/2	2/2	3/2	3/2	3/2	4/2	4/2	4/2	5/2	5/2	6/2	7/2	8/2	9/2	10/2	11/2	12/2	
	7	1/2	1/2	1/2	2/2	2/2	2/2	3/2	3/2	3/2	4/2	4/2	4/2	5/2	5/2	6/2	7/2	8/2	9/2	10/2	11/2	12/2	
	8	1/3	1/3	1/3	2/3	2/3	2/3	3/3	3/3	3/3	4/3	4/3	4/3	5/3	5/3	6/3	7/3	8/3	9/3	10/3	11/3	12/3	
	9	1/3	1/3	1/3	2/3	2/3	2/3	3/3	3/3	3/3	4/3	4/3	4/3	5/3	5/3	6/3	7/3	8/3	9/3	10/3	11/3	12/3	
	10	1/3	1/3	1/3	2/3	2/3	2/3	3/3	3/3	3/3	4/3	4/3	4/3	5/3	5/3	6/3	7/3	8/3	9/3	10/3	11/3	12/3	
	11	1/4	1/4	1/4	2/4	2/4	2/4	3/4	3/4	3/4	4/4	4/4	4/4	5/4	5/4	6/4	7/4	8/4	9/4	10/4	11/4	12/4	
	12	1/4	1/4	1/4	2/4	2/4	2/4	3/4	3/4	3/4	4/4	4/4	4/4	5/4	5/4	6/4	7/4	8/4	9/4	10/4	11/4	12/4	
	13	1/4	1/4	1/4	2/4	2/4	2/4	3/4	3/4	3/4	4/4	4/4	4/4	5/4	5/4	6/4	7/4	8/4	9/4	10/4	11/4	12/4	
	14	1/5	1/5	1/5	2/5	2/5	2/5	3/5	3/5	3/5	4/5	4/5	4/5	5/5	5/5	6/5	7/5	8/5	9/5	10/5	11/5	12/5	
	15	1/5	1/5	1/5	2/5	2/5	2/5	3/5	3/5	3/5	4/5	4/5	4/5	5/5	5/5	6/5	7/5	8/5	9/5	10/5	11/5	12/5	
	16	1/6	1/6	1/6	2/6	2/6	2/6	3/6	3/6	3/6	4/6	4/6	4/6	5/6	5/6	6/6	7/6	8/6	9/6	10/6	11/6	12/6	
	17	1/7	1/7	1/7	2/7	2/7	2/7	3/7	3/7	3/7	4/7	4/7	4/7	5/7	5/7	6/6	7/7	8/7	9/7	10/7	11/7	12/7	
	18	1/8	1/8	1/8	2/8	2/8	2/8	3/8	3/8	3/8	4/8	4/8	4/8	5/8	5/8	5/8	7/8	8/8	9/8	10/8	11/8	12/8	
	19	1/9	1/9	1/9	2/9	2/9	2/9	3/9	3/9	3/9	4/9	4/9	4/9	5/9	5/9	6/9	7/9	8/9	9/9	10/9	11/9	12/9	
	20	1/10	1/10	1/10	2/10	2/10	2/10	3/10	3/10	3/10	4/10	4/10	4/10	5/10	5/10	6/10	7/10	8/10	9/10	10/10	11/10	12/10	
	21	1/11	1/11	1/11	2/11	2/11	2/11	3/11	3/11	3/11	4/11	4/11	4/11	5/11	5/11	6/11	7/11	8/11	9/11	10/11	11/11	12/11	
	22	1/12	1/12	1/12	2/12	2/12	2/12	3/12	3/12	3/12	4/12	4/12	4/12	5/12	5/12	6/12	7/12	8/12	9/12	10/12	11/12	12/12	

For example, the players decide to send a group of five mutineers to take over the ship's computer center. The gamemaster has already deployed the Medical staff on that deck. The mutineers encounter only two Captain's men guarding the center because the Security Team assigned to that floor is elsewhere. However, both the Captain's men have phasers, while only one of the mutineers has managed to get one. Both sides roll 1D10. The player controlling the mutineers gets a 4. He adds this result to his Target score (the number of men and phasers he has in battle), yielding a result of 10. The player (or gamemaster) controlling the Captain's men receives $[2 \text{ (the number of crewmen)} + 2 \text{ (the number of phasers)} + 8 \text{ (the result from the die)}] = 12$. The result on the chart is 3/4. The Captain's men lose 3 points, meaning that one of the crewmen remains conscious, but he has lost the tactical advantage of having a phaser. Next round, the Captain's men will only have a Target Score of 1. The mutineers lose 4 points, leaving them with two points remaining. This could either mean one man is left with a phaser, or two men are left without phasers. Both sides decide to fight it out.

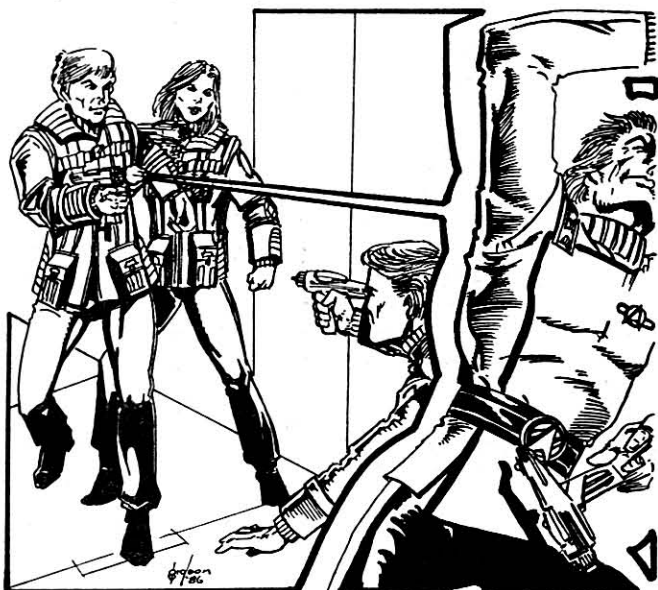
This time, the mutineers roll an 8. Adding their Target Score of 2 gives them a result of 10. The player controlling the Captain's men rolls a 3, yielding a result of 4. The chart result is 3/1. Only one mutineer is unconscious after the battle. He takes all the phasers, and acts upon any other orders he has been given. (Note that crewmembers cannot pick up the phaser of an unconscious crewman while battle is still occurring)

VELLACORA'S REACTION

Warned by his First Officer that several of his officers may be planning to undermine his authority, Vellacora will have determined a course of action in the event of a mutiny. If a revolt transpires, the Captain will use the following options in the order given below:

Arrest

The Captain's initial reaction will be to order the arrest and confinement of any individual engaged in or attempting to persuade others to engage in mutinous behavior. If enough Security crewmembers are still loyal to the Captain, they will attempt to carry out this directive.



Isolation

If the Captain is on the bridge and his arrest order cannot be carried out for whatever reason, he will attempt to isolate the bridge from the lower decks. If the Captain is elsewhere, he will call for all loyal crew to rally to him as he attempts to make his way to the ship's Engineering Department. He will barricade himself there, and use manual overrides to cut off life-support systems to those areas of the ship known to be in rebel hands.

Failing these two options, the Captain will seal himself in his cabin and fire on anyone attempting to enter. In case the mutineers overwhelm the pro-Vellacora forces, the First Officer will defend her Commander to the bitter end. Under no circumstances will the Captain allow himself to be taken prisoner without a fight. Though the players may seek to prevent widespread killing during the takeover attempt, the Captain will have no such scruples when his back is to the wall.

RANDOM EVENTS AND ENCOUNTERS

The following section details random events and other encounters that may transpire during the course of *Decision at Midnight*. It contains three tables, used to determine specific information that may affect the normal routine aboard the *Arkadelphia*. The events and encounters in each table are described briefly. Unless otherwise indicated, the gamemaster should consult each table once during each shipboard watch. There are three shipboard watches that make up the daily routine aboard the *Arkadelphia*: Morning Watch (early-morning to mid-afternoon), the Long Watch (mid-afternoon to early evening), and the Late or 'Dog' Watch (late evening to mid-morning).

PATROL ENCOUNTERS

This table indicates the type of encounters the *Arkadelphia* may run into during routine patrol. The gamemaster should consult this table once each watch by rolling 1D10 and applying the results immediately. Note that the results can occur more than once during the course of the adventure.

PATROL ENCOUNTERS TABLE

Die Roll	Result
1-4	No Event
5-6	Asteroid Belt
7	Ion Storm
8	Klingon Probe
9	Klingon Grain Ship
10	Orion Blockade Runner

Asteroid Belt

The *Arkadelphia* has encountered an uncharted asteroid belt. Roll 1D10 to determine the density of the asteroid field: 1-5, light; 6-8, medium; 9-10, heavy. Depending on the density of the asteroid belt, roll 1, 2, or 3 D10 (respectively) to determine the total number of asteroids to be avoided. To avoid being struck by one or more of the asteroids, the ship's Helmsman must make a Skill Roll against his rating in *Starship Helm Operation* for each of the asteroids encountered. If he fails, the ship's forward deflector shield suffers 5 points of damage.

Ion Storm

The *Arkadelphia* has encountered the effects of a solar ion storm from a neighboring star system. The duration of the storm is 1D10 x 2 minutes. For each minute, the ship's Navigator must make a Skill Roll against his rating in *Starship Deflector Operation* to prevent an undue amount of ionization charge from building up against the ship's hull. If he fails, the vessel suffers 1 point of structural damage.

Klingon Probe

The *Arkadelphia* encounters a small, unmanned sensor probe used by the Klingons as a remote sensor platform. This type of probe is launched from a Klingon warship and warns the ship of opposing forces in the area. Upon contact with the probe, the Captain orders it to be destroyed. This can be accomplished if the ship's Helmsman makes a Skill Roll against his rating in *Starship Weaponry*, using either the ship's main phasers or photon torpedoes to destroy the object.

Klingon Grain Ship

The *Arkadelphia* encounters a small, unmanned grain-carrier heading from the Asparax Confederation toward Klingon space. Upon approaching maximum phaser range, the grain ship will begin transmitting an automated distress signal aimed at any Klingon vessels in the vicinity. The Captain orders the vessel destroyed as per above. Because the vessel is unarmed, this will prove to be relatively easy.

Orion Blockade Runner

The *Arkadelphia* encounters the *OML Talon*, an Orion *Lightning* Class blockade runner heading toward Asparax space. When the Captain orders the craft to stand to, the craft will move away at maximum warp speed into deep space. Should the *Arkadelphia* close to within firing range, the Orion will discharge several (1D10) metal canisters approximately one-meter-long. These are not weapons, and any of the player characters scanning the objects will discover they are single-man environmental capsules with a limited amount of life support. The Orion raider has several slaves as part of its cargo, held in small holding cells similar to Klingon hypothermia capsules. These are jettisoned in hopes the pursuing ship will engage in rescue operations, allowing the Orion ship to escape. (See the *Vessels* chapter for information on the *Talon* and the *Cast of Characters* section for statistics on the *Talon's* Captain.)

SUB SPACE COMMUNICATIONS

The following table lists the potential sub-space messages that may be received by the *Arkadelphia* during the adventure. The gamemaster should consult this table twice during each ship's watch, applying the results immediately. Unless otherwise noted, results from this table can occur more than once during the course of the adventure. A brief description of messages that will be received on the seventh day of the adventure are given here as well.

SUB-SPACE COMMUNICATIONS TABLE

Die Roll	Result
1-3	No Result
4-5	Asparax Edict
6	Star Fleet Communique 1
7	Star Fleet Communique 2
8	Klingon Transmissions 1
9	Klingon Transmissions 2
10	Sub-Space Jamming

Asparax Edict

The ship's Communications Officer picks up a local sub-space transmission. The newly-proclaimed Asparax Confederation Ruling Council announces its intention to open the borders of Asparax space to any and all commercial traffic. Also, the Asparaxians indicate that under no circumstances will they permit the presence of Federation warships in their space. This announcement will be made only once. (Treat any subsequent result of this type as "No Result" instead).

Star Fleet Communique 1

The *Arkadelphia* receives a priority message from Star Fleet Command, originating from Star Base 12. Base Commandant Harad of Star Base 12 warns all local area Commanders to refrain from entering Asparaxian space or hindering the movement of any Asparaxian vessels. Upon receiving this information, Captain Vellacora will be quick to point out that the communique does not include any mention of Klingon vessels. This message will be repeated at regular intervals and may be received more than once.

Star Fleet Communique 2

A message from Star Base 12 is received. The Federation Council has decided to recognize the existence of the Asparax Confederation. A diplomatic team will be dispatched to Asparax to formally recognize the fledgling union within the week. Until that time, local area Commanders are to extend "every possible courtesy" to the Asparaxians to minimize any advantages the Klingons may already enjoy with the local populations. Under no circumstances is any Federation Commander to impede the normal progress of any vessels in or out of the Asparaxian systems, regardless of their suspected missions in the area. Commanders may of course exercise such discretion to ensure the safety of their ships and crews. This message will be repeated at regular intervals.

Klingon Transmissions 1

Communications detect sub-space transmissions between an unknown Klingon warship and an Asparaxian vessel somewhere in the vicinity. The Klingons are using an undecipherable code, but the transmissions place the Klingon somewhere near the Asparax systems. The Captain will be convinced that the Klingons and Asparaxians are "treacherously conniving" with each other against the Federation.

Klingon Transmissions 2

As above, except that this time the transmission received is between two Klingon vessels somewhere near the Asparax border.

Sub-Space Jamming

Local Klingon vessel(s) attempt to jam sub-space reception by the *Arkadelphia*. To avoid total loss of sub-space communication, the ship's Communications Officer must make a Skill Roll against her rating in *Communications Systems Technology* to pierce the interference. A successful roll indicates the character set up effective counter-measures against the Klingons' jamming attempts. Also, if successful, the Klingons will make no more jamming attempts (treat any subsequent jamming result as "No Result" instead). If the roll fails, the ship loses sub-space communications ability, due to the Klingons' electronic measures. The Communications Officer must work a half-hour on the problem before he can make another roll.

The gamemaster should remember that after the *Arkadelphia* encounters the Asparaxian *Defiant*, the Communications Officer will pick up a transmission from the Asparaxian Home Council, in which they request military assistance from the Klingons. Moreover, the Asparaxians issue a sub-space transmission directly to the *Arkadelphia*, warning the Captain that any further penetration of their space will be considered an open declaration of war. These messages will be received on the seventh day aboard ship. The ship's Communications Officer will also pick up Admiral Kanara's reply to the Asparaxians' request for aid, to the effect that volunteers are being assembled.

IRRATIONALITY INDEX

Beside the actions mentioned in **The Adventure**, there are other indications of Captain Vellacora's precarious mental state. The gamemaster should consult the following table once during each ship's watch by rolling 1D10, applying the results immediately. In some cases, the event indicated may be repeated more than once.

IRRATIONALITY INDEX				
Die Roll	Results			
	Day 1-2	Day 3-4	Day 5-6	Day 7+
1	Spy Search	Spy Search	Bridge Imp	Spy Search
2-3	Security	Security	Security	Security
4-5	Lost Message	Lost Message	Medal	Allegiance
6-7	Wait & See	Wait & See	Armory Lock	Assassin
8-9	Mandatory Movie	Mandatory Movie	Coat-of-Arms	Rationing
10	Spy Search	Spy Search	Coat-Of-Arms	Gamemaster's Choice

Allegiance

The Captain decides that all officers and crew must demonstrate their loyalty by taking an oath of allegiance to their Commander. In it, they will swear unquestioned obedience to his will, even unto death. All bridge personnel will be required to comply immediately. Department Heads are to administer the oath in the Captain's name to all members of their sections as soon as possible. The Captain's Senior Yeoman will keep track of those who have taken this oath. At any time, the Captain may request a list of those who have refused to make their formal pledge. (Roll 1D10 every hour the Captain is on the bridge. If the result is 6 or greater, the Captain asks for an immediate accounting). If any individual has not taken his oath, the Captain will order his Yeoman to personally see to it that the oversight is corrected immediately.

Armory Lock

The Captain decides to increase the security aboard ship, and has all personal weapons locked away in the Armory. No items may be removed from the Armory without the Captain's express authorization.

Assassin

As his paranoia increases, the Captain becomes convinced that one of his bridge crew is planning to assassinate him. To prevent that, the Captain orders each of the suspected individuals to be taken by a security guard and subjected to truth serum to determine which among them is the guilty party.

Coat-Of-Arms

The Captain decides to have both his quarters and the ship's bridge decorated with large banners displaying his family's coat-of-arms, which features an armored Izarian warrior brandishing a sword above his head.

Bridge Improvements

The Captain orders Engineering to have some "personal improvements" made to the bridge. In particular, the Captain wishes to have his command chair modified to be more comfortable. When the improvements are complete, the Captain's chair looks more like a throne than a functional piece of equipment.

Gamemaster's Choice

The gamemaster may select any of the options given here or may make up one of his own.

Lost Message

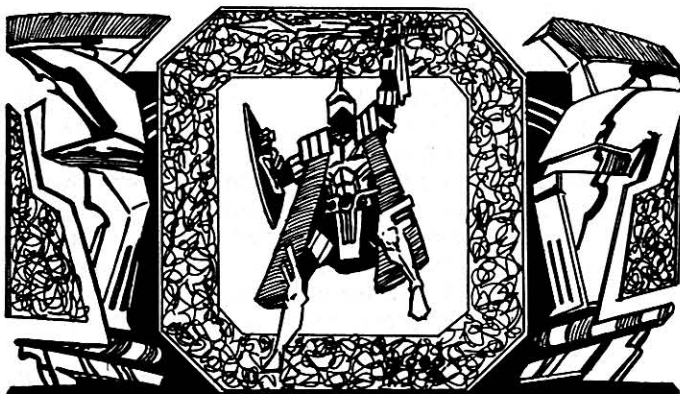
The Captain asks the Communications Officer the whereabouts of the text of Star Fleet's 'secret' order. When the officer denies knowledge of the existence of any such order, the Captain will mumble something about a fleet mobilization, telling the Communications Officer to "track it down" as soon as possible. The Captain may then forget the entire conversation occurred, repeating the same request more than once during the course of the adventure.

Mandatory Movie

As inspiration for the crew, the Captain orders all crewmembers to watch a documentary film on the exploits of Captain Garth during the Four Years War. Failure to attend the showing during off-hours will result in severe disciplinary action.

Medal

Convinced that the actions of the *Arkadelphia* will prove of immense value to the Federation, the Captain decides that a commemorative medal marking the soon-to-be famous Siege of Asparax should be struck. The Captain orders the Engineering Department to have the medallion struck immediately and to distribute copies of it to all crewmembers.



Rationing

Because the Captain's siege of the Asparax systems may last for months without a chance of resupply, the Vellacora orders available food stores to be rationed immediately. The ship's computers are instructed to reduce the normal food and water allotment to each crewmember to one-fourth their original levels. This situation can be changed only by the Captain's vocal authorization via the ship's main computer link.

Security

As the Captain becomes increasingly paranoid and irrational, he orders that Security provide him with two security guards to safeguard his person at all times. Every time the gamemaster rolls this result, double the number of guards. If all the ship's security guards are already so employed, crew from the Engineering Department will be ordered to make up the difference.

Spy Search

The Captain has become convinced that there is a Klingon spy aboard. He orders Security to conduct an immediate deck-by-deck search for the intruder. When Security fails to find any intruder, the Captain becomes extremely irritated and accuses Security of failing to conduct the mission properly. This search may be ordered more than once.

Wait And See

The Captain orders the *Arkadelphia* to a complete halt in space and all crew to battle stations. He requests full sensor sweeps of the area. The crew will remain on alert status for half an hour before the Captain, satisfied about something, cancels the alert and returns the ship to normal operations. He gives no reasons for this unusual action.

KLINGON RESPONSE

KAGGA'S TASK FORCE

By midnight on the last day of the adventure timeline, the three Klingon vessels making up Captain Kagga's attack force will reach maximum sensor range of the *Arkadelphia*. The Klingon destroyers will be traveling at Warp 6, but will reduce their speed to Warp 3 once they confirm the location of the target vessel. None of the Klingon ships possesses cloaking devices, and so they will be visible as they come into close range.

The Klingon ships will approach the *Arkadelphia* in a V-formation, with the *IKV Marauder* and *Plunder* to port and starboard (respectively), slightly ahead of Kagga's flagship, the *IKV Dark Hand*. The Klingons will hold this formation while Kagga opens communication with the *Arkadelphia* and demands her immediate surrender. Should the *Arkadelphia* comply, the destroyers will surround the ship, then beam over boarding parties to take possession of the UFP warship.

If the *Arkadelphia* refuses to negotiate, Kagga will attempt to surround the Federation vessel. He will slow the *Dark Hand* to Warp 2, and attempt to pin the frigate in place by disruptor fire while the other Klingon ships pass by and open fire on the *Arkadelphia*. The Klingons will continue this tactic until one or more of the *Arkadelphia*'s shields collapse. Then, all three destroyers will beam over boarding parties. Once on board, the attackers will attempt to gain control of the ship's Engineering and Life Support Control Centers, effectively eliminating any continued resistance.

The gamemaster should use the **STAR TREK III Starship Combat and Role Playing Game** to resolve this encounter. Place the *Arkadelphia* in the center of the mapboard, aligned toward either of the short edges of the map. Speed may not exceed Warp 3, and ship's offensive and defensive systems are initially down. The ship's forward shield, however, is already raised at minimum strength. Kagga's attack group will enter from the short edge of the map, moving head-on toward the *Arkadelphia*.

All three vessels must be deployed within two hexes of each other, with two of the attackers in front of the center flagship, forming a "V". Their initial speed is Warp 6. Forward shields (only) are raised at minimum strength as they enter the map edge. Ship's weapons are not charged, but may be activated once movement begins. Crew Efficiency Rating for the Klingon ships are as follows: *IKV Dark Hand* - 64, *IKV Plunder* - 48, *IKV Marauder* - 54.

Kagga's orders are to eliminate any threat to Asparaxian-Klingon trade along the Asparaxian border, but the Klingons do not wish to initiate combat. Admiral Kanara would prefer that the UFP vessel begin hostilities, should the situation demand it. In dealing with the matter of the *Arkadelphia*, Kagga can use his own discretion, as long as the *Arkadelphia*'s blockade is eliminated as soon as possible.

If the frigate assumes a neutral posture (no shields raised or weapons armed), the Klingon Squadron Commander will continue communications with the Federation ship, even if the call to surrender is ignored. Kagga is willing to listen to anything the Federation Commander (or acting Commander) wishes to say.

QUICK DECISIONS

The gamemaster should allow the players free reign to devise their own strategy for dealing with the Klingons. The following observations, however, may be suggested by NPCs on the *Arkadelphia* should the players' group need assistance.

1. It is reasonable to assume that the Klingon vessel encountered with the Orion blockade runner may be part of the Klingon contingent in the area. (Actually, the ship involved in the incident was Kagga's.) The *Arkadelphia*'s Commander may attempt to bluff his way out of the situation by claiming to have instituted the blockade in response to Klingon-Orion violations of Asparaxian space and illegal trade activities. While such a claim might not hold up in a galactic court of law, Kagga wants to keep his own dealings with the Orions secret, fearing knowledge of this trading would jeopardize his chances for re-assignment. (Kagga believes Admiral Kanara is unaware of his dealings with the Orions). If Kagga can be bluffed into thinking he was the reason for Vellacora's pronouncement, Kagga will comply with an offer to disband the blockade, in return for an immediate withdrawal of all forces concerned.

2. The *Arkadelphia* crew may attempt to convince the Klingon squadron leader that there is a larger support group already on station in the area. By making a Skill Roll against his rating in *Communications Operations* or *Electronics Technology*, the *Arkadelphia*'s Communications Officer can simulate incoming messages that appear to originate from a squadron of Federation *Chandley* Class frigates en route to their coordinates. The ship's Commander could attempt to make Kagga believe that the *Arkadelphia* is trying to hold the Klingon force in place until overwhelming reinforcements can arrive. If the Commander can make a Skill Roll against his rating in *Negotiation/Diplomacy*, Kagga will be convinced by the ruse and will withdraw. Should the roll fail, Kagga will remain unconvinced, and the players must employ another tactic.

3. The acting Commander of the *Arkadelphia* may challenge Kagga to a one-on-one ship duel, suggesting cowardice on Kagga's behalf if he refuses. If the players attempt this, the gamemaster should roll 1D10. A result of 1 indicates that Kagga sees through the maneuver, attacking immediately with all three destroyers. With a result of 2-5, Kagga accepts the challenge, ordering the remaining vessels out of the area (not wishing to share the glory with anyone). A result of 6-10 indicates that Kagga assigns to Captain Kassax of the *Plunderer* the task of dispatching the *Arkadelphia*, which Kassax immediately accepts. (In this way, Kagga will look for weakness on the part of the *Arkadelphia* while risking nothing more than the loss of an inexperienced and hard-to-control officer). Should the *Arkadelphia* succeed in dispatching Kassax's ship, the gamemaster will roll one additional 1D10. On a roll of 1-5, Kagga will immediately attack with his own ship (alone). A result of 6-10 indicates the Klingon Commander is willing to negotiate further, and to accept terms as indicated in Option 1 above.

4. The Commander of the *Arkadelphia* can offer to turn over to Kagga the person responsible for the blockade declaration. Such an offer would mean turning over Captain Vellacora to the Asparaxian authorities only, not to the Klingons. While Kagga will agree to this, he will demand that his flagship accompany the *Arkadelphia* to Asparax immediately. Any attempt to divert from a prearranged course to Asparax will force Kagga to attack the *Arkadelphia*. Players should be informed that though this option will save the *Arkadelphia* and her crew, Star Fleet Command may take a dim view of the matter once a formal review is made.

The gamemaster should permit the players to exercise any option in handling this delicate situation. Considerations other than those mentioned above can be brought into play to neutralize the immediate threat. The gamemaster should weigh such options with the Klingons' personalities (see the **Cast of Characters** chapter and **The Klingon Position** section in the **Gamemaster's Notes**). Neither the UFP nor the Klingon Empire are willing to go to war over the Asparaxian Confederation. Conflict can be avoided if those present keep their heads and respect the other side's position.

COURT OF INQUIRY

Assuming the *Arkadelphia* survives the adventure, the officers and crew should travel to Star Base 12 to face a Star Fleet Board of Inquiry. There, Officers of the Court will review record tapes and ship's logs, and will conduct in-depth interviews with those involved during the recent crisis. Depending on the findings of the Board, the player characters can be either rewarded for their initiative and coolness under difficult conditions, or roundly punished for acting in a manner contrary to Star Fleet regulations.

FINDINGS OF THE BOARD

The Board of Inquiry will deliver a verdict on each player character's conduct during the recent events aboard the *Arkadelphia*. The following chart lists probable actions taken by a player character and the findings of the Court.

The Court's findings are displayed in a letter code, which is briefly explained. In resolving this inquiry, the gamemaster should obtain results from more than one player character action when determining that character's final fate.

A single action will not automatically decide a character's fate. Whenever character actions appear to be in conflict, average the lettered responses. The gamemaster should feel free to interpret those actions not described below. Such interpretations, however, must remain consistent with the findings given here.

JUDGEMENT TABLE

Key Player Character Action	Findings of The Board
Attempted to assassinate ship's Senior Officers	E
Shot on sight	E
Switched sides after mutiny began	E
Acted in a manner suggesting unnecessary cruelty to members of the opposition	E
Refused to take prisoners	E
Refused medical aid to members of opposite faction	E
Refused offers of a truce with the opposition when the opportunity arose	D
Remained in his quarters and refused assistance to either faction	D
Actions resulted in considerable damage to the vessel during attempts to defeat the opposition	D
Showed uncharacteristic lack of respect for the Captain when Vellacora was under his control	D
Joined a given faction aboard ship only under duress	C
Offered to negotiate with members of the opposition in an effort to avoid needless bloodshed	C
Remained at his post and refused to enter the contest on either side	C
Acted in a manner to restrict the spread of unnecessary violence by fellow faction members	C
Offered himself as personal hostage to ensure the safety of others at the hands of the opposition	B
Gave medical assistance to members of the opposite faction	B
Accorded the Captain the maximum respect and deference possible while Vellacora was under his control	B
Acted heroically in an effort to save the life of a crewmember (either enemy or friendly)	A
Acted in a manner designed to save the Captain and/or First Officer from undue personal harm either during or after the mutiny	A

For example, during an attempted mutiny, a player character decided he would remain at his post. He refused to join either the mutineers or the Captain's party, feeling no great interest in the welfare of either side. Later during the crisis, the same player was convinced at gunpoint to side with his fellow player characters in order to save the ship. Before the mutiny is finally defeated, the player character saves a fellow crewman, even though that crewmember would likely have killed him if the situation were reversed.

In the findings of the Court, the player character's initial stance earns him a "D" rating. Later, his forced compliance with the rebels gives him an added "C" rating. The player character's later heroic action results in an "A" rating. The final disposition of the Court would be equivalent to an averaged "C" rating (equal to the individual ratings of D + C + A, averaged together and rounded down).

EXPLANATION OF CODES

E The Board finds that the player character acted illegally in attempting to deprive the Captain of his lawful command. The character's subsequent actions stand as evidence reinforcing this decision. Court-martial proceedings will be arranged as soon as possible, and the player character is confined to quarters at Star Base 12 until further notice.

D The Board finds the player character acted with the best interests of the ship in mind. This notwithstanding, the player failed to act in strict accordance with Star Fleet Regulations. While no court-martial proceedings will be taken, the player character will receive an official censure in his service record.

C The Board finds the player character acted as best as could be expected under difficult circumstances. No disciplinary actions will be taken against the player character, and the individual can resume duties aboard ship at the close of the inquiry proceedings.

B As per "C" above, except that the player character has the option of receiving a reassignment to another duty station at the earliest opportunity. In addition, the character will receive a commendation in his service record for valorous performance under conditions of extreme emergency. If the player character chooses to select reassignment, he will remain at Star Base 12 until transport can be arranged.

A As per "B" above, except that the player character is rewarded with an immediate promotion for meritorious service to the Star Fleet.

ADAPTING TO ONGOING CAMPAIGNS

The gamemaster may use the following suggestions to incorporate this adventure into an ongoing campaign. These suggestions may be used individually or in conjunction with each other as the gamemaster sees fit.

A PERSONAL RESPONSE

Having proclaimed recognition of the Asparaxian Confederation on his own initiative, Admiral Kanara may decide to deal personally with the matter of Captain Vellacora's would-be blockade of his new allies. Should the gamemaster decide to use this option, substitute Kanara's own flagship, the *D-7M* cruiser *Bright Axe*, in place of the three *D-18* destroyers used in this adventure.

ORION INTERESTS

Given the history of Orion involvement in the area, it is reasonable to expect a strong Orion reaction against any Federation interference in the Asparax systems. With this in mind, the gamemaster may substitute Orion blockade runners (of various sizes) for the Klingon destroyers used to break the blockade.

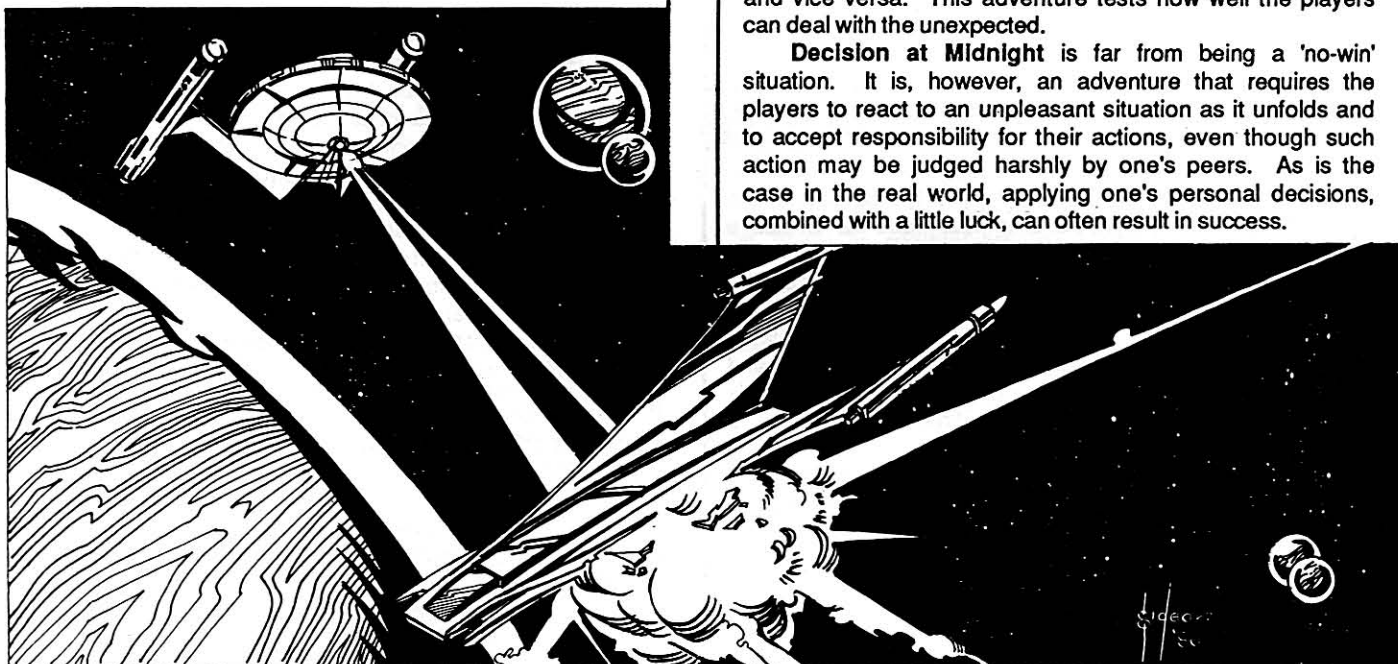
BABEL CONFERENCE

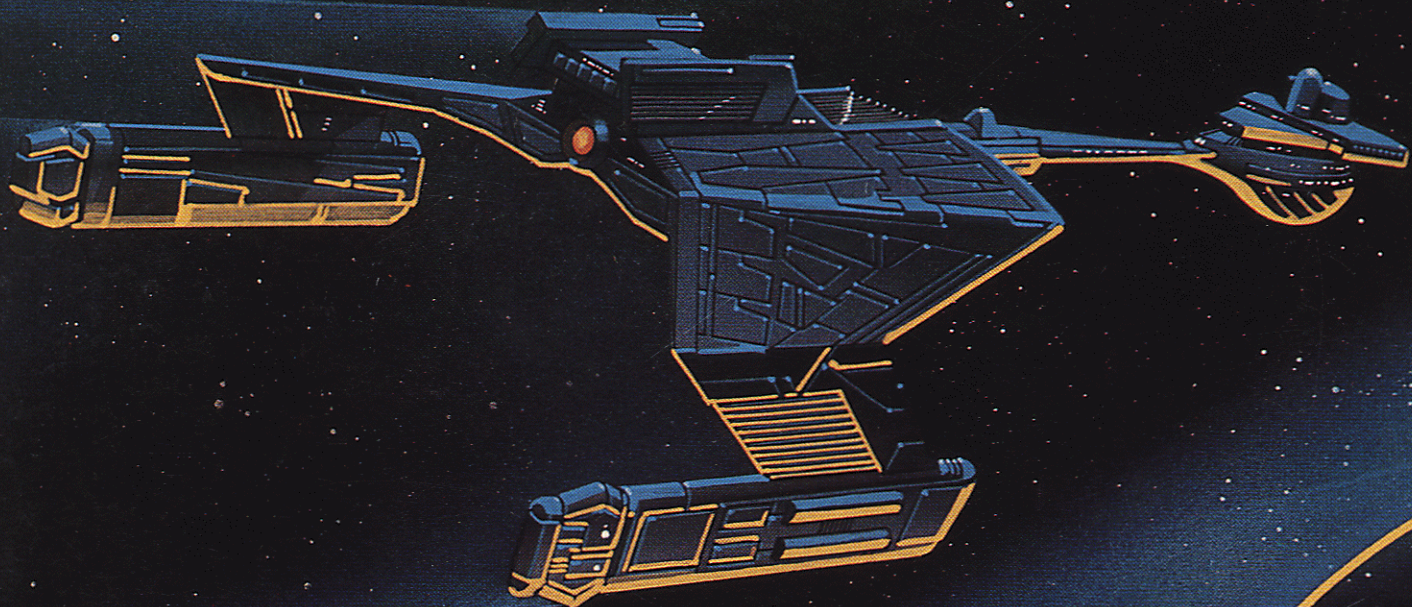
As a result of Vellacora's actions, the Federation decides to call a galactic summit meeting on the neutral planet of Babel to discuss the Asparaxian issue. This third Babel Conference will include the Klingons and various Asparax leaders in hopes of settling outstanding differences over the recent crisis. One or more of the player characters from the *Arkadelphia* may be asked to attend as Federation delegates or assistants.

DESIGNER'S NOTES

Even under the best of circumstances, the unexpected can occur. In reacting to the unexpected, individuals can often find themselves in the right for all the wrong reasons, and vice versa. This adventure tests how well the players can deal with the unexpected.

Decision at Midnight is far from being a 'no-win' situation. It is, however, an adventure that requires the players to react to an unpleasant situation as it unfolds and to accept responsibility for their actions, even though such action may be judged harshly by one's peers. As is the case in the real world, applying one's personal decisions, combined with a little luck, can often result in success.





The warble of phaser fire filled the empty corridors. Through the heavy smoke figures moved, closer now, almost within range. Lieutenant O'Shanter crouched lower behind a blasted bulkhead.

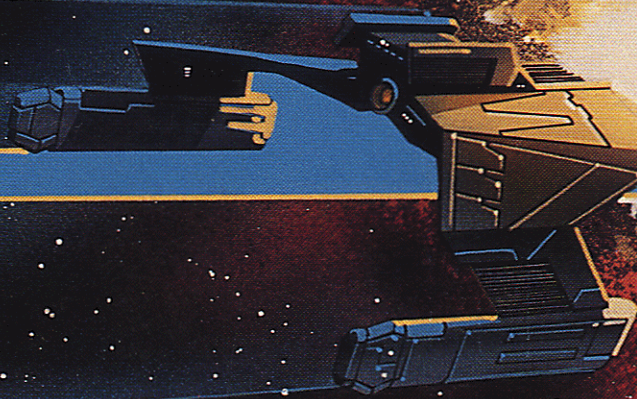
"Funny... I don't feel like a mutineer."

The gauge on his phaser showed the charge was almost gone. Maybe there was still time... if only he could talk to them, reason with them...

From behind him came a low throaty growl – a sound no Human voice could ever make. Turning slowly, Tam found himself face to face with the pale yellow eyes of Commander Brr'ynn. The Caitian's weapon never wavered as she licked her lips in anticipation.

"You tried to kill my Captain..."

For Tam time had just run out.



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