

AN IMBALANCE OF POWER



David R. Detrick '06

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IMBALANCE OF POWER

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IMBALANCE OF POWER

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INTRODUCTION

Imbalance of Power is an adventure written for the crew of the *Dun Da Spu* ("Great Book Strike"), a D-7A Class Klingon cruiser assigned to the Imperial Klingon Expeditionary Forces and now on exploration duty in The Triangle. The players will take the roles of the Klingon officers aboard the cruiser, and should find that six or seven players is the ideal number for this adventure.

PLOT SYNOPSIS

The crew of the *Dun Da Spu* discovers a star system containing a planet that is not only Class M, but contains some of the largest known deposits of durallium, an extremely rare element used in the manufacture of anti-radiation shielding for starship warp engines. (Despite Federation rumors to the contrary, the Klingons really do put shielding on their warp drives.) The crew's task is to exploit the natural resources of the planet to the best advantage of the Empire and, of course, themselves.

The adventure takes place in approximately Stardate 2/1105. If the gamemaster wishes to place the adventure later, he may do so simply by changing the Klingon cruiser from a D-7A to a D-7M (*K'inga* Class) ship, and by changing the Federation starship from a *Constitution* Class to one of the *Enterprise* Class.

Nothing is ever as easy as it looks, and the situation on Planet 34K/iii is no exception. In the first place, The Valley, the area of the planet where the durallium deposits are found, is populated. In the second place, the population of the area is divided into two warring groups of tribes, the agrarian Settlers and the nomadic People. In the third place, the Federation has also been interested in this area of space for some time. Thus, the Klingon player characters will eventually find themselves facing a Federation starship, with more on the way. The Klingons' best hope, then, is to achieve a quick resolution to the situation, presenting the Federation with a *fait accompli* before they can organize an effective diplomatic response to the situation.

The optimum solution would be for the Klingons to promise wealth and power to one of the two tribes in exchange for that group's cooperation, a la the *STAR TREK* episode "A Private Little War". If the Klingon-friendly tribes are in control, the Federation will not violate their Prime Directive by attempting to interfere. Victory will belong to the swift. Thus, the key to the situation is to determine which tribe is strongest, earn their trust and cooperation, and then aid that group in subjugating the other tribes in the area of the durallium. All this has to be done swiftly, efficiently, and covertly to keep the Federation from trying to block the Klingon officers' moves.

The player characters in this adventure have the chance to earn great sums of money through the durallium mines they will set up for the Empire, and that could lead them to great power and prestige among their kind. No Klingon can resist such an opportunity. Should they have to call for help from the Empire, all hope of profit and gains in status will be lost.

The easiest approach to the problem is to equip the friendly natives with improved technology. This approach will soon prove to have its own problems, however, as culture shock and Murphy's law come into play. Additionally, there is **The Final Battle**, the one other wrinkle in the plot. This battle is presented as a simple boardgame during which the Klingon-aided natives attempt to seize control of the area in one bold, *blitzkrieg*-style battle. Thus, the players not only have opportunities for brilliance and fame in the roleplaying situation, there is also the chance for one or more of them to shine as a tactical commander, controlling groups of the natives in the conclusive battle for control of the Valley and its wealth of mineral deposits.

CONTENTS OF THIS BOOK

This book contains all the information needed to role play **Imbalance of Power** and to play the accompanying board game, **The Final Battle**.

The Adventure sets the stage for the scenario, and describes the many events and encounters leading up to the final resolution of the plot.

The Players Pullout information contains information that the players might learn through experience on Planet 34K/iii or by consulting their computer banks. The gamemaster may photocopy these entries in order to hand them out to the players at appropriate junctures, if desired.

Vessels includes full data on the four classes of starships that appear in this adventure. The **Maps** chapter provides maps of the Village of Sillivar, the Village of Lirmar, and a map of the Final Battle between the People and the Settlers. The **Cast of Characters** provides full game statistics and descriptions of the pre-generated player characters, the important NPCs, and some minor, incidental NPCs.

Gamemaster's Notes contains hints for play, information for judging the introduction of new equipment, information on new weapons, and so forth.

The Final Battle is the boardgame designed for use with this adventure, and includes playing board, playing pieces, and complete rules.



THE ADVENTURE

SETTING THE STAGE

"Captains Log, Imperial Standard Date 448/3.4

"Battlecruiser 397 is exploring a previously uncharted region of space in the Triangle sector, coordinates 4.23S, 7.69 W. The three star systems explored so far have yielded nothing unusual. Battlecruiser 397 is now moving into range for preliminary sensor scan of the fourth system in our exploration mission. This is System 34 in the Kraol subsector."

STAR SYSTEM 34 KRAOL (34K)

As per standard procedure, the Science Officer makes an initial sensor scan of the periphery of the star system with a Skill Roll against his rating in *Starship Sensors*. If the roll fails, the gamemaster gives the player Sensor Report A only. If the Skill Roll is successful and is within 10 points of the characters rating in *Starship Sensors*, the player should get Sensor Reports A and B. If the roll is successful and is 11 points or more than the characters rating in *Starship Sensors*, the gamemaster should give the scanning player Sensor Report Sheets A, B, and C.

The next step is to move into the system and scan its planets, assuming a standard orbit around any planet that looks interesting. The Science Officer is entitled to another Skill Roll against his character's rating in *Starship Sensors* while the ship performs its survey. Regardless of the results of the die roll, the gamemaster will give the player Sensor Report Sheets A through D. If the roll is successful, the player receives Sensor Report Sheet E as well.

ORBITING 34K/iii

From sensor reports, the player characters know that the sole Class M planet is the only world of any true interest in the system. Therefore, the rest of the sensor scan section deals only with that planet. In typical fashion, the Klingons have named the world simply 34K/iii.

Once the ship is in standard orbit around 34K/iii, the Science Officer should roll once more against his character's rating in *Starship Sensors*. Whether the dice roll is successful or unsuccessful, the player receives Sensor Report Sheet F. If the roll is successful, he also receives Sensor report sheet G. The player character would now know that the planet contains large mineral deposits.

The Science Officer attempts yet another Skill Roll against his character's rating in *Starship Sensors*. If successful, the gamemaster gives him Sensor Report Sheet H, which gives the results of analysis of the mineral deposits. Planet 34K/iii contains incredibly large concentrations of durallium, a rare and valuable mineral used in warp drive shielding and greatly prized by the Empire.

[GAMEMASTER'S NOTE: If the Science Officer fails either of the last two rolls, give Sensor Report Sheets G and H to the first tricorder-equipped landing party on the planet.]

PLANET 34K/iii

Planet 34K/iii is very sparsely inhabited, with only scattered small settlements and nomadic tribes. As a rule, the agrarian villages tend to cluster along rivers and in rich meadowlands where farming is the easiest, and the nomads usually remain ten to 20 kilometers from the villages.

Deposits of durallium ore are scattered throughout the planet. On one continent, however, there are very large deposits located quite close to the surface in one fairly small area within a single river valley. This valley is also relatively heavily-settled by agrarian villages and nomadic tribesmen. This valley is the logical place for the crew of the *Dun Da Spu* to begin their investigation of the planet.

[NOTE: The above information is the extent of what the players can determine from orbit. Any further details about the planet and its inhabitants must be obtained by landing parties. More detailed information on the native people of 34K/iii is included in the **Background Information** chapter, and the gamemaster will feed this information to the players at appropriate points in the adventure.]

THE ROOT OF ALL EVIL

The gamemaster must understand that an incredible amount of money is at stake in this adventure because of Planet 34K/iii's rich durallium deposits. As described in FASA's **The Klingons** rules supplement, the Empire's favored method of planetary exploitation is to set up a local ruler as a puppet, much like the *satrap* system used by the ancient Persian Empire on Terra. When encountering two warring groups of tribes on a potential new world, the Klingons would quite swiftly think of helping one faction against the other, later turning their 'victors' into tame servants of the Empire. Should the Klingons use more than the minimum amount of force necessary, the efficiency of the operation drastically decreases. If events reach the point of the 'simplest' solution (disrupting the planet into rubble from orbit and importing labor and equipment), the operation would barely break even financially.

Beside the annual revenue from the durallium mining operation, the Empire will award handsome, one-time bonuses to those Klingons making themselves important in the initial exploitation of a planet like Planet 34K/iii. Thus, everybody will want to get into the act. The amount of the bonus is constant, which means that the more Klingons in on the money, the less there is for each. In addition, everyone knows how the bonus money works, and will be keeping track.

The value of various services is fairly well-established by Klingon tradition, and so trying to underpay would be very detrimental to crew morale and loyalty.

MAXIMIZING PROFITS

The most important Klingons in the ship are the senior officers, and so they will get the largest share of bonus money. Assuming that the players are the senior officers, they will take charge of the situation as soon as they realize how much wealth is at stake. To maximize their profits, they will try to use as few personnel and as little force as possible.

If all goes well and the senior officers do manage to set up a puppet government and start preparing for the arrival of mining equipment, the top officers will each be receiving approximately 45,000-65,000 credits per year in revenue from the mines, starting three to six months hence. As a Captain's annual salary is only about 20,000 credits, this is quite a jump. In addition, the bonus money for the landing party (and the Captain, if he is not in the landing party) runs from 200,000 to 250,000 credits each.

Such financial gain will also increase the Klingon's influence within his line, and help the character earn a higher name-prefix. Although taking part in the exploration of Planet 34K/iii is not enough to accomplish this by itself, good work on the planet will be worth about 55 percent of the influence needed to increase the linename prefix. Similar rewards continue down the line of the ship's crew, to the point where even the lowest-ranking enlisted men might be receiving some 2500 credits annually, with a bonus of about 10,000 credits.

If, on the other hand, the player characters decide to use the full force available from their ship to exterminate the native planetary population, they will have to import slave labor as well as the necessary mining machines, cutting the annual income for senior officers to about 5,000 credits annually, with a bonus of about 25,000 credits. That leaves the enlisted men with no annual revenue and a bonus of about 150 credits. Quite a difference!

The player characters will be aware of these facts. Although they do not have amounts down to the millicredit, they can get fairly accurate computer estimates. The gamemaster should play up to their greed. The potential rewards for good work on Planet 34K/iii are enough to improve a Klingon's life. He might buy a promotion, for example, or invest in some choice, exclusive Imperial stocks and trade goods, buy one or more green Orion slave girls, make a down payment on a permanent suite at a pleasure planet, or any other fantasies the players may have. Of course, Imperial Revenue Service wants its cut, and the family lines will want gifts, but that still leaves plenty of money for the characters.

(GAMEMASTER'S NOTE: The gamemaster should describe the quantities of money in loving detail, encouraging the players to rhapsodize about their favorite financial dreams. Lay it on thick, and let the players be as extravagant as possible. Then, every time the players' group wants to pursue a course of action that would cut into their profits, the gamemaster (working through the Captain's accountant-transporter) can drop a little aside such as "Well, all right, but there goes that ruby-encrusted disruptor you were going to buy," or "So much for having food service run directly from your command chair to your private vault of gourmet delicacies," and so on. Not only will this make the players search for minimum force solutions (which require more ingenuity to devise), but it also gives the opportunity for some truly impassioned and humorous role playing.)

GOING PLANETSIDE

The next logical step for the players' group is to send a landing party down to the planet. If sensors have already detected the durallium, it is very probable that the senior officers will want to go down and supervise the situation personally. A major find of durallium such as this one is far too important and valuable to leave to the jurisdiction of subordinates.

If the durallium has not yet been detected, then the players may decide to send a landing party of underlings. Once the durallium is discovered and reported, however, the first situation applies. The senior officers will follow hard on the heels of the discovery.

The Klingons' next step is to decide their first contact with any sentient races. Standard Klingon procedure suggests that settled villages usually represent a higher order of social development than loose nomadic tribes. Therefore, the players' group would no doubt consider it correct to attempt first contact with the villagers living in the valley where the heavy durallium deposits are located.

TRANSPORTER TROUBLE

It should not take the Captain long to designate a landing party and order them to the transporter room, where they discover a problem due to the lack of a transporter lock-on. Apparently, the presence of immense quantities of durallium ore is preventing the transporter equipment from obtaining a solid lock-on. If the Captain is in the landing party, his transporter will be very upset, considering their situation far too dangerous. He will go so far as to flatly refuse to beam down the Captain. If pressed, he will say that the unfavorable conditions make it a 50-50 gamble at best that anyone using the transporter will come through intact.



[Note: If the players insist, have the officer controlling the transporter make a Skill Roll against his rating in *Transporter Operation Procedure*, with a -50 penalty on the skill rating.]

[Conversely, the durallium will not affect Federation transporters. This operation would be routine for them because noise waves have been added to them to deal with exactly this kind of circumstance. Although A'aruul, the captain's transporteer, knows this, he will deem it impolitic to mention unless the player's group strongly presses him for more details.]

Though the transporter cannot be used, A'aruul has already checked the effects on shuttlecraft navigation systems, and reports that shuttlecraft may be used with total confidence. If the Captain is going down to the planet, there will be a brief delay while his Transporteer personally checks out the Captain's shuttle personally. Otherwise, the landing party may depart at any time.

THE SKIRMISH

If the Klingons have not already discovered the presence of the durallium, the gamemaster will give the landing party Sensor Report sheets G and H once they are on-planet. Thus, it is assumed that the senior officers are now with the landing party as it crosses the ridgeline and heads toward the nearest native village.

As the party begins moving into the valley, they observe a village a few hundred meters away. Shrouded in dust clouds and with numerous mounted figures swirling around it, the village appears to be in the midst of a furious battle.

If the Klingons decide to remain where they are, they can watch from a distance as the villagers drive off the attack. The villagers' response to them will be no different whether the Klingons stay where they are for the moment or go immediately to the village.

If the Klingons move down the hill immediately, they will get close enough to observe that the mounted figures are some form of anthropoid life-form riding a species of immense, slate-grey animal with four legs. More details will be available only after the fighting is over.

Once the Klingons are about 200 meters from the village, a group of riders (1D10+4) come charging at them. (The Klingons are clearly not riders, and so the attackers will conclude that the Klingons must be villagers.) The Klingons could decide not to initiate hostilities, but they have been attacked often enough to recognize the riders' intentions.

At this point, the villagers will be preparing to close the village gates. They will leave the gate nearest the Klingons slightly open, however. Any Klingon who successfully makes a Saving Roll against his character INT score will notice that the gate is still open, and that the villagers in the area are gesturing to them. In fact, it looks to the Klingons as if the villagers are inviting them into the village, urging them to seek the safety of their walls.

In all likelihood, the Klingons will have no trouble dealing with the first or the second band of attacking riders. Between the time of these two attacks, however, there is enough time for the Klingons to reach the village walls. They may decide to stay in the battle and try to kill a few more Riders, however. If so, the Klingons will glimpse a veritable horde of Riders swinging around the north edge of the village, just as they are finishing off the second band. There are too many to count quickly, but definitely more than a

hundred. The time has come for the Klingons to seek the safety of the village, which they will reach in the nick of time.

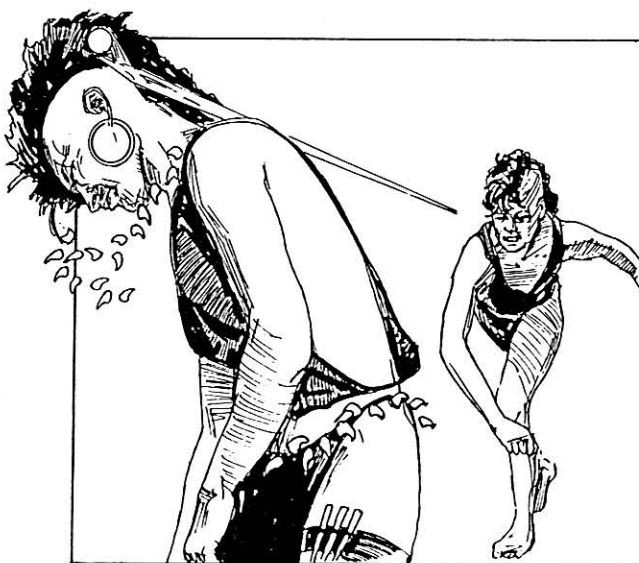
Once the Klingons are within the walls, they will be able to see how the natives of this planet fight battles. The riders are equipped with long knives and *kraal-koia*, their native weapon (see **Gamemaster's Notes** for full details of the weapon). However, they use virtually no armor, do not carry shields, and fight in no noticeable formation or order, engaging in a series of single combats across the battlefield. Their style of battle shows that individual bravery and skill are the virtues they prize.

The villagers, however, may well impress the Klingons with their method of warfare. Their weapon is the ordinary sling. Though its missile does not have the fearsome-appearing spikes of the *kraal-koia*, the weight of a sling stone makes it highly effective against an unarmored target, and its range is far greater than the rider's weapon.

More importantly, however, the villagers seem to have learned the value of massed firepower. There are relatively large firing platforms at regular intervals along the wall-walks of the village (see Map 1). The villagers not only man the walls, but also gather into groups on these firing platforms. From there, sling fire is directed into the enemy. This form of defense is particularly well-suited against the riders. As they come charging up at a wall in groups of 12 to 20, they are met by rapid volleys of well-aimed sling stones, fired when still well outside *kraal-koia* range.

Once the Klingons are within the village walls, the villagers will make short shrift of their attackers. The riders will continue to charge the walls in small groups and multiple clumps of 20 or so, only to be cut down or driven back by sling shot. The rider force numbers about 200 warriors, and the villagers have barely half that number of slingers. However, because of the rider's total lack of military coordination, the villagers are able to repulse their attack.

After the battle, the Klingons will have the chance to learn more about the riders and their equipment when they examine the bodies of those killed in the battle. (See **Gamemaster's Notes** for descriptions of their equipment.) The player's group may well begin to feel that the villagers are the people they are looking for. The events of the evening to come, however, will soon convince them otherwise.



THE SETTLERS OF SILLIVAR

Once the battle is over, a large number of villagers surround the Klingons, all jabbering excitedly. As the Klingons cannot understand a word the natives are saying, they will activate their translator units at this time. Once active, the gamemaster needs to keep track of the time until the units have acquired enough of a data base to function. Meanwhile, the villagers are quite content to happily chatter with the uncomprehending Klingons.

In fact, the Klingons will be pleased to find these natives to be among the friendliest people they have ever encountered. Not even the children seem to fear the Klingons, despite their vastly different appearance (and, if the Klingons fought the riders, their weapons).

If the landing party chooses to behave in a belligerent, hostile, or threatening manner, two things will happen. First, A'aruul will remind the player characters that they will save a considerable amount of money by obtaining their willing cooperation of the villagers. "As much as a 25 percent margin on investment, Lord, and perhaps more, as opposed to enslavement and occupation, of course." Second, the villagers will draw back in alarm and unhappiness. If threatened too severely, some will run, but for the most part, they will merely fall back a few meters, still talking, with sorrowful expressions on their faces.

The villagers are attempting to express their message of peace and brotherhood to the Klingons. Note that it will take some hours for the translation computer to burn a new chip for the villagers' language. If the Klingons get too belligerent, the natives will attempt to flee or, if all else fails, to fight. If the Klingons act aggressively, A'aruul will continue to remind the party about their profit margins.

It may happen that the Klingons simply decide to exterminate the village, which could be done fairly easily. However, A'aruul will be beside himself (remind the Captain that good Transporters like A'aruul are hard to find), wailing

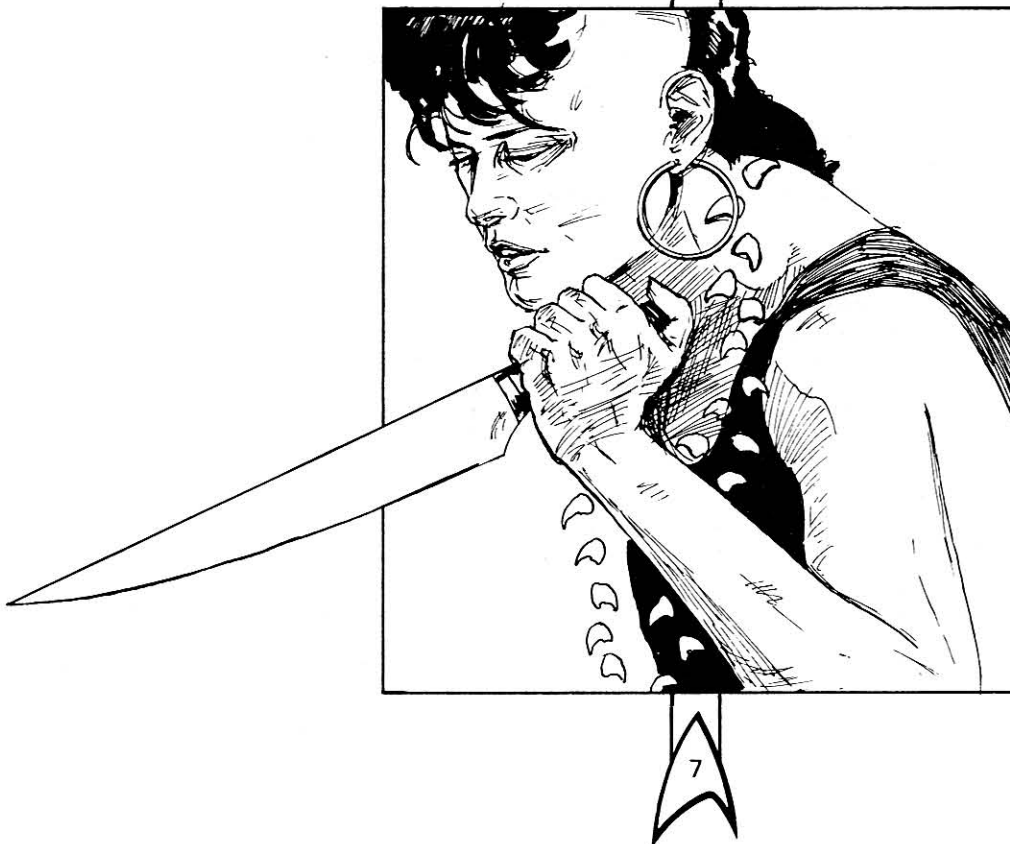
about ruined profit margins. What happens next depends on whether the Klingons decide to go to a different village or to contact the riders. If they decide to contact the riders, go to the section entitled **The Tribe Of Utta**. If they try to contact another tribe, use the descriptions of this village.

It is also possible that the players may simply go from village to village exterminating the populations. They certainly have the power. If this happens despite A'aruul's piteous wailings about financial ruin, the players are obviously missing the whole point of the adventure.

If the players' group has decided to make peaceful contact with the villagers, the next step is to wait until the translators are ready. The natives will make every attempt to communicate, including simple sign language. They lead the Klingons into their village, offering them a place to rest and some food and drink (the refreshments are safe, if rather bland). Various villagers will attempt to begin teaching the Klingons the native language. Encouraging them will make the villagers even friendlier, and will help pass the time until the translators are ready.

It takes a total of three hours from the time the villagers start speaking until the players group receives the native language chip for their translators. Once the chip is installed, the players can begin to communicate verbally with the people who call themselves "the Settlers" and their village Sillivar. The sudden understanding between themselves and the Klingons will delight the Settlers no end. Even A'aruul will look slightly less morose than usual, saying that now negotiations may begin.

Once the words start to flow, the Settlers will chatter happily for several minutes with words of welcome and offers of hospitality and friendship. There are some six to eight Settlers all talking at once, making it hard to understand any of them. The Klingons will, however, catch the phrase "Welcome, Brothers" frequently. After several minutes, one of the Settlers will say, "We must take our Brother Strangers to see Ailer! They have waited long enough!"



This will start a debate among the Settlers. If the Klingons ask or listen closely, they will learn that Ailere is the "First Brother" of the village, and seems to be the leader. If the Klingons ask to see Ailere, they will go immediately; otherwise, they will go after a few minutes of debate.

AILERE

The Settlers lead the Klingon landing party to a large hut, where they meet an aged and venerable looking male who smiles and introduces himself as Ailere, First Brother of the Village of Sillivar. They will also meet Dallan, Ailere's young aide and chosen successor.

The next half-hour or so is torture for the Klingons. A'aruul continually exhorts them to patience as they listen to Ailere, who has an incredible tendency to wander and ramble in his speech. After welcoming the "hairy-faced Brothers from afar", he digresses about how all living things are Brothers and that some day "our brothers who ride will repent their aggressive ways". In fact, Ailere sounds uncomfortably like a Federation recruiting agent, which will not be lost on the Klingons.

After a time, Ailere asks the Klingons what brings them to the village. If the players' group brings up the subject of durallium and the wealth and power it will bring, Ailere will be quite unimpressed. Although Dallan is listening intently, Ailere does not allow him to speak. In reality, the Klingons have nothing the Settlers want. If offered weapons to subdue or annihilate their enemies (whom they call the Riders), they will regard the weapons as obscenities. They will also reject the promise of a more technologically advanced lifestyle, saying it will interfere with their communion with plants and animals, "our Brothers of nature", and so on.

Nevertheless, Dallan is very interested in weapons to use against the Riders. When he starts to speak several times, Ailere silences him with a look. Ailere says the Settlers are content with what they have, although he will certainly present their offer to the Confederated Council of Brothers at their next meeting. The only problem is that the next meeting is some six Klingon months hence.

If the players threaten enslavement, Ailere will stare at them in incomprehension and disbelief. The use of physical force will only make the Settlers more obdurate. At this point, the gamemaster should remind the players about how efficiently the Settlers dealt with the Rider's invasion. Even with disruptors, six Klingons are rather outmatched against an entire village. Time enough to deal with them later, once the players' group is back aboard ship.

[NOTE: It is possible, even likely, that the players may now call up to the ship, or they may already have tried. If they try to leave or to exterminate the settlers, A'aruul should remind them once more about their profit margins.]

Another possible Klingon lure is the promise of exterminating or enslaving the Riders. The Settlers are not interested in this, either. As they consider all forms of life their Brothers, the way of peace must win out. If the Klingons reply to the effect that this is war, Ailere will again look very puzzled.

Further dialogue eventually reveals that the Settlers have no idea of war. They know what a battle is, but they view the Riders' incursions as separate, unrelated events, especially in view of the fact that there are several mutually-antagonistic tribes of Riders. If the Klingons explain that war is a series of battles related to an objective, Ailere and any other Settlers present will be horrified. Such concepts

involve the planned and premeditated taking of life, which is the ultimate blasphemy to the Settlers.

At this point, Dallan speaks for the first time. He is horrified by the Klingons' behavior, and starts to harangue them about their evil ways. While Ailere is trying to shush him, the tirade is cut off by the arrival of a young boy announcing that the Feast of Thanks is ready and the newcomers are invited.

Again, the Settlers of Sillivar will be very persistent in their hospitality, which means the gamemaster should do his utmost to convince the players to attend the Feast. Though the players should not be told in advance, they will find the main course at the feast to be very much to their taste, and quite a surprise to the Settlers.

THE FEAST

At the feast, the Klingons are given seats in the place of honor on either side of Ailere, and they are served various breads, a few varieties of cheese, and fruits (all of which are easily assimilated by the Klingon metabolism.) As the first courses are being served, Ailere says a few words about the joyfulness of the occasion, and then goes on to a brief sermon on the sanctity of life and the Brotherhood of all creatures. For once, though, his remarks are fairly brief and to the point. Thus, the villagers can get down fairly quickly to the serious business of eating as much as they possibly can.

After a course or two, the Klingons realize meat is definitely not on the menu. There is a bewildering variety of vegetables, a fair variety of cheeses (some quite palatable to Klingon palates), and some thoroughly acceptable breads and grain dishes. However, the lack of meat soon begins to wear on the Klingons. If they mention it, the villagers will answer with quiet appeals for patience. Pressed further, Ailere says that it is "not yet time".

Eventually, Ailere rises to his feet, while the feasting Settlers fall quiet and the Klingons begin to notice the smell of roasted meat. Ailere starts a recitation of the virtues of the lifestyle of the Village of Sillivar, the virtues of non-aggression, the unity of all with nature, and their consequent unwillingness to slay their animal brothers for food. He then speaks of the evils of waste, and how the Settlers should make use of all opportunities. He briefly decries the aggression of the Riders, adding that a number of their two- and four-legged brothers were slain in the recent attack. He names the Brothers who were slain, ending by admonishing the people of Sillivar to honor these by not wasting what they have left behind.

As he concludes, the Klingons notice that a number of villagers bearing large platters of meat have entered the tent. The first several platters contain roasted meat from the goatlike creatures of the Settlers' herds, and the next three are just as unmistakably human bodies! The roasted bodies are brought out just as Ailere is concluding his words about "not wasting what has been left to us".

The servers parade the carcasses and bodies around the feast area for several minutes while the Klingons begin to suspect the worst. However, almost as soon as Ailere finishes speaking, the servers pitch the human bodies into the central fire. Ailere then turns to the Klingons, saying, "though we do not believe in waste, and we wish to honor our fallen Brothers, we never allow ourselves to partake of the flesh of our own people lest, in times of want, expediency easily leads us to the most heinous of all practices, that of killing our own folk for food."

The Settlers do, however, carve up and serve the roasted animal meat. There will be some meat for all, but probably not as much as the Klingons would like. Just as the last of the settlers are getting their first serving of meat and the Klingons are about ready for seconds, a commotion breaks out in the darkness around the village.

SURPRISE VISIT

There are several seconds of sound, followed by a long, loud scream. Being well-trained and experienced Klingons, the player characters will recognize the sounds of combat and the trailing shriek as a death-scream. Out of the darkness, a young Settler woman comes running. "The riders!" she screams. "The Ri..." There is a brief hiss as a *kraal-koiakar* suddenly imbeds itself in her back, and she sinks lifelessly to the ground. The Riders have returned to Sillivar, and they are out for blood.

Within moments, dozens of voices cry out in the darkness, "Death to the Dirt-Eaters! Death to the Dirt-Eaters!" *Kraal-koiakar* begin to hiss through the air in ever-increasing numbers, then several score of Riders suddenly burst forth from the darkness, with more close behind. Flames leap from a dozen huts set afire simultaneously. Screams, cries, and curses fill the air. It is quickly apparent that the Riders intend to destroy the village, and that they will probably succeed.

Slowly and unsteadily, Ailere rises, looking about in obvious confusion. He says, "The Riders have never before attacked after dark." Just then, a *kraal-koiakar* hisses through the air and penetrates his chest with a characteristic thud. Ailere looks down on it in some surprise for a moment, then falls over dead.

If the players remain where they are, they are not likely to survive for long. Looking about for a place of safety, they note Ailere's hut just a few meters off. It is quite a bit sturdier than most, and for now, its walls provide shelter enough.

The Klingons watch with amazement as one of the Settlers runs into the center of the village, throwing up his hands and shouting, "Wait! Hear me!" A handful of the Riders will indeed stop and turn to listen. The man cries out, "I am a Speaker for the village of Sillivar! Do you not realize that violence is evil? I beg you, my Brothers, let us welcome you into our family! All creatures are Brothers!"

The Riders remain listening for several moments, which seems to encourage the Speaker. Before he gets much further, though, the group of riders exchange meaningful glances. One of them nods, and suddenly all six let fly various short knives, axes, shrunken, and other short-range throwing weapons. These easily make the five meters or so between the Riders and the Speaker, striking him squarely and knocking him to the ground. Shouting "Death to the Dirt-Eaters!", the Riders gallop off in search of new targets.

The scene in the village is one of utter chaos. Some Riders have climbed over the walls and opened the gates, and there are now Riders running and galloping madly through Sillivar. Carnage is everywhere as they rampage, cutting down Settlers. It will quickly become apparent that the Riders are using "Death to the Dirt-Eaters!" as a battle cry to aid them in telling friend from foe in the dark. As they quickly, methodically, and efficiently try to exterminate everyone in the village, the Riders are starting to look more and more like the Klingons' type of people. The Klingons' only problem is staying alive long enough to establish communication with the Riders, while not killing so many in self-defense as to be perceived as enemies.

DEATH TO THE DIRT-EATERS!

While still sheltered alongside the walls of Aliere's hut, the Klingons see Dallon running toward them with several youths. He points at the party of Klingons, shouting: "There! There are the outsiders with their blasphemous ways. They have let the Riders into our village. Kill them!"

Including Dallon, there are six youths in the group. Several of them now rush forward with clubs, knives, and similar weapons, obviously intending to attack the Klingons. The gamemaster should award 200 *klin* points to the first Klingon to fire on them.

Six Klingons with disruptors would easily demolish six club-wielding natives. As the last of Dallon's group dies, another small group of Settlers arrives in great distress. They beg the Klingons to save them. At the same time, four Riders fall upon the rear of that group. This serves to make the Settlers begging the players' group for help even more frantic in their pleas. All the while, cries of "Death to the Dirt-Eaters!" resound through the village.

"Help us to rebuff our Riding Brothers," plead the villagers, "so that we may eventually go forth among them and attempt to teach them the error of their violent ways. You have mighty weapons that will drive them away for a short time. Help us to save our Village, that we may appeal to the Council of Brothers of the Confederation to help us find a new First Brother for Sillivar, now that our beloved Ailere is dead."

About this time, the player characters should be thinking that they have heard enough from Sillivar's whimpering weaklings and that if the Riders are able to exterminate the village, it is probably a good thing. The Settlers' peaceful ways are repellent to the Klingons, who now consider them probably too soft even to become decent *kuve*, just barely worth enslaving.

As the villagers plead, the Riders at the rear of the group continue their slaughter, accompanied by ringing cries of "Death to the Dirt-Eaters!" At this point, the Klingon group should draw disruptors and open fire into the small group of Settlers, echoing the cry of "Death to the Dirt-Eaters!" If necessary, a Klingon NPC can be used to goad the players into this action.

The first player to shoot one of the Settlers receives 250 *klin* points. Crying "Death to the Dirt-Eaters!" for the first time is worth 150 *klin*. Once the Riders at the rear of the group hear the Klingons shouting, they will suddenly stop short, regard the Klingons with surprise, and shout again, "Death to the Dirt-Eaters!" If the Klingons reply with the same words, the Riders will stare in amazement for several seconds. Then, wheeling their mounts, they will grin fiercely at the Klingons, shout "Death to the Dirt-Eaters!" one last time, and ride off into the village.

If the player characters simply stay put, using the Riders' cry may keep them from being attacked. If, on the other hand, they decide to actively join in the carnage, they will find themselves fighting alongside the Riders in a matter of minutes. Any Klingon player character who suggests participating in the fight earns 150 *klin*.

Though the Settlers will attempt to organize a defense and some will reach their slings, their efforts will amount to no more than occasional pot-shots. The Settlers are outnumbered, surprised, and doomed.

CHECKING THE BALANCE SHEET

Until now, the Klingons have been constrained to treat the Settlers 'nicely' because wholesale slaughter was not previously very cost-effective. Thus, they may now continue to feel reluctance at turning on the Settlers. If that happens, it is appropriate for A'aruul to remind the player characters that there are nine other Settler villages in the Valley, that the Settlers seem suitable only for slavery, and that these marauding Riders seem closer to what the Klingons want.

Barely one-half hour after the first riders slipped over the village walls, the massacre ends, leaving the entire population of the village dead. The Klingons and Riders will find themselves rather aimlessly wandering through the debris of Sillivar. Eventually, one of the Riders approaches the players' group, saying "Hey, you! Utta wants to talk to you," and motioning the players to follow her.

THE TRIBE OF UTTA

Just inside the walls near the north gate of the village, Utta is involved in a discussion with several of her sub-chiefs. As the Klingons approach, she looks down at them from the *rakka*-back. Several long moments pass as her nostrils flare and she draws several deep breaths followed by a number of quicker, shallow ones.

Finally, Utta says, "You are not *kuve*," and then there is another long pause, "But you are not [untranslated word], either. Yet, you fight, and fight well. What are you?"

The Riders have a keen sense of smell, which Utta has been using to try and identify the Klingons. What puzzles her is that the Klingons fight like females but smell like males. Actually, it is not so much that the Klingons smell like males, it is that they do not smell like females. Utta's logic goes something like this: If they are not females like us, they must be males, and thus *kuve*.

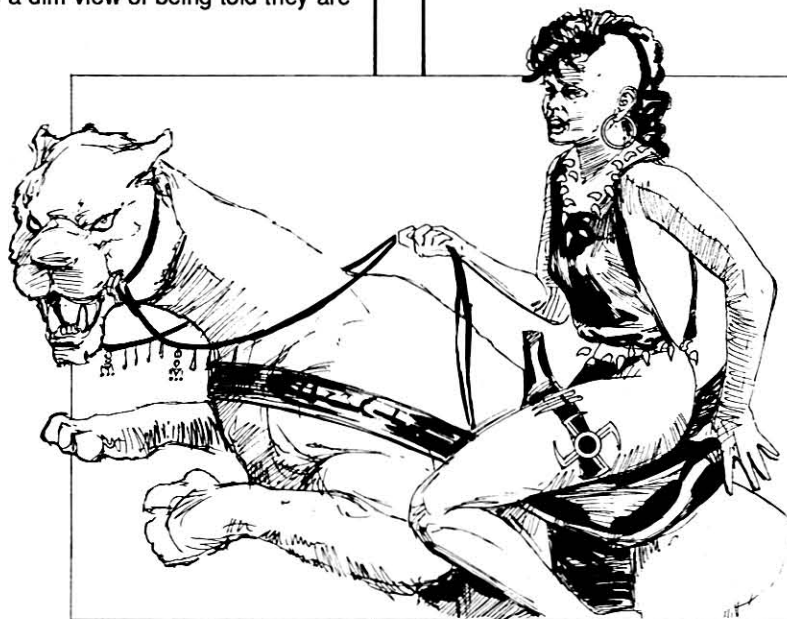
The untranslated word will probably arouse the players curiosity. As they continue trying to clarify the translation, they will first get a "probable translation = warrior". The Klingons will no doubt take a dim view of being told they are

not warriors. However, a few more sentences will yield "probable translation = females". In response to this, the Klingons will most likely ask, "Don't your men fight?" This will not translate well, puzzling the Riders (who do not refer to themselves as such). Eventually, the Klingon translators will yield the phrase "the People" for the untranslatable word. Like many primitive cultures, these nomads know themselves as "the People" and everyone else as "them" or "non-humans".

The player characters' likely reaction to Utta's question is, "We are Klingons." Once the translation is complete, the Riders' only reaction is "So what?" The Klingons are probably quite used to intimidating people, but that is not so easy with People (as the Riders call themselves).

Utta's next question is, "Are you the ones who helped the Dirt-Eaters repel the attack this morning?" As the Klingons are quite conspicuous on this planet, trying to deny the help given the Riders earlier will not help them. If they do deny the truth, Utta is amused at first, then she will ask the Klingons if they are ashamed of fighting, as are the Dirt-Eaters. If one of the players admits the help they gave the settlers, it is worth 100 *klin*. If the player boasts about it, bragging about his prowess in combat, that is worth another 200 *klin*.

When and if the players admit to helping the Settlers, Utta will not be terribly upset. She says only that she has heard that the "strange Dirt-Eaters" were good fighters. She goes on to explain that the idea for a night raid was hers. Her sister Faana had disagreed, believing that night fighting was not honorable. "I told her that she was a fool," says Utta, now rummaging for something in her saddle pannier, "and she went off and led the daylight attack anyway, against my express orders. I don't like being disobeyed. And," she adds, lifting something out of the pannier, "I do not suffer fools gladly." Now she holds up a severed head by the hair and speaks to it, "No, my sister, I do not believe you would say I suffer fools gladly." This is greeted by a shout of uproarious laughter from the People. Obviously, this is their idea of great humor. Any Klingon who also laughs receives 100 *klin*.



"So," Utta resumes, "you call yourselves Klingons, and seem to think we should care. We thought you were Dirt-Eaters because you did not ride. So, ride with us now, and then we shall see just what being a 'Klingon' means." With that, she signals to her group. Those of the People who are riding the largest and sturdiest *rakkanar* will reach down and hoist the Klingons behind them on their mounts. Without further ado, the People ride out from the ruins of Sillivar.

The ride to the camp of the People will take about half an hour. As the Klingons are dispersed throughout the party, communication between the player characters is not possible. Also, the ride is too rough to use communicators.

CAMP OF THE PEOPLE

The party eventually arrives at Utta's camp. In most ways, it is a fairly typical nomad's camp, such as the Klingons have encountered before. Once the Klingons are in camp for more than a few minutes, they will notice that it is divided into two sections, a warriors' section and a non-warrior's section. Except when running errands or serving, non-warriors are not seen in the warriors' section. The word the People use to designate non-warriors will be translated as *kuve*. This is a fairly good translation that will be used from now on. Utta's group heads toward their section of camp, gesturing that the player characters should follow.

The raiding party and player characters enter the largest tent in the village. Seating themselves, Utta and her sub-chiefs gesture that the Klingons may follow suit. Meanwhile, various *kuve* begin to hand them cups, goblets, mugs, tankards, and bowls filled with a murky, greenish liquid. The People swill this with great delight and abandon. Medical analysis will show that the liquid is a volatile ester that will not harm the Klingons. While it is not plain old alcohol, its effects are close enough. The drink, which the people call *kluurga*, is rather pungent and bitter, but has a kick like an unshielded disruptor. It takes a bit of getting used to, but the overall Klingon opinion is favorable. In fact, this stuff could probably be exported. Compared to the money to be made from durallium, however, any liquor exports would be only small change. Nevertheless, the profits might be given to the People in exchange for their help. A'aruul will be quick to point out the possibilities if none of the players catch on.

After eating and drinking, Utta begins to speak to the Klingons. First, she is curious about the disruptors, the "rods that shout death". Asking to see one, she examines it carefully before handing it back. If one of the players removes the energy cell before handing her a disruptor, she will inquire about what has been done, but she is not offended.

Utta examines the weapon with extreme care. Any player with an INT score over 40 will notice that despite her unfamiliarity with the weapon, she asks many pertinent questions about the energy cells, the settings, the sighting picture, and other items. Although scientifically ignorant, Utta is obviously very intelligent.

Note that the Klingon translator will render the *Klingonaase* term for the weapon literally. In the People's language, the *Klingonaase* phrase *vird dakaasei* will become "the shake-it-till-it-falls-apart tool". To save words, Utta will end up calling it a shaker.

"Who leads you?" she wants to know. If the Captain is not present, let the players decide whether or not to call him. (If the Captain is an NPC, he will grant the commander of the landing party "full discretionary powers"). Once Utta is face-to-face with the leader of the Klingons, she will then demand bluntly, "What do you want?"

If the Klingons tell the truth about their origins, the People will not be very surprised. Utta's scouts range for miles around, and so she knows that the Klingons are unlike any other known group. Furthermore, the People's shamans can predict eclipses and the like, and thus had theorized that their planet is a spherical world. Having seen the Klingon disruptors and translators in action, it is obvious to the People that the Klingons have many captive spirits serving them, and have very heavy *juju*. They see no reason that the strangers could not have come from another world.

Again, when role playing members of the tribe, the gamemaster should emphasize the lack of superstitious fear in the People. This is because, in their folklore, spirits must take fleshy bodies to appear in the world, and these fleshy bodies can be killed. The people reason that even though a spirit cannot die, killing its body puts it out of commission for awhile. The Klingons should approve of this attitude.

It should be clear by now to the Klingons that the People are temperamentally suited to become the ideal slavemasters for this planet. A'aruul strongly supports this idea also. Now is the time for the Klingons to explain their presence on the planet and what they would like from Utta and her tribe.

After listening attentively and with great interest to the powerful strangers, Utta and her sub-chiefs will want to confer for an hour or so. In the meantime, the Klingons are conducted to a large, fairly luxurious guest tent and served food and drinks by the local *kuve*. While relaxing here, the players' group suddenly hears a commotion outside.

BREAKING TABOO

There is frantic activity in the *kuve* area of camp. If the player characters decide not to investigate, skip this section and go on to **The Mujukkunar**.

If the player characters decide to investigate the commotion, they notice a dozen or so People gathered in the *kuve* area of the camp. These people are some ten meters or so from the guest tent. As there is much shouting, the Klingons will be able to catch the gist of the activity. One of the tribe's children has been badly hurt, and may die.

The player characters may now decide to stay where they are and watch (which is not the same as investigating), or they may move closer. It is especially likely that the Klingon medic will want to investigate. After all, doing some healing might be a good way to favorably impress the People.

Unknown to the Klingons, the People keep a very rigid territorial distinction between the warriors' camp and the *kuve* area. Any *kuve* in the warriors' camp must be on specific business, or be killed. Any warrior in the *kuve* area may deal only with her own *kuve*. Even speaking with another warrior's *kuve* is considered a challenge to the owner. Children, not being warriors, are considered *kuve*.

If the players investigate, they will certainly violate the boundary into the *kuve* area. The consequences of this action are described below. If players are paying attention, they will see that the other warriors are watching from a distance, observing the boundary. If asked, any of the People will explain about the boundary. In a matter of minutes, the warrior who owns the child arrives. After appraising the situation, she calls for a healer. This seems to be a signal for other warriors to now move forward into the area. If the players move into the *kuve* area now, there will be no immediate reaction, but definite repercussions later.

INJURED CHILD

Several children had been out hunting nocturnal rock lizards. One of them fell, injuring herself severely. The situation is serious, and those among the People who are skilled in healing are examining the child. Her injuries are grave, but it is too soon to tell whether the child will live or die. Of course, to someone skilled in Klingon battle medicine, the girl's injuries will not seem so severe. Thus, the medic could easily save the child. There are several options:

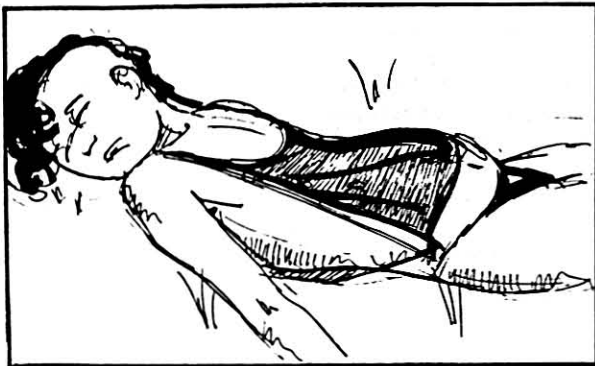
1. The players can choose to do nothing.
2. The medic could treat the child, who will recover in a few days. This is worth 200 *klin* for the medic, and 50 for each of the other Klingons. If the medic treats the child on the Captain's orders, the Captain gains 100 *klin* and the other players 50 each.
3. The Klingons could suggest that since the *kuve* is so badly damaged, it should be destroyed. This is worth 25 *klin* points to the Klingon who suggests it. *Kuve* are too valuable to be casually discarded.
4. A player could decide that the damaged *kuve* needs to be destroyed, and then do so. This will LOSE the player characters 100 *klin* each. However, if a player offers to pay for the *khex kuve*, that player will get 100 *klin*, the player who destroys the *kuve* will get 100 *klin*, and all the others will get 50 *klin*. If the one who destroys the *kuve* also offers to pay, he gets 200 *klin*.

After this incident, the players notice that the People seem somewhat cooler than before, no matter what their action in the matter of the *kuve* child. At this time, Lera, Utta's top sub-chief, comes to tell them that it is late, and so they should rest. Utta will speak with them in the morning.

If the players cooperate, they will see Utta in the morning. If they start to insist that they see her now, her sub-chiefs and eventually Utta herself will become very stubborn and resentful. Utta holds power by tolerance. The rulership of the tribe can accept no challenges. The players could choose to leave during the night, and attempt to find another tribe with potential as puppet rulers. However, A'aruul will remind the Captain that this would cost time, and therefore, money. ("Don't forget, Lord, the transporters cannot be used because of the durallium ore deposits.")

In the course of events concerning the child, one or the other of the Klingons will have violated the *kuve* area of the camp. This can happen in several ways.

First, if any players go to the child, that will violate the *kuve* area. The Klingons are not members of the tribe. Thus, even though the other People move into the area, the Klingons may not, by tribal custom. Further, the boundary to the *kuve* area is not clearly marked, so that at least one Klingon might involuntarily violate the taboo.



THE CHALLENGE OF NON-CHALLENGE

Utta has been wondering for some time about the Klingons. They are most certainly warriors, but also definitely male. Male warriors do not exist in her culture. Also, she is afraid of the Klingon offers, which make everything sound too easy. She needs to find out more about these strangers.

In the morning, the Klingons meet with Utta in her tent, where they notice instantly the rather tense atmosphere. When the Klingons are seated, Utta begins to speak:

"We offered you the hospitality of our camp. We have given you food, drink, and shelter. You claim to understand *klin*, to be, in fact the 'People of the Klin' – the Klingons. Why, then do you behave as if you have never heard of *klin*? Do you deliberately try to give challenge, in violation of the laws of guesting privilege? Are you evil, or did you act merely from ignorance? Ignorance is serious, but can be forgiven and taught *klin*. Evil, however, must be destroyed. Which are you?"

As Utta had been somewhat insulting, there is a possibility that the Klingons may draw their disruptors at this point. Any Klingon who reacts to the insult by drawing or reaching for a weapon earns 100 *klin* points. Two things should be told to any player before he decides to fire, however. First, there are at least a dozen People with *kraalkoia*, knives, throwing axes, *sha-ken*, and so forth in the tent. At this range, the primitive weapons would be quite effective. Secondly, A'aruul will start to exclaim, "No, no, my lords! Hear them first. It will cost less. Time to deal with them later if need be." Award 50 *klin* to any Klingon whose sense of humor prompts him to laugh at the situation.

If the Klingons act insulted, Utta smiles sardonically, saying, "Well, at least you have some pride. Perhaps you were not acting out of evil intent. In that case, you should be willing to stand with me in the [pause from the translators] Challenge of Non-Challenge."

Player inquiries will reveal that this is a form of combat that will somehow reveal the Klingons' true intentions. It is a single combat between Utta and the leader of the landing party.

[GAMEMASTER'S NOTE: Challenging the tribal leader to combat is reserved for members of the tribe, as this helps cut down on struggles for leadership. The Challenge of Non-Challenge consists of a combat between the tribe's chief and someone NOT of the tribe. Ideally, the non-tribe member should voluntarily lose. The tribal chief would not harm her opponent, but would accept the loss as a sign of non-hostile intent. If the non-tribe member wins, but does not kill the tribal chief, this also proves the non-tribal person's peaceful intent. Killing the tribe's chief is a serious matter. Only a member of the tribe can do so and assume the chieftainship. A non-member who kills the chief is an invader, and will be destroyed. This information will not be available to the players directly. They will have to stay alert for clues as they arise.]

If the Klingon Captain refuses the challenge, the People will refuse to deal with them any further. In addition, his own people will hold him in contempt for this show of cowardice. He will lose a total of 250 *klin*, and his position on ship will be considerably weakened.

FIRST BOUT

If the Captain accepts, Utta tells him that the combat will commence in one hour. While he is preparing himself, the People gather just outside the camp in a large circle about 50 meters across. Within the hour, Lera conducts the Klingons to Utta, who is at one end of the circle.

Utta and all the other People are kneeling before a gaunt, weirdly-garbed old creature who begins to scream, caper wildly, and chant in a singsong voice. In the chant, she calls herself Nur, Shaman of the Tribe of Utta. She then goes to Utta and makes a brief blessing over her. Lastly, she turns to the Klingons, asking each one to hold a certain harmless object. After they do so, she declares that it is a holy symbol that the servants of the evil demon Narokk cannot bear. By holding the object, the Klingons have proven that they are not demons. The challenge may begin.

Utta and the Klingon Captain move to opposite sides of the circle while Nur produces a pair of weapons she calls *salikar*, the sacred weapons of the Challenge of Non-Challenge. Utta and the Captain are allowed to choose, the Klingon first. After taking the *salikar*, Captain Zu'ud notices that it is a curious knife with a short, curved, and rather dull blade, a long grip, and a large metal ball for a pommel. Try as he might, he cannot find a good way to hold the weapon.

Just before the start of combat, Lera approaches the Captain, saying loudly, "This is the correct way to hold the sacred *salikar*. Throwing a quick, worried glance around, she adds softly, "To kill a chief of a tribe is to try to rule that tribe, but you are not yet of the People. Remember also that this is the Challenge of Non-Challenge." With that, she walks away. (Actually, Utta has sent Lera, but the player characters do not know that.)

The Captain now notices something curious. As Lera demonstrates the grip used on the *salikar*, he is surprised to see that it is an odd, down-pointing grip which curves the blade back along the bottom of the arm, leaving the pommel up and forward. If he thinks about it, the player will realize that the blade is in a position for parrying, with the pommel perfectly set for striking. Actually, it feels rather like a duelling club used in 'friendly' duels. Despite the metal blade, this is a weapon for stunning, not killing.

A signal from Nur starts the combat. Utta advances in a crouch, probing her opponent for weaknesses. By now, the Captain should have figured out that the object is NOT to kill his opponent. There are still several possible outcomes, though. Conduct the fight by the standard rules, treating damage done by the pommel's knob as non-permanent, normal damage for a club.

It would be best if the Captain simply tossed his *salikar* to the side, and remained standing there. Utta will look at him for a few seconds, approach, and then use the tip of her *salikar* blade to make a single small cut on his cheek. The Captain will have shown his intent as well as his courage. Having answered the challenge correctly, he earns 200 *klin* points. As a possible variation, the Captain could show his skill with a knife by parrying but not attacking for a short time, and then dropping the blade, as above. This display of skill would be worth an extra 50 *klin*.

Another possibility is that Utta will knock the Captain down or knock him out. Once again, she will make one small cut, satisfying the challenge. The Captain earns 50 *klin*.

It is acceptable for the Captain to knock Utta down or out as long as he does not kill her, earning him 100 *klin* points. He will get an extra 25 *klin* for giving her some small cut that creates a scar.



Killing Utta would be bad, as the Tribe would become instantly hostile. Though the player characters would probably escape, A'aruul would begin to wail about profits, saying it would take too much time to establish friendly ties with another tribe. If they do decide to go to another tribe, however, the adventure would continue much as it does with the tribe of Utta. Simply use "Seelur" as the name of the new tribe's chief. This would cost all the Klingon party 200 *klin*.

Assuming any outcome that leaves Utta alive, Nur moves to the center of the circle, saying, "The Challenge of Non-Challenge has been met. The strangers are welcome in the Tribe of Utta." The People will render assistance to either of the combatants if required, and then Lera will inform the Captain (or his second in command, if the Captain is in no shape to talk) that Utta invites them to share her midday meal so they may talk.

The players are at loose ends until then, approximately two hours. They now understand very well the distinction between warrior and *kuve* areas, and so that is no longer a problem. If they wish to wander about the camp, they are free to do so. They have not really had much of a chance to study the Tribe of Utta, and this is an opportunity to learn more.

OPTIONAL ENCOUNTERS

The camp of the Tribe of Utta is a nomadic one typical of those on countless other planets. About one kilometer square, it houses some 300 warriors. The warriors are sharpening their weapons, watching their *kuve*, lounging around, or playing games. Weapons etiquette among the People is fairly close to the Klingon etiquette for personal, non-military weaponry, and so that should pose no problem for the players' group.

The player characters will not meet with any grim, life-or-death decisions at this point. Instead, there are several optional encounters that may be used at the gamemaster's discretion. Although the encounters do not directly advance the exploitation of the planet, they do flesh out the players' information on the People. Whether or not to use the optional encounters depends on the pace and intensity of the game thus far and the mood of the players. If the direct plotline seems most important, omit these encounters. On the other hand, these encounters would lighten the mood of things, if that is desirable. It is recommended that the encounters occur in the following sequence.

A Game Of Tag

Walking through the camp, the players encounter a group of about a dozen warriors shouting, laughing, and running around in an area roughly 40 by 40 meters. An equal number are watching. If asked, the observers will explain the game, which resembles tag.

In this game, the tag is made with a small wooden throwing club, range three squares, all counted as short-range. Although the weapon does only 1D10 non-permanent damage when it hits, it does make a nice, solid thump. The People invite the Klingons to join the game. If they accept, run the game for about 15 to 20 combat turns of ten seconds each. Catching the tag stick is against the rules.

Each Klingon who joins the game should get 25 *klin*. Each successful Dodge or Evade of the thrown tag stick is worth 3 *klin*. Being tagged is worth 1 *klin*, and tagging someone else is worth 5 *klin*. Have the participating Klingons keep track of their tags, hits, and misses, and then give them the *klin* values after the game.

Learning More

After the game, both participants and observers sit around making idle talk. The People are passing around various beverages. If any of the Klingons have private stocks of drinkables, they can have them shuttled down. Any Klingon who does so earns 20 *klin*.

Reaction to the beverages may be judged by a Skill Roll against the appropriate Klingon character's Skill Rating in *Negotiation/Diplomacy*. Any Klingon with *Trivia* skill in *Exotic Beverages* (or with a reputation as a lover of drink) may add the appropriate *Trivia* points to the other skill rating.

This and similar gatherings of warriors within the camp will provide the player characters with ample opportunity to talk and discover further information about the People.

Three Cuts

Wandering around a bit more, the Klingons encounter another group of warriors sitting around playing with strange little knives. These knives have spheres at the tips of the blades, and so they will make cuts of only about one-half centimeters.

If asked, the People will explain that they are about to play a game called Three Cuts. The object of the game is simple: to fight with the sphere-tipped knives until one of the combatants scores three cuts on her opponent and wins the game. Obviously, this is a form of practice for knife fighting, and any Klingon with a decent knife skill would want to play.

Note that Utta has made it known that the strangers are warriors, and should be treated as such. While talking to and about the Klingons, however, the natives continue to refer to them as "she", as "females", and so on, because they know only women as warriors and men as *kuve*. The Klingons will no doubt protest that they are male warriors, but the People will flatly state that it cannot be so. Because all warriors are female, the Klingons must be female.

Biologically, the People are very similar to Klingons, at least in appearance. Therefore, it would not be too difficult for the Klingons to prove that they are indeed male. The warriors will be amazed, even dumbfounded at first. Wanting more proof, the People will invite the Klingons to a game of Three Cuts. Klingons will always be matched with a warrior of the People. Run this as normal knife combat, except each weapon does only 1-3 damage points. The first character to score three hits on his or her opponent wins.

Each Klingon who proves he is a male warrior gets 50 *klin*. Anyone who plays Three Cuts gets 50 *klin*. Winning a game by giving three cuts while taking two cuts is worth 60 *klin*. Winning and taking only one cut personally is worth 75 *klin*. Winning by giving an opponent three cuts while taking NO cuts personally is worth 100 *klin*.



THE MUJUKKUNAR

By now, it is almost midday. Once again, *kuve* will conduct the Klingons to the main tent where food and drink (something similar to *klugga*, but much less potent) are being served. The first several minutes are spent in small talk and the important business of eating. It has been a long, hard couple of days for Klingon and nomad alike.

As the player characters are eating, they will notice that sitting next to and just behind Utta is a very strange figure. Her clothing is virtually identical to Utta's, except that it is much too large for her, and Utta's is tight-fitting and well-made. Her drinking vessel is also a copy of Utta's except that it is dented and dirty. The Klingons notice other similar details, and learn that the character is called Little Utta.

Suddenly she jumps to her feet into a spot in front of Utta. With an imperious and rather exaggerated gesture, Little Utta motions for silence, then begins to speak:

"Yesterday, oh People of the tribe of Utta, a great thing happened. Our courageous warriors destroyed the nearby Dirt-Eaters' village. Bravest of all, mightiest of all, was our chief, Utta the Great! Utta the Wonderful! Utta the Terrible! Mighty is Utta! Fiercely does she fight! Bravely did she charge into the village of the Dirt-Eaters when they were anaware! Unflinchingly did she ride into the gates after the Dirt-Eater guards had been killed! She rode down many vicious Dirt-Eater children, risking great messes upon the feet of her *rakka*. Alone and unafraid, she singlehandedly faced a Dirt-Eater fully half – no, fully a third – of her size!"

This harangue continues for some time. The People apparently enjoy it, with first a few beginning to smile and then to snicker. Utta, however, sits quietly, her lips pressed shut. After a few minutes, most of the People in the tent are laughing aloud. Utta is the sole exception, but she is obviously trying to hold back her laughter. Little Utta continues her bombast, getting more and more outrageous with her boasts until, finally, Utta herself bursts into laughter. At that point, Little Utta sits down again, amid general approval from the People.

After the commotion has died down, Utta turns to the Klingon Captain and says, "And now, there is you," Nur the Speaker now rises, and begins to speak in her thin, singsong voice.

"The strangers," she says, "have shown that they do not issue challenge. They come to us with wonderful weapons, captive spirits, and promising much wealth and power if we force the Dirt-Eaters to dig rocks for them. It is a tempting offer. Although these Klingons seem a worthy race, the People may only deal with People. Therefore this question must be answered: Are these Klingons People like us, or not?"

"There is one truth handed down by my mother, and her mother, and all my foremothers before me. All of the People, all of the tribes, have their mujukkunar. The mujukkunar are the foundation of our society. They are all equal, all necessary. Listen well and remember."

Still in a quavery singsong, Nur launches into a long speech, holding the People's rapt attention. Meanwhile, the Klingon translators will chew for a while on the words *mujukkunar* and *mujuk* before deciding that they are proper nouns.

Mujukkunar are the archtypal role-models of the society. Any character with a rating of 20 or more in *History*, *Klingon* will recognize the concept. For example, Lera is the tribe's Hunter-mujuk. This does not mean that she is the tribe's only hunter. Rather, her role is that of model, rather like a "Hunter's hunter." If the player characters are experienced in dealing with primitive societies, they will understand this. What they do not know are the mujuk roles involved in this situation. Listening to Nur provides that information.

LEADER

The Leader, obviously, leads. She must have strength, wisdom, cunning, and judgment. Being responsible for her tribe, she must be able to inspire her followers.

SHAMAN

The Shaman's role is to maintain the good will of the Spirit World toward the tribe. To aid them in this, the native Shamans use their wild Ψ talents. Similarly, the People believe that the Klingons accomplish their technology with captive spirits: talking spirits in the communicators and translators, war spirits in the disruptors, and so on for all their tools. Nur is much impressed with the Klingon shaman because he has so many spirits to command.

The Shaman must also communicate with and appeases the spirits of the animals the people hunt. She must also know the flora and fauna of the land, and be able to heal the sick and injured.

HUNTER

The Hunter's virtues are stealth, skill, and accuracy. Lera, Utta's sub-chief, is the tribe's Hunter-mujuk because her aim is best and her tread the lightest.

THINKER

Logic and problem-solving ability are the Thinker's attributes. The People's Thinker-mujuk is Kyleen.

BUILDER

The Builder designs and builds things, being a combination tentmaker, engineer, blacksmith, and leatherworker. The tribe's Builder-mujuk is Dyesha.

TALKER

Little Utta is the tribe's Talker-mujuk. Not only does she function as a jester to relieve gloom, but she is a clown, using humor to keep anyone from becoming too proud (as she has just done with Utta). The Talker also listens to and adjudicates disputes among members of the tribe of Utta.

After Nur has finished, Utta again speaks, inquiring directly of A'aruul what role he plays among the Klingons. Glancing briefly at the Captain, A'aruul stands up, bows to both the Captain and Utta, then says, "I am *kuve*. *Kuvesa tokhesa*. (I serve willingly.)" Utta nods approvingly.

Nur turns now to the group of Klingons. "We have given knowledge of our mujukkunar to you. If you are People, then you must have mujukkunar of your own. Show them to us that we may see how well each mujuk serves your tribe, the tribe of the Klingons."

Utta speaks again, addressing the Klingon Captain, "You have shown some cleverness, Leader. Now I am indeed curious to see your Hunter, Shaman, Thinker, Builder, and Talker. This is to be the rest of your test."

"A Leader is known by the mujukkunar she chooses, and their performance reflects on her. You will present your other mujukkunar tomorrow at dawn, and we shall test them."

TEST OF THE MUJUKKUNAR

In all likelihood, The Klingon players will wish to be alone in order to speculate on what tests await them and how they might cheat. The People will not give any details until the Klingons present their own mujukkunar tomorrow. In the meantime, the Klingons have free run of the camp. As for cheating, it is covered in detail in the section on each mujuk's test.

As the Klingon Leader-mujuk, Captain Zu'udd should try to select his mujuks from among the landing party. The speech that Nur gave is an accurate, if rather brief, summation of what will be expected from the Klingon mujukkunar, and the Klingon Captain should base his choices on that.

If the players' group is using the pre-generated characters, note that they were created with these roles in mind. However, a typical landing party from a pre-existing campaign should serve just as well. The Captain is the Leader, a Security Specialist makes a natural Hunter, the Medical Officer is the Shaman, the Engineer is the Builder, Sciences provides the Thinker, and the Helm/Nav/Communications Officer is well-suited for the role of Talker.

The rest of the day and night are uneventful. If the Klingons query the People, they will learn that all tribes of the People have their own muukkunar. The player characters would face the same tests even if they left Sillivar to find another tribe. A'aruul reminds them how much that option would cost in time and, therefore, money.

Assuming that the Klingons are still in the village at dawn, Utta will send a couple of warriors to announce that it is time for them to present their Leader's choices of mujukkunar to Utta's tribe. Utta and her warriors are gathered in the center of the warriors' area of the camp. She gives a brief, but formal speech on the significance of the mujukkunar, then yields the floor to the Klingon Captain, who is expected to give a brief speech introducing his choices.

After this, Utta smiles and says, "As Leader, of course, your first test is to select your other mujukkunar. Another test awaits you, but not now. Leader is first, and last. Now, your mujukkunar will go with ours, who will explain the Tests of the Mujukkunar to them."

The Tribe's various mujukkunar lead their Klingon counterparts to various quiet spots within the camp. Their briefings take about two hours each, and include a fair amount of cultural lore and legend. For convenience, the test descriptions and the gamemaster's notes are provided below. In actuality, all the tests (except the Leader's final test) will be given together, the next day at dawn.



THE TESTS

SHAMAN-MUJUK

The Klingon Medical Officer is best suited to the role of Shaman. It is likely that Nur has probably already seen his medical ability with the injured child. If not, there are a plethora of other minor injuries among the People that he may treat, but that is only a minor part of the test.

The most important task for the Klingon Shaman requires logic and judgment. Nur will produce samples of three plants, then ask the Klingon to tell her each plant's use and which one is most often used by the People.

Assuming the landing party had normal equipment, the medic is free to use his medical equipment, which should make analysis of the plants no problem. In fact, as the party arrived via shuttlecraft, they may have brought along additional gear. In any case, analysis of the plants takes only a few minutes.

The first plant contains very minute traces of an incredibly potent nerve toxin. It is only of academic interest to the Klingons, as theragen is cheaper, deadlier, and more effective. However, it could be useful to a primitive tribe. Upon analysis, it becomes clear that to extract enough toxin to kill even one person would require that several kilograms of plant matter be boiled in strong alcohol. This is theoretically possible for a primitive tribe, but the medic also realizes how difficult it would be for them.

The second plant contains a noticeable amount of a powerful narcotic. A single plant steeped in water for a day or so would yield enough of the drug to put two grown men to sleep for several hours. Although Klingon technology can produce better, this plant yields an anesthetic far more potent than any usually seen in a pre-industrial society. It should not be too hard for the medic to figure out that this is the plant most useful to the People.

The third plant is useless, and has been placed in the test merely to confuse matters. It could be steeped in water to make something remotely like human *kafei*, but much worse. Based on the flavors of other native foods, analysis indicates that the People would actively hate anything made from this plant, as would Klingons.

Correctly identifying the plants is worth 25 *klin*. Correctly naming the one most used is worth an added 75 *klin*.

The final part of the Shaman's test occurs that night. Nur and her acolytes take him to the top of a small mesa, while the People and the other Klingons gather below. Nur explains that the respective Shamans of the two tribes must now demonstrate the power of their helper spirits.

The People have some psionic ability, which manifests itself in various wild talents they call captive spirits. These spirits are simply the Shaman's and her acolytes' psionic potential, which the *mujuk* has learned to focus and control. Being rather non-psionic, the Klingons may either not guess this or may not care much if they do. Psionics do not impress The Empire very much.

While Nur sings a short chant, the bonfire suddenly bursts into flames. For the next half hour, she conjures various fantastic visions from the fire. When finished, she indicates that it is now the Klingon's turn. If the Klingon explains that theirs are spirits of war, he can use the ship's disruptors to tear up some empty land, impressing the daylights out of the People. Whoever thinks of it should receive 50 *klin*. At any rate, Nur takes Klingon technology to be the work of helper spirits, and so the Klingon Shaman-mujuk should have little trouble impressing the natives with Imperial-issue technology.

HUNTER-MUJUK

Lera explains the Hunter's test to the Klingon chosen. All he must do is track and kill one of the *braal*-beasts living in the nearby foothills. Tracking must begin at dawn, and the beast must be slain by the time the sun is at its zenith. This is because the beasts get more sluggish as the sun descends, and the test exists only if the *braal* is at its most dangerous. Also, the Hunter must kill the *braal* with a *kraal-koia*, which the Klingon will find a fairly easy weapon to use. To obtain the Klingons's To-Hit score with the *kraal-koia*, average the character's *Personal Combat*, *Archaic* skill with his *DEX* score.

Lera and a dozen or so of the People lead the Klingon Hunter to the hills where the *braal* live, a few kilometers distant. *Braal* are large, aggressive, predatory, and territorial. Thus, the mere fact of moving into their territory ensures finding one, because the *braal* will come looking for the hunter. Once in *braal* territory, a Klingon with *Planetary Survival* skill of 5 or more, or with an *INT* score greater than 65, will be able to track and find the *braal*. Actively tracking the beast rather than waiting for one to appear is worth 50 *klin*. Statistics for the *braal* are given in the **Gamemaster's Notes** section.

The Klingon Hunter will want to question Lera and her hunters about the beast. All of them are willing to talk about the creature, which is beginning to sound like certain death. They say it is large as a house, swift, fierce, determined, and very dangerous. If the Klingon is observant, he will notice that the hunters with him seem amused. Questioning them, he learns that all warriors of the People have killed a *braal* singlehandedly at least once, as a rite of passage. If he asks how, they reply enigmatically, "With a *kraal-koia*, of course." All the Klingon can learn is that *braaler* like to charge.

This ought to make the Klingon suspicious about what information they are holding back. The People's Hunters will describe their hunts, how difficult they were, how large and fierce was the *braal*, and so forth, but will give absolutely no details on how to actually kill the beasts.

Though big and fierce-looking, *braalar* are rather clumsy and slow, except in the charge. In addition, they are extremely stupid and tire easily, all of which makes them easy to kill. The gamemaster is not to tell the Klingon this, however.

The creature has one very crucial weakness. When lowering its head to charge, the *braal's* size and mass cause it to always charge at least 15 meters (ten squares) in a perfectly straight line. Actual charge distance is $1D10+10$ squares. This trait is the reason for all the torn-up earth and broken trees found in a *braal* area. Thus, the people's usual technique for hunting *braal* is for the hunter to stand with her back to something like a cliff-face and then provoke the *braal* into charge. The hunter would then make a Saving Roll against the character's *DEX* to get out of the charge path. The *braal* will charge right into the solid object, doing all charge damage to itself.

Once the Klingon Hunter is out there with the *braal*, he should notice its behavior in the charge. It is up to him to think of the cliff-face idea. If he pays attention, he will observe a cliff, giant boulder, or something equally suitable nearby.

It is possible that the Klingon Hunter may not want to face this fanged beast in single combat. If so, a second strategy is to cheat big. This might involve using shipboard sensors to find a *braal* and then dispatching a security team to kill it. The Klingon Hunter would elude his watchers to rendezvous with the dead *braal* in order to drive a few *kraal-koia* into it. This approach has its problems, however.

The Klingon Hunter will gain no status with his shipmates by cheating. Although not suicidal, Klingons do respect physical toughness and grit. Also, getting help from the ship will cost, and cost big. The other Klingons involved will want top *quatloo* – approximately 20,000 credits apiece, plus double that for the commander of the second force. Naturally, this will have to come out of the Klingon Hunter's bonus money. Further, to avoid detection by Lera and her women, those involved must make Skill Rolls against their ratings in *Surveillance*. If the character does not have *Surveillance* skill, then use *INT* divided by 2. The Klingon Hunter must make THREE skill rolls, and all the other Klingons involved must make one roll each. If any rolls fails, it means the People have spotted the Klingons, Utta and Lera will figure out what the Klingons are up to, and the Klingon Hunter may fail.

There is a way for the Klingons to weight the odds in their favor, however. The Klingon medic has a medical pouch containing pain-blocking drugs, *END* booster, and stimulants. One dose of each of those, and the Klingon Hunter will be ready to go eat the *braal*. The People will never know about this if the drugs are given just before dawn, a few minutes before Lera and her crew come to take the Klingons to the hunting area. This measure would not be thought cowardly by the Klingons, either. They respect strength and courage, but consider the use of these drugs as normal prudence. If the Klingon thinks of this alternative, it is a good one that requires no extra equipment or personnel, is undetectable, effective, and the kind of idea that would occur to a medic. If the medic is an *NPC*, the idea will come to him if he makes a successful Saving Roll against his *INT* score.

One way or the other, the Klingon Hunter will very likely bag himself a *braal*. Killing a *braal* is worth 100 *klin*. Doing it unaided is worth an extra 100 *klin*. Getting help from the ship costs 75 *klin*. Using medical help costs 25 *klin*. This is because the People will base their reaction at least slightly on the reactions of the other Klingons.

A YOUNG WOMAN'S FANCY

While the other three mujukkunar are being tested, the Captain will find his hands full. Utta has decided to seduce him, for a number of reasons. First, he is a warrior and thus would be a change from the placid male *kuve* of her tribe. Also, she has figured out that the Klingons possess wealth, and she wants some. Finally, she realizes that the Klingons could use some terrible weapons against the People if they were feeling unfriendly. Utta's *CHA* score is based on what the Klingons find attractive. (From a Federation point of view, Utta has virtually nothing to recommend her.) The Klingon Captain may decide to keep her close at hand in order to control her. Exactly how to handle Utta's advances depends greatly on the players involved, and is left to the gamemaster's discretion.

THINKER-MUJUK

Kyleen, The People's Thinker-mujuk, tells her Klingon counterpart a story out of the People's mythology. Eons ago, the three Goddesses of the People challenged the god of the Dirt-Eaters for the right of the People to live and roam freely. Each of the People's Goddesses fought the Dirt-Eater's god in her turn, and each was defeated. The Dirt-Eater's god then attacked each Goddess in turn, but they escaped. Finally, all three of the Goddesses attacked the god of the Dirt-Eaters at once, and defeated him. They let him go only after he promised to leave the People unmolested. Even now, though, the Three Goddesses war with the Dirt-Eaters' god, sometimes attacking alone, sometimes being attacked. On rare occasions, all Three Goddesses attack together, defeating the Dirt-Eaters' god.

The Klingon Thinker's test is to return to Kyleen at noon tomorrow and tell her when the Three Goddesses will next conquer the god of the Dirt-Eaters.

The story of the goddess of the planet is, of course, an allegory for the eclipses. The Three Goddesses who defeat the Dirt-Eaters' god represent all three of Planet 34K/iii's moons lining up between the planet and its sun, causing a total eclipse. Once the Klingon Thinker realizes that what Kyleen wants is the date of the next triple eclipse, he can use his instruments to get that data almost instantly. This is worth 100 *klin*. If his rating in *Astronomy/Astrophysics* is over 50, the Klingon can calculate the event in his head after viewing the moons. If he asks Kyleen, she will be able to tell him exactly where the three moons were last night, from which he can calculate the next eclipse in seconds. Doing it this way is worth a total of 200 *klin*.

The next triple eclipse is in three days.

BUILDER-MUJUK

The next test is the Builder's. This test has a fairly complicated setting, but requires only a bit of ingenuity to solve.

Dyeesha leads the Klingon Builder to a sinkhole a few kilometers from camp, and instructs him to remove all personal articles, including his clothes. She then points to a small white flower growing some two meters from the upper edge of the ten-meter deep sinkhole, which is about two-and-a-half meters wide. Dyeesha explains that the test consists of being lowered down on a rope, which is then removed. The Klingon Builder must retrieve the white flower growing at the bottom of the sinkhole, and bring it up to Dyeesha.

Once down the sinkhole, the Klingon will find that the rock walls are too smooth and slick for climbing. He must then examine the sinkhole for other help in carrying out his task. There is a spring in it that emerges to become a stream running out through a narrow cleft at the base of one wall, away from the flower. It puts out a large volume of water. Next, there is a thick layer of viscous mud in the bottom of the sinkhole, along with many fist- to head-sized rocks and some scrub grass growths. Along the rim of the sinkhole, about one-half meter from the top, there is a dark line. (This is a high-water mark, but do not tell the player unless he asks.) Lastly, there is a dead tree stump in the sinkhole. It is fairly substantial, but far too short to reach the flower.

The sinkhole is too wide for chimney-climbing, mountaineer-style. However, the mud at the bottom is thick enough to plug the hole through which the water is running, if the mud is first mixed with some grass and rocks. Doing this will make the water level start to rise fairly quickly. The large section of log will begin to float, becoming bouyant enough to easily support a Klingon's weight. Once afloat, it would be a simple matter for him to paddle up to the flower, pluck it, and climb out. The water will flow out another cleft near the top. Soon after, the plug of mud and debris at the bottom will break up, and the sinkhole will start to drain.



In case the Klingon Builder has some trouble, the gamemaster can give him several hints. First, as he wanders around the bottom, clumps of mud will be dislodged and carried away with an audible 'glug'. Also, he will notice that mud with grass growing in it sticks better than mud without grass. There are many rocks around; some can be fit together to fill the crevice through which the water passes. As the water level rises, the large log will start to float around, eventually nudging the player gently.

Getting the white flower to Dyesha is worth 150 *klin*, minus 25 *klin* per hint given. If the player character can discern some other means of getting the flower he earns a hearty *kail* and 250 *klin*.

TALKER-MUJUK

It is difficult for the gamemaster to judge the test for the Klingon Talker because of the complexity of that *mujuk's* role. In addition to functioning as a jester, the Talker also adjudicates disputes and public speaking.

The players first learn about this from what Little Utta says about the importance of the role. She gives a well-delivered and smooth speech dealing with the Talker's three functions of humor, adjudication, and speaking (putting the Leader's ideas into the best words).

Utta the Leader then informs the Klingons that their Talker may choose his test. As there are no disputes within the Tribe of Utta at the present moment, the Klingon Talker may select between speaking about an idea or creating humor. Some thought and preparation can make this a challenging and enjoyable role-playing experience.

After the Klingon Talker makes his choice between humor and eloquence, the player character and gamemaster must decide if the player is able to perform the role. If the player is uneasy about speaking, or unable to easily function in a 'jester' role, he should not be forced into it. Although it is desirable to emphasize the role-playing aspects of the adventure as much as possible, the gamemaster may also allow these tests to be resolved by dice roll. The exact procedure depends upon the test selected.

If eloquence is chosen, Utta will give the Klingon Talker the following question: "You Klingons say that you are the rulers in your homeland. Tell me why this is fitting." If the player feels able, he can indeed deliver an extemporaneous speech on the subject. Properly speaking, this should include mention of the Klingon concept of *komerex* and *khesterex* (things either grow or they die.)

If the player lacks role-playing ability, let him outline the general concepts that he would wish to cover, and make a Skill Roll against his character's rating in *Negotiation/Diplomacy*. A suitable bonus to the skill should be awarded by the gamemaster, depending on the quality of the player's summary. A mere repetition of Utta's question would give no bonus, while offering a few pertinent concepts is worth a five percent bonus. Giving a fairly coherent outline, including at least three major points, would be worth a 20 percent bonus on the skill when making the roll.

The Klingon Talker may also choose the humor option. To run this test via dice roll, use the procedure for "Interrogation Under Torture" described in the Skills chapter of *The Klingons* rules supplement. The following modifiers apply to this situation: Instead of *Interrogation*, use the INT score of the Klingon Talker to get the base number. The Captain takes non-fatal END loss as normal from his "torture". He will not pass out, and will recover fully one to three turns later. If the Captain fails his END saving

roll, he laughs. If, however, the Captain does not laugh for five turns, the Captain's effective END score will increase by 5 points per attempt on the sixth and subsequent attempts. Thus, the Captain's resistance (END) will drop fairly quickly at first, but if he does not break up into laughter early on, he is not going to.



The preferable method of running this test is to have the player taking the role of the Klingon Talker actually try to evoke laughter from the player in the role of the Captain. The laughter must be genuine, and the humor related to mocking the prowess of the Captain, as Little Utta mocked Utta the Leader. Conversely, the Captain cannot hold his mouth shut or use any similar maneuver to prevent laughter. Note that although it is expected that the Klingon Talker be rude about the Captain's accomplishments and battle record, he should not actually insult the Captain. Any HINT of denigrating the Captain's lineage will be considered a deadly insult.

Passing the Talker test is worth 100 *klin* points by dice roll or 200 *klin* points if role played.

LEADER-MUJUK

Once all the other Klingons have finished their tests, the whole group of Klingons gathers together to confer with Utta and her sub-chiefs. Utta tells the Klingons that all but one of their tests are finished. This final one involves the Captain, the Klingon Leader, and his ability to lead his tribe in battle.

As discussed above, a triple solar eclipse is expected in a day or two. The People consider the day and night of such an event to be extremely lucky. A favorite activity at these times is a sport the People call "Cresting". Cresting requires that one of the People sneak into a Dirt-Eater village at night and cut the head-crests off some Dirt-Eaters. The tricky part is to do it without waking the Dirt-Eater, leaving him or her alive and unharmed. The objective is to get into the village, collect the Crests, and get out, all without being seen and without killing anyone.

It is not that the People are squeamish about killing. Cresting is a game, and so there would not be much challenge in cutting the crest from a dead Dirt-Eater. Cresting is played to frighten and humiliate the Dirt-Eaters, just as the Three Goddesses have humiliated the god of the Dirt-Eaters. If any awake Dirt-Eaters are encountered, the game allows disabling but not killing them.

The target village is Lirmar, and the Klingons will be allowed some reconnaissance the day before the raid if they ask for it. There is a gamemaster's version and a players' version of Map 2, which depicts Lirmar. The Players' version does not show guard positions. Exploration near the village reveals that there is a small cave in a nearby rock outcropping that leads to the village well. This well is a spring-fed pool with a small stream outlet. The cave gets smaller and narrower, eventually becoming a crawlway. The Klingons will crawl the last ten meters or so through ice-cold water some three centimeters deep. The cave enters the well chamber at the bottom, which is extremely mucky.

At the bottom of the well chamber, the spring feeds into a simple pipe made from a section of hollow tree trunk. This goes into a carved stone cistern where water is stored and from which it is drawn. Overflow from the cistern flows out through the small crevice by which the Klingons entered.

If the players ask, they will indeed be able to divert the pipe from the cistern into the stream. The bottom is a muck containing rocks, some wood, and weeds, and is very similar to the sinkhole in the Builder's test. The same technique for getting out of it will work. Further, putting about two dozen of the narcotic plants from the Shaman's test into the cistern would put the entire village to sleep (hot climate, large water consumption). In fact, this would be a good way for the Klingons to accomplish their deed.

The other possibility is to sneak into the village by night, with the players depending on their *Surveillance* skills to avoid detection by the Settlers (who have ratings of only 1 to 5 in *Surveillance*). There are guards posted, but the Settlers are not keen military men, and should prove little trouble. If the Klingons take the direct route, the gamemaster can use the display map to run the situation.

Using a bit of caution, the Klingons should be successful in their game of Cresting. Getting a crest is worth 100 *klin* to the player who does it. Using the well entrance is worth 50 *klin* apiece, plus another 50 to whomever thinks of it. Using the narcotic flowers is worth 50 *klin* each, plus 50 to whomever thinks of it.

THE PEOPLE SUBMIT

After all the other testing is over, Utta gathers her sub-chiefs, Nur, and the Klingons. Addressing the Captain, she says, "I am much impressed with you Klingons. One thing remains, however. I have shown you my tribe and my camp. Now, I wish to see your camp, and the rest of your tribe." In other words, she wants to see the Klingon ship.

As the Captain has his own transporteer, getting Utta up to the ship for a tour should be no cost or trouble, although he will have to move to a spot where the durallium will not interfere with transporter operations. The Captain should even be able to arrange a shuttlecraft trip around the outside of the ship. Utta, of course, is impressed with these wonders from another world.

Upon returning to the camp, the other Klingons will observe that Utta has become subdued. She asks the Klingons to kindly wait while she and her People withdraw to the largest tent for a conference.

Barely ten minutes pass before the Klingons are invited very courteously to come to the main tent. Upon entering, they see the People gathered again around Utta. Seeming much more composed, she gestures to the Klingons to sit. Turning to the Captain, she says clearly but very quietly, "We will make the Dirt-Eaters dig rocks for you. Make me a chief in the name of the Klingon tribe."

At this time, Utta will fill in the Klingons on any details they lack concerning the social structure of the Settlers and the People. The Klingons now have the tools they wanted. All that remains is to make use of them.



UTTA'S PLAN

Utta has begun developing her own theories on warfare, the night raid on Sillivar being the first successful test of her growing understanding of strategy. With the tribes unified, Utta feels the Klingons could achieve their plan to mine the durallium. She explains that chiefs of the People may challenge other chiefs to mortal combat for control of their tribes. Utta's tribe is one of the two largest in the valley, with the third-largest tribe being considerably smaller than Utta's, and the others decreasing rapidly in size. Furthermore, the larger the tribe, the tougher the chief. Though she has confidence in her warrior skills, Utta is smart enough to understand that if she has to fight each of the 15 other tribal chiefs, odds are that one of them is going to get lucky. Of course, if she can win leadership of the other large tribe, she will have a great deal of influence and may be able to get some of the smaller tribes to join without a fight, their chiefs becoming sub-chiefs under Utta. The only drawback to that plan is Kyluu, the chief of the other large tribe.

Kyluu is a huge, ugly (even for the People) creature, enormously strong and tough. However, she has the brains of a *rakka*, the disposition of a *braal*, and the ambition of a worm. In short, it would be hard to kill Kyluu.

Utta tells the Klingon Captain that if Kyluu were killed and Utta controlled the two largest tribes in the Valley, the other tribes could be brought to heel. Even if some of the other chiefs did give Utta trouble, the rest would be easy to handle compared to Kyluu.

At this point, Utta speaks bluntly. She wants a "shaker" (her word for disruptor), and she wants it now. Nor will she take no for an answer. In risking her life to subjugate these other tribes, she wants to take no chances. The rules of a chiefs' challenge state that the combatants may use any weapon they can carry, which makes a disruptor perfectly acceptable, even though it is not known to the other tribes. Utta believes that with the help of a shaker she would be able to control the rest of the tribes in the Valley within a matter of weeks. With all the tribes united under her rule, the People could easily subjugate the Dirt-Eater villages. Thus would the Klingons eventually obtain their rocks.



Utta's plan is sound and shows good strategy. Further, to obtain a disruptor, she will use whatever influence she has gained from romancing the Klingon Captain. The Klingons can easily spare a Mark I from their trading stocks. However, Utta does not want anyone else in her tribe to have one. If she can kill Kyluu with a shaker, then somebody can use a shaker to kill her. Utta apparently believes in "peace through superior firepower".

After supplying her with a disruptor, the Captain spends the next several days teaching Utta not only how to shoot but to shoot well. As disruptors are fairly simple to use and Utta has a good marksman's eye, it will not take her long to attain reasonable skill. After three or four days of practice, she pronounces herself ready, and sends a challenge to Kyluu.

It is quite conceivable, however, that the Klingons may consider Kyluu more suitable to be their planetary governor, finding Utta too smart for her own good. In that case, the players may decide to investigate for themselves by accompanying the messenger to Kyluu's camp.

To Klingon eyes, Kyluu proves the old adage that "something in *kuve* bones and *kuve* blood make *kuve*". Kyluu is lazy and far too stupid to govern a mining colony without close supervision. As A'aruul points out, the whole point is to get a planetary governor who does not need close supervision. There are, however, subchiefs who rule their tribes in Kyluu's name who show promise, as they are almost as intelligent as Utta. One of them could supplant Utta as chief, but the Klingons would have to get on her good side first. A'aruul reminds them that it would be wasteful to switch partners now that so much time has been spent getting into Utta's good graces.

DEFEAT OF KYLUU

Within a day or two, Kyluu is ready to meet Utta's challenge. The tribes are only about an easy day's ride apart, and the two chiefs have chosen to meet at a point where the two tribes' hunting areas meet. Each group stays within the perimeters of an area about 75 meters square, equal to about 50 squares. Utta and Kyluu take up positions on opposite sides. Their respective shamans will do little more than state the chiefs' names, and that they rule their respective tribes before proclaiming, "Let the challenge begin!"

Kyluu's usual combat style is to close in to about ten squares' range, ducking or ignoring *kraal-koiakar* until she can use her own at such short range that even she would find it hard to miss. Because of her great strength and endurance, this strategy usually works.

Utta knows this. Thus, when Kyluu is about 25 squares away, Utta draws her disruptor and aims. At ten squares, when Kyluu starts to prepare her *kraal-koia*, Utta fires her aimed shot, and continues firing until Kyluu falls. Whether Kyluu is now dead, unconscious, or conscious but weak does not matter. When she is no longer able to fight, Utta walks over to her, puts the disruptor muzzle against the side of Kyluu's head, and presses the firing stud.

In the silence that follows, the two shamans move forward as Utta rejoins her sub-chiefs. The shamans look briefly at Kyluu's corpse, then Kyluu's shaman announces, "The challenge is decided. The Tribe of Kyluu is no more." Stepping forward, Nur says, "Let there be only one Tribe from this day on, the Tribe of Utta. May Narokk the Evil take anyone who says otherwise."

VICTORY CELEBRATION

To ensure the smooth unification of the two tribes, Utta declares a Celebration, which creates great excitement among the People. Not only will Utta make a feast, she will also invite all the other tribal chiefs, making it the greatest celebration in the People's memory.

This announcement stirs up a hornets' nest of activity. Nomadic populations like the People tend to live a lean, marginal existence, and so the occasion of a great feast is rare. Even more unheard of is inviting other chiefs to share in it. By doing so, Utta is declaring her Tribe to be the richest in the Valley, richer than all the others put together.

Utta tells the Klingons that the Celebration will take place in ten days, giving the messengers enough time to spread the word. In the meantime, there is frantic activity in the camp. The gamemaster can play these activities out if desired, or they can be omitted.

There will be a *braal* hunt, of course. Participating is worth 25 *klin*, and bagging a beast is worth 50. The hunters will bring back ten *braal* for the feast. In addition, the children of the People are hunting small rock-lizards, fish, water snails, and the like. Adults sometimes join them as a lark.

There will also be a raid on *rakka*-back to get some of the Dirt-Eaters herd animals. The trick is to approach close enough to steal some without being seen until the raid has begun. The player characters make Skill Rolls against their ratings in *Surveillance* to determine their success in getting close enough. The People's raiding technique is to hit the herd animal with a *kraal-koiakar*, and then ride up and snatch the animal from the ground at a gallop. Use the normal To-Hit procedure. With a successful Saving Roll against the raider's DEX score at a -20 point penalty, the grab is made. If any of the players have skill in *Riding*, the rating may be added to the DEX score. Participating in this raid is worth 20 *klin*. Killing a herd beast is worth another 20, and successfully completing a 'grab and kill' is worth 50 *klin*.

The warriors of Utta's tribe are vying with one another to see who can provide the most food or the rarest foods for the upcoming feast. The People are bringing out jugs of specially-aged liquor, strips of smoked bird meat hunted in distant mountains, and other similar delicacies. Nur has granted dispensations to hunt certain rare and usually-protected animals, and the People are ranging more widely in their hunting and gathering. With all this flurry around them, the Klingons may wish to contribute as well.

What the People crave in their feasts is variety, and they would welcome even Marine emergency rations. The Klingons would do well to contribute a large variety of delicacies rather than large amounts of food yeast, even if the delicacies are in such short supply that only the tribal chiefs get to taste them. Unusual and/or potent drinks would also be greatly prized, the stronger the better. Because drinkables are easier to carry aboard a *D-7*, the player's group may have a better supply of these. Any Klingon who thinks of contributing to the celebration earns 30 *klin*.

If the Klingons feel they do not have time to waste on the feast (especially with A'aruul wailing about time being money), Utta and her tribe will react very unfavorably and coldly. The People have blessed little to celebrate, and even less surplus food. A celebration is a rare event, and they do not want it spoiled.

Utta tells the Klingons that if she can throw a party big enough to impress the other chiefs, they may join her and the Klingons without a fight. If all the tribal chiefs were to become Utta's sub-chiefs, she would control the whole People. The Klingons can see the logic of dealing with a single native ruler, and should realize it is worth their time and a few dainties from their private pantries to help Utta achieve absolute control.

WEAPONS AND OTHER TOYS

During the ten or so days before Utta's grand celebration, it is likely the Klingons will want to start planning their campaign to conquer the Settlers' villages. By now, they have probably noticed this adventure's parallels to the *STAR TREK* TV episode "A Private Little War", which might inspire them with a plan to re-arm the natives.

However, it would make no sense to give the People advanced weapons unless they could use them. The Klingons realize that teaching the natives to operate tanks and artillery could take up to a year. At this point, the player characters should do some computer studies on various approaches to the problem of what technology to offer the People (see *The Player's Handout*).

The Klingons will undoubtedly discuss the issue at some length with Utta. For an untutored savage, she has fairly good insights into strategy. Much as she wants to subjugate the other villages, however, Utta does not want anyone else to have a shaker. The Klingons have taught Utta to field-strip a disruptor, of course, and given her a few replacement parts. She wonders, though, about the advisability of equipping the People with weapons vastly different from what they know. Without realizing it, Utta has grasped the concept of loo:



Some of the players, especially those with high scores in *Small Unit Tactics*, will realize the validity of Utta's concern. They should also realize that importing weapons would be costly. Using a couple of disruptors from out of trade goods is one thing, but re-equipping nearly a thousand warriors is a much different matter.

Any player who makes a Skill Roll against his rating in *Small Unit Tactics* will realize how much can be accomplished merely by teaching the warriors a few basic elements of warfare. For example, with some tactical training, the People could improve the weight of their missile fire as well as their steadiness under fire. With this tactical training, the People would not have to change their equipment at all. Utta will be extremely pleased with this notion, as she has been wracking her brain for a solution.

If the players have asked the computer for a list of possible equipment changes for the People, that information is available by now. The list of computer suggestions is given in the **Players' Pullout**. The game-master should give the information to whichever character thinks of consulting the computer. The gamemaster should note that the player's version of the report does not include the Resistance Value or the Malfunction Index for the weapon. These are included in Technology Upgrade Possibilities Table found in **Gamemaster's Notes**. The higher the weapon's Resistance Value, the more reluctant are the people to adopt the weapon. The higher the Malfunction Index, the greater the chance of something going wrong with the weapon.

Among the weapons described, the Klingons would favor those that could be manufactured by the natives. If consulted, Utta will also strongly support the idea because their tribal tradition calls for each warrior to care for her own weapons. Also, having the natives produce their own weapons is much cheaper than importing them or fabricating them from ship's stores. The Klingons will be moving on eventually, and Utta wants her Tribe to be able to maintain its fighting effectiveness between Klingon visits.

Tactically, the People will be strongly prejudiced against any weapon or tactic that does not allow them to fight from *rakka-back*. The distinction between riding and walking is the chief difference between the People and the Dirt-Eating Settlers. (The Klingons are People of a different tribe, and so this does not apply to them.) In the Valley, the People have always ridden, and it would be virtually impossible to get them to fight on foot. Utta is well aware of this, and will explain it to the Klingons if asked.

With the above information, the players should be able to decide on their course of action. The effect of the Klingon program on the People varies over time, and depends on which approach the Klingons take. Now is the time for the player characters to decide which, if any, technology to implement and to begin the preliminary steps for tactical training. Aside from planning, however, they will not get much else done because the People are so absorbed by preparations for the upcoming Celebration. The exact effects of the players' choice of technology and their training program are described later in the boardgame rules because that is where these factors are most crucial.

The discussion and planning will take most of the time remaining before Utta's big Celebration. If the Klingons plan to re-equip the People, they might use this time to get a few samples of the new technology ready to show them. The People will treat the weapons like new toys, playing with

them a bit but not examining them very seriously. Any Klingon attempts to do tactical training at this time will fail, as the People are concentrating only on their Celebration.

UTTA RULES

In the final days before the Celebration, the other Tribes begin arriving. The Tribe of Utta is delighted to find that, contrary to custom, most of the other Tribes are bringing their own contributions to the feast. Word has gotten out that Utta's Celebration will be the greatest ever, and so the other Tribes want to add their own ostentatious show of wealth to hers. None want to be thought too poor to contribute.

The feast day dawns clear and fine. The first several hours are spent in a huge communal meal, with everyone trying to eat and drink as much as possible. About mid-afternoon, Utta invites all the tribal chiefs, sub-chiefs, and the Klingons into her largest tent. Waiting there is the widest variety of the best foods and drink, considered fit only for the select few of each tribe. At this time, Utta introduces the Klingons to the assembled chiefs.

Little Utta then launches into a brief but amazing description of the glory of the Klingon Empire, making a point of explaining that the Klingons supplied most of the rare viands. She recounts how the Klingons helped her tribe wipeout Sillivar, how they passed the test of the mujuk-kunar, how they helped Utta defeat Kylvu, and how they will aid Utta in enslaving the Dirt-Eaters. She goes on to explain that the Tribe of Utta is now subject to the mighty Klingon Empire.

"You are now all sub-chiefs of Utta," Little Utta concludes, "that all the Tribes of the People may benefit from the Klingon power. Are there any objections?"

Neel, a younger chief from one of the smaller tribes, gets to her feet at this point, "Yes! I object," she cries. "The People are free, and not meant to be ruled by..." Just then, Utta draws her disruptor, and shoots Neel.

In the sudden silence, Utta looks from one chief to another, "You are all my sub-chiefs. Any objections? ...I thought not. Remember this choice: you can force the Dirt-Eaters to dig rocks, and feast yourselves like this every day, or you can go back to your starveling existence...or die."

An older chief from one of the larger tribes looks at Utta, then at the haunch of Rigellian swamp-mouse still in her hand. "We will eat like this every day?" she asks. Utta nods 'yes'. "Then, I will be Utta's sub-chief," says the other warrior, "for as long as there is plenty to eat and drink." This chief's influence as well as the nomads' desire to change their subsistence-level existence will result in the remaining Tribes quickly deciding to join the Tribe of Utta. At this point, Utta brings out her strongest liquor to seal the bargain and ensure that nobody stays sober long enough to argue.

As dusk falls, Utta and her new sub-chiefs come before the assembled tribes to make an announcement. Loudly if somewhat unsteadily, they proclaim that by mutual consent of the chiefs, all the People are now united into the Tribe of Utta. They then call for the Feast to continue "until neither warrior nor *kuve* can stand up long enough to pour their next drink!" Utta does know her People after all. The Tribe has enough liquor on hand, and all the celebrants fall to with a vengeance. The Klingons, being People as well, are expected to participate in such games as bobbing for fruits in a bucket of ale. The feasting continues until nobody can remember his own name, much less stand up.

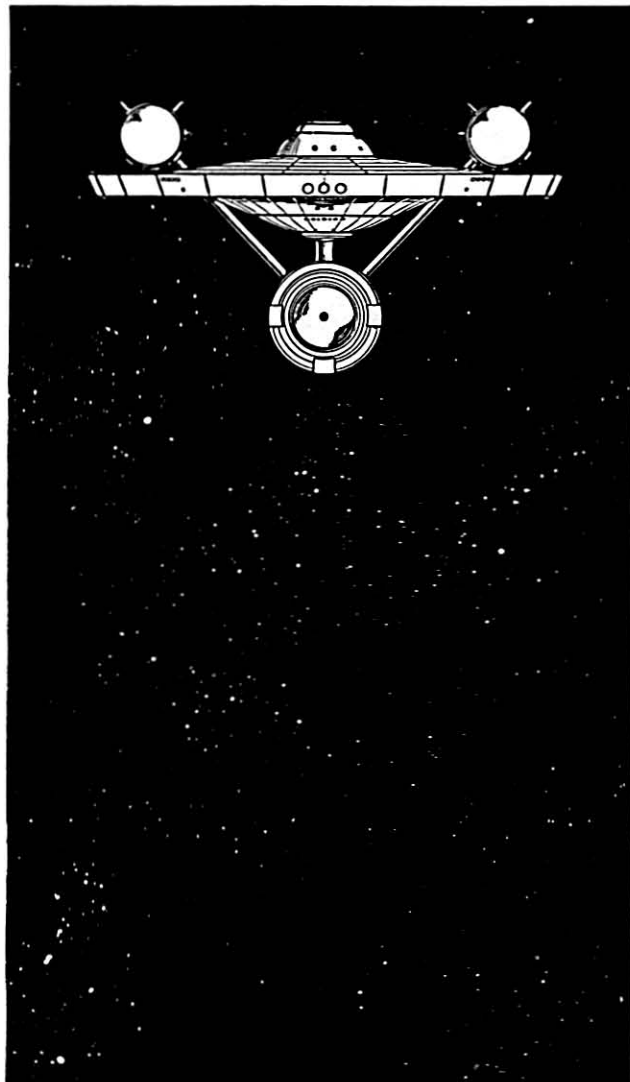
ARRIVAL OF THE ESSEX

The revels continue for several days, by which time the Klingons are slowly trying to recover. Their eyes are bleary, their heads ache, their ears are ringing, their stomachs are sour, and their mouths taste like tribbles have been nesting in them. In short, it was a wonderful party. None of the people or their *kuve* are in any better shape.

At this time, both Klingons and the People begin to notice a loud, intermittent sound. After a half-minute or so, the Klingons recognize it as the emergency attention signal of a standard-issue Klingon communicator. That wakes them up in a big hurry.

When the Klingon Captain answers the signal, he will be speaking to whichever officer was left in charge of the ship. The incoming message is brief:

"Sensors detect incoming vessel. Identity confirmed as Federation starship, *Constitution* class. Federation vessel now hailing. Awaiting orders." [NOTE: If the Klingons are using a *D-7M* (*K't'inga* class ship), then the Federation vessel should be an *Enterprise* class vessel.]



FIRST CONTACT

It is up to the gamemaster to decide how involved to make the first contact with the Federation vessel. If he wants to speed things up, contact can be very brief. Or, if the gamemaster's usual procedure is to make initial-contact encounters very important and detailed, there is enough information provided below to make that possible. The gamemaster should decide according to what is best for the flow of his game.

The ship now moving through the system toward the Klingon ship is the *USS Essex*, NCC-1719. Like the *Intrepid*, this vessel is crewed entirely by Vulcans, and it is commanded by Captain Salar. The messages now coming in over hailing frequencies are standard identifications and requests for identification of the Klingon ship (very familiar to any Klingon crew that has previously encountered the Federation).

As the Klingon Empire and the Federation are not at war, there is no reason for the player characters to start shooting. Also, the gamemaster must realize that the *Essex* is provided to complicate the players' situation on the planet, NOT as a stimulus for combat. The players' group should be fully aware that a *D-7A* is no match for a *Constitution* class starship that is aware of the Klingon presence, as is the *Essex*. The player characters should also be aware that the Federation (especially the Vulcans) will not shoot first. Once fired upon, however, the Federation vessel will disable its opponent, no questions asked.

The *Essex* will approach with its shields up. According to regulation, the Klingon ship will likely keep its shields up as well. After further communication, Captain Salar will explain that the *Essex* is here on an exploration mission.

This information provides the Klingons with some interesting opportunities. One of the first articles of Federation law that Klingon cadets must learn is the Federation's Prime Directive. Although the Klingons find this directive both bizarre and contemptible, they realize its usefulness in dealing with situations like the present. Once the Vulcan discover the existence of non-starfaring, sentient life on the planet, they are bound by the Federation Prime Directive.

It would actually be to the Klingons' advantage to point this out to the Vulcans. This easily-accomplished, sound strategy is worth 50 *klin* and *kail* to the Klingon who thinks of it. If none of the players remembers the prime Directive of *khomerex federazhon*, any of the more senior NPCs will remind them after they have sweated a bit.

Despite the Federation's Prime Directive, there are circumstances that might prompt the Vulcans to intervene. If they discover that the Klingons are arming the nomads, the Prime Directive no longer applies, because the culture in question is no longer developing naturally. In fact, faced with evidence of Klingon arms running, the Vulcans' logical response would be to provide better weapons to the Settlers, thus creating what the Federation calls a "balance of power" (and the Klingons call a *g'dayt*, or waste of time).

Full records of this sort of action, as performed on the planet Neural by Federation Captain James T. Kirk and the *USS Enterprise* in "A Private Little War", are available in the Klingon library computer. Any Klingon with a Skill Rating of 10 or greater in *Law, Federation* will know about the Prime Directive and the Klingon version of its ramifications.

MESSAGE FROM SALAR

The Klingons continue to receive data. After the *Essex* arrives in orbit and completes its initial sensor surveys, the ship transmits several lengthy messages in a code unknown to the Klingons. After the Federation ship has had time to determine that the Klingons intend no overtly hostile acts, they will drop the shields facing away from the Klingon ship, and Klingon sensors will report landing parties beaming into uninhabited areas. This should cause some consternation to the Klingons. After all, the Captain's Transporter said that beaming is not safe. If asked, A'aruul will admit that interference from durallium ore is exactly the sort of disturbance the Federation transporter noise wave would neutralize. At the same time, Captain Salar sends a communication to the Klingon Captain:

"Preliminary sensor scan of this planet has located massive deposits of durallium. Logic and the presence of Klingon life-forms among the natives of this planet indicate that you are also aware of the deposits. Though our Prime Directive prohibits direct interference with primitive cultures, we are permitted to contact such cultures if certain precautions are observed. We intend to do this, which you would no doubt detect in any case.

"We do not seek conflict, Captain. However, we shall brook no hazard to the lives of our landing parties. Species survival is, after all, logical. We have the power to protect ourselves, and so it is logical to tell you of our intent to do so if necessary. We wish no hostilities, however. Logic dictates that the best use of this planet's resources would be an open mining complex, with both Klingon and Federation shipping out cargo. We have informed our superiors of our judgment in this matter. Please be informed that their logical response will probably be to send more ships."

"I repeat, Captain, that although we shall not initiate hostile action, self-defense is an entirely logical course of action if we are attacked."

IMPLICATIONS FOR THE KLINGONS

The arrival of the *Essex* is going to put a crimp in the Klingons' style. On the other hand, the Klingons may not be too surprised by the Federation ship's sudden appearance. Klingons are likely to expect the Federation to show up just when things seem to be going well. Further, if the Klingons have been attempting to upgrade the People's weaponry, the arrival of the Vulcans makes their choice of technology even more important.

If the Klingons have begun supplying the People with weapons the People could not construct for themselves, they must either stop or run the risk that the Vulcans will discover their activities. If the Klingons are mining for the raw materials to fabricate new weapons, the Federation ship would detect such activity.

If, on the other hand, the People are armed only with weapons they can make themselves, they should be able to continue producing these local-style weapons with impunity. Thus, a full-scale re-armament of the People could continue unhindered. The Klingon Captain could even argue that he and his men were aiding the natural development of the People's culture by demonstrating to them weapons that they themselves could construct.

Either way, tactical training of the Tribe can continue. The most efficient, standard Klingon way to do this is to give tactical training to the sub-chiefs, who would instruct their followers in turn. The Tribe of Utta would expect the Klingon Captain to carry out this task, as he is the Leader of his

tribe. However, it is more likely that another officer, probably Security, would have the highest *Small Unit Tactics* skill rating. In fact, the Klingons might even have to call in the Marine Commander. The only real bearing this has is on how the profits are divided. If the Marine Commander is called in, he will want his cut, and no discounts. Of course, if the Marine Commander is a player character, allow the players to settle the finances as they see fit.

Klingons are aware of the Vulcans' legendary truthfulness, and so they should take Captain Salar's statements seriously. They should especially note his prediction that the Federation will send more ships. Of course, the Klingons could call for more ships, too. If they do, however, they can kiss their bonuses goodbye. In fact, if the Klingons call for reinforcements, the Empire will simply step in and take over the operation, leaving the players characters nothing at all for their trouble. Although the Empire's methods are well-known to the Klingons, the ever-efficient A'aruul is there to remind them. A bit of shrewd thinking and possibly some hints from Utta or another NPC should provide the player characters with a solution to their current dilemma.

It should be obvious to the Klingons that the Vulcans are going to contact the natives. As the Klingons understand Federation policy, the Vulcans are likely to contact the Settlers first. Agrarian settlements indicate a more advanced culture than nomadic camps, and so it is logical that the Vulcans try the largest village first. The Vulcans will get along just fine with the Dirt-Eaters, and the Klingons will probably feel that they deserve each other.

All these factors mean that the Klingons have a little time. They can be sure that the Federation will not simply re-arm the Settlers, unless the Klingons are blatantly re-arming the People. Therefore, if the Klingons can whip the people into shape fast enough, their best course would be to turn Utta loose quickly.

Once the People have finished conquering the Dirt-Eaters, the Vulcans would be faced with a fait accompli. If the People conquer the villages, the Federation cannot interfere unless the Klingons are down there leading the charge. If the Klingons train their allies and then stand back to turn them loose, the Federation can do very little, especially if the Klingons are surreptitious in providing training. The player characters are aware of these general facts because the Empire has been in similar situations before. See how much of this the players can first figure out on their own, though. If it looks like they are totally stumped, A'aruul can make suggestions.



FEDERATION PLANT-EATERS

By now, of course, Utta will have realized that something is seriously wrong. For one thing, the Klingons have started to scurry about like ants whose hill has been kicked. She will no doubt ask the Klingons for an explanation. About a week after the *Essex's* arrival, the Vulcans will begin attempting to contact the People. Within ten days, they will finally succeed.

By this time, the Klingons should have given Utta a full briefing. If they are thinking at all, they will realize that the Vulcans are going to want to make a deal with the People, a bargain the Klingons will certainly want to sour. Instead of lying outrageously, however, the Klingons should realize that this is time when the truth will serve them well.

The Vulcans are vegetarians, and the Klingons know by now what the People think of that. Additionally, the Vulcans will urge the People to live amicably alongside the Settlers. They will talk about peace and the kinship of all things (the philosophy of IDIC definitely does not appeal to the People). For a clincher, the Klingons should tell Utta of the Vulcans' powerful captive demons, which are stronger than the Klingons' helper spirits. Utta will then want to know why this "Federation" does not destroy the Klingons. When the Klingons answer that "the Federation has the power to destroy our ship, but lacks the courage", the People will be disgusted.

As a final bit of repugnant information, the Klingons have their knowledge of Vulcan touch-telepathy. This would revolt Utta, especially if the Klingons describe it as a form of mind-control. All in all, the Vulcans will sound like the People's nightmare personified: peaceful, plant-eating demons who read minds!

UTTA AND THE VULCANS

It will not be difficult to convince the People to hide all signs of Klingon technology before the Vulcans arrive. Of course, the higher the technology, the greater the need for secrecy. The mere fact of the Klingons' presence in Utta's camp does not neutralize the Prime Directive, as the Klingons have the right to talk with whomever they please.

When the Federation contact team arrives, Utta will be quite hostile and haughty towards them. If the Klingons are smart, they will simply stand back and look smug. Once Utta is talking to the Vulcans, the conversation will be brief, the more so because Vulcans do not lie.

"So," says Utta, "you are from the Federation? Is it true that you Vulcans eat plants?"

The Vulcans, of course, affirm that this is true

"You waste your time here, Vulcan," Utta announces imperiously. "We have no need to speak with plant-eaters. We care nothing for your cowardly message of peace. Leave us. We are Klingons now." Although the conversation may vary a bit in details, this will be its essential core.

Captain Salar may then say to the Klingons, "Please inform your Commander that the Federation will brook no interference with the natural cultural development of this planet." The Klingons will reply only with a burst of laughter. If any player character comes up with a particularly good quip, reward him. ("We shall watch, Vulcan, as the nomads destroy the villages of the Settlers. War is the natural cultural development of this planet.")

The contact between the Vulcans and the People is given mainly for character development and the sake of completeness. Even if the Vulcans do observe obvious Klingon technology among the People, it will not matter much. The Prime Directive prohibits giving the Settlers better weapons than the Riders have. Bows and crossbows hold no particular advantage over slings. Even firearms are no better in their early forms. It is the ease of using firearms that led to their supplanting earlier weapons.

The settlers already know the sling, and so giving them a new weapon would merely decrease, not increase, their effectiveness. Thus, if it becomes obvious to the Vulcans that the Klingons are aiding the People, the Vulcans will assist the Settlers in the form of improved defenses and better fields of fire around their villages, rather than in the form of new weapons.



TRAINING FOR BATTLE

The time has now come for the Klingons to get down to the serious business of training and equipping the People for the campaign against the Dirt-Eaters. The player characters are under a severe time limit, but they do not know just how much. The gamemaster must calculate the amount of time before Federation reinforcements appear.

Starting with a minimum of five weeks, the gamemaster should now make a secret Saving Roll against the *luc* score of the Klingon Captain. If the roll is successful, add one week to the training time, and roll again. If the roll is not successful, stop there. Each success entitles the Klingons to another roll, but the first failed roll prevents any further rolls. The Klingons are limited to a maximum of four weeks gained this way, for a maximum total of nine weeks altogether.

The next step is for the Klingons to declare what weapons, if any, they will be giving the People. This is more than bringing down a few new toys. Rather, the Klingons will have to convince the People to give up their traditional *kraal-koia*, which they have been using for generations. It will take some doing. The Klingon Captain determines his chances for success by making a Saving Roll against the average of his *cha* plus his *Leadership* rating. However, the Resistance Value of the weapon or armor is added to the dice roll, so that the higher the resistance Value of the item, the greater the chance that the People will refuse to use it. Each attempt will take half a week, and the Klingons may try with both a weapon and a form of defense in the same half-week. Once an item is refused by the People, they will not accept it at a later time. If an item is accepted, the People get training credit for the entire week. More on this can be found in the **Boardgame Rules**.

Also, for each week an item is in use, roll against its Malfunction Index. If the percentile roll is less than the Malfunction Index, there has been a serious malfunction of the weapon. To determine the malfunction effects, use the following procedure.

First, if the Klingon Captain makes a successful roll against his *luc* score, the malfunction was a minor one. If the Captain fails this roll, it indicates a major malfunction. In the case of a weapon, a major malfunction will also include a number of injuries, depending on the type of weapon. This is most serious in the case of firearms, where a major malfunction indicates gunpowder explosion. Roll percentile dice for the percentage of the People's supply involved.

Second, if the malfunctioning item is a type of protective gear, there is no ill effect. In the case of a weapon malfunction, the People will abandon the use of the malfunctioning weapon unless the Klingon Captain makes a successful roll against his averaged *Leadership* and *cha* scores. If the Captain succeeded in his previous Saving Roll against *luc*, then the Resistance Value is added to the dice roll as before, for the original presentation of the weapon. If the Captain failed the Saving Roll against *luc*, however, the Resistance Value is doubled before being added to the dice roll. For a weapon with even a moderate Resistance Value, there is almost no chance that the People will continue to use the weapon after a major malfunction.

The gamemaster should keep track of how many weeks pass between the beginning of training and the arrival of the Federation reinforcements, as well as which new weapons (if any) the People train with, and for how long. This information is used in the boardgame at the end of the adventure.

A BETTER IDEA

It is very likely that not all the player characters will be in agreement on the best way to prepare the People. There are several ways to handle this.

The first method is to let the players argue it out. This could get very tedious and use up a great deal of time. It would also require a highly skilled gamemaster to arbitrate. Nevertheless, it would be realistic from a role-playing point of view.

The People themselves will tend to favor whichever Klingon has accumulated the greatest *klin* score at this time. He could select from among a number of options, and the people will follow him.

The Klingon Captain could cut off discussion by declaring, for instance, that the People will be trained his way, and that is that. He could state that a certain number of People will be trained by each Klingon. Or, he could simply choose to let the People decide.

Any Klingon who wishes to influence any of the People should make a Skill Roll against his character's rating in *Negotiation/Diplomacy*. Each Klingon who wishes may make eight rolls. For each successful roll, one unit of the People will side with him. The effects of this are further explained in the **Boardgame Rules**.

RAID ON LIRMAR

If the People decide not to use a weapon because of a serious malfunction, the Klingons will notice a definite cooling in the People's attitude. If asked, Utta will explain that the accident has created some bad feelings and trepidation, and Nur will say that the People fear that the Klingons' captive spirits have become hostile to the tribe. The Klingons must prove that their luck has not changed.

They might do this by playing on the People's probable mistrust of the Vulcans. A week or two after contact, the Klingons and Utta will both be wondering what the Vulcans are up to. Even if the Klingons do not feel suspicious of the Vulcans, Utta most certainly will be. Upon learning that the Federation contact team is in Lirmar, the largest of the villages, the Klingons could pull off a quick raid on the village, both to obtain information and to reassure the People.

Organizing the raid should be fairly easy. Utta and some of the warriors will want to go along, to which the Klingons have no objection because Utta's warriors are well trained. Map 2, which shows the village of Lirmar, can be used to run the raid. Suggested positions for the Vulcans and some of the NPCs and guards are noted on the gamemaster's copy of the map. The Vulcans are at positions marked "guard", but the Klingons are not aware of these positions.

This is the same village raided by the Klingons during the Cresting. This time, however, the Klingons need the inhabitants to be conscious in order to obtain information from them. If the players did not use the well entrance before, the People will suggest they use it now.

Assuming that the raid goes well, the Klingons will learn that the Vulcans are merely planning to reinforce weak spots on village walls, clear away brush for better fields of fire, and continue sling practice. They have no intention of upgrading the Settlers' weaponry, and still cling to the hope of reaching some sort of peaceful solution. In other words, the Klingons can continue their schemes unhindered. The only Vulcans in the village are Captain Salar, his First Officer, a contact expert, and three Security crew. The Klingons should have no difficulty getting past them.

The Klingons must keep in mind the risk they run with this raid. The one sure way to turn a Federation starship Captain from a spineless, simpering weakling into a berserk, blood-lusting monster is to kill one of his crew. However, as there are only three Federation security guards present in Lirmar, the Klingons should not find it necessary to kill them. The Federation will not respond so violently to the disabling of their men.

If any Federation blood is spilled, however, and if any of the Klingons have been spotted, the Klingon Captain may well have to kill his comrades and present their bodies to the Vulcans to avoid ship-to-ship combat. If the Klingon Captain is himself spotted and nobody aboard the Klingon ship thinks of killing the entire landing party to save their own skins, the players' group had best return to their ship and leave fast. This will save their skins, but lose the planet.

If the Klingon Captain is spotted, or Captain Salar is not convinced that the guilty Klingons have been executed for killing any Vulcans, Salar will order the Klingons to drop all shields, shut down their warp engines totally, and surrender. They have 15 seconds. If Salar thinks that the highest-ranking Klingon officer encouraged and did not punish the killers, the *Essex* will open fire on the players' ship after 15 seconds, though the Vulcans will not pursue if the ship flees. Again, the players will lose the planet. If the Klingons do surrender or their ship is disabled, the *Essex* will take it in tow to a Federation starbase. The Klingons would be much better off simply not killing any Vulcans.

DENOUMENT

If no Vulcans are killed on the Klingon raid, then the aftermath of the raid will be minimal. Captain Salar will complain, of course, but the Klingons are used to ignoring such complaints. While the Klingons use the next several weeks for tactical training, Federation reinforcements are drawing near. How much time the Klingons have was previously determined, of course.

Federation reinforcements on the way to this system include one *Loknar* Class frigate and two *Larson* Class destroyers. A fleet this size will not go unnoticed, of course.

Thus, the Klingon ship will receive word when the Federation fleet is three days away. The information will come either directly from another Klingon or ally, or by decoding some of the sudden, immense quantity of subspace communications from everybody but the Federation.

Once the Klingons hear that the Federation is coming, they know that the moment has come for battle between the people and the Settlers. As the army of Utta starts to move, the Klingons will get one last message from Captain Salar. The gist of the message is that the Vulcans realize that battle is imminent. Although they cannot interfere, they can observe the battle. If the Klingons take an active role in the combat, the Federation Prime Directive is no longer in force, freeing the *Essex* to act to prevent Klingon interference with the development of the planet's culture. Salar concludes by reminding the Klingons that the Federation ships' phasers can be set for stun intensity.

The Vulcans will take an active part only if the Klingons are actively fighting, not if the Klingons merely observe. The Settlers are fighting purely defensively, and so they will not attack the Klingons. If the Klingons start to attack the Settlers, Federation sensors are more than adequate to report to Captain Salar exactly what is happening. The *Essex* will simply sweep the area with ship's phasers on wide-angle heavy stun, beam everybody aboard, and sort them out in Security.

The Klingons really should feel no need to personally participate in the attack, however. The six of them would not be enough to sway the balance either way. Rather, now is the time for the Klingons to find out if the last several weeks of training the People were a good investment. If Utta's tribe loses the battle, the Federation fleet will arrive with enough force to back up their negotiations for a 'peaceful settlement'. If Utta wins, however, the Federation will not be able to do a thing about it, because it was all part of the natural cultural evolution of the planet.

The Klingons also win if the People do, because they will now control an extremely valuable resource base. The Federation will probably still try to negotiate a trade agreement if the Klingons will. As good Klingons, the player characters should be only too happy to let the Federation buy durallium at a suitable price.

The time has come for the Klingons to play their game of *klin zha* with living pieces – the People and the Settlers. Map 3 is the game board for use in this Final Battle.

Kai Kassai, Klingon!



MAP 1 VILLAGE OF SILLIVAR

MAPS

15m

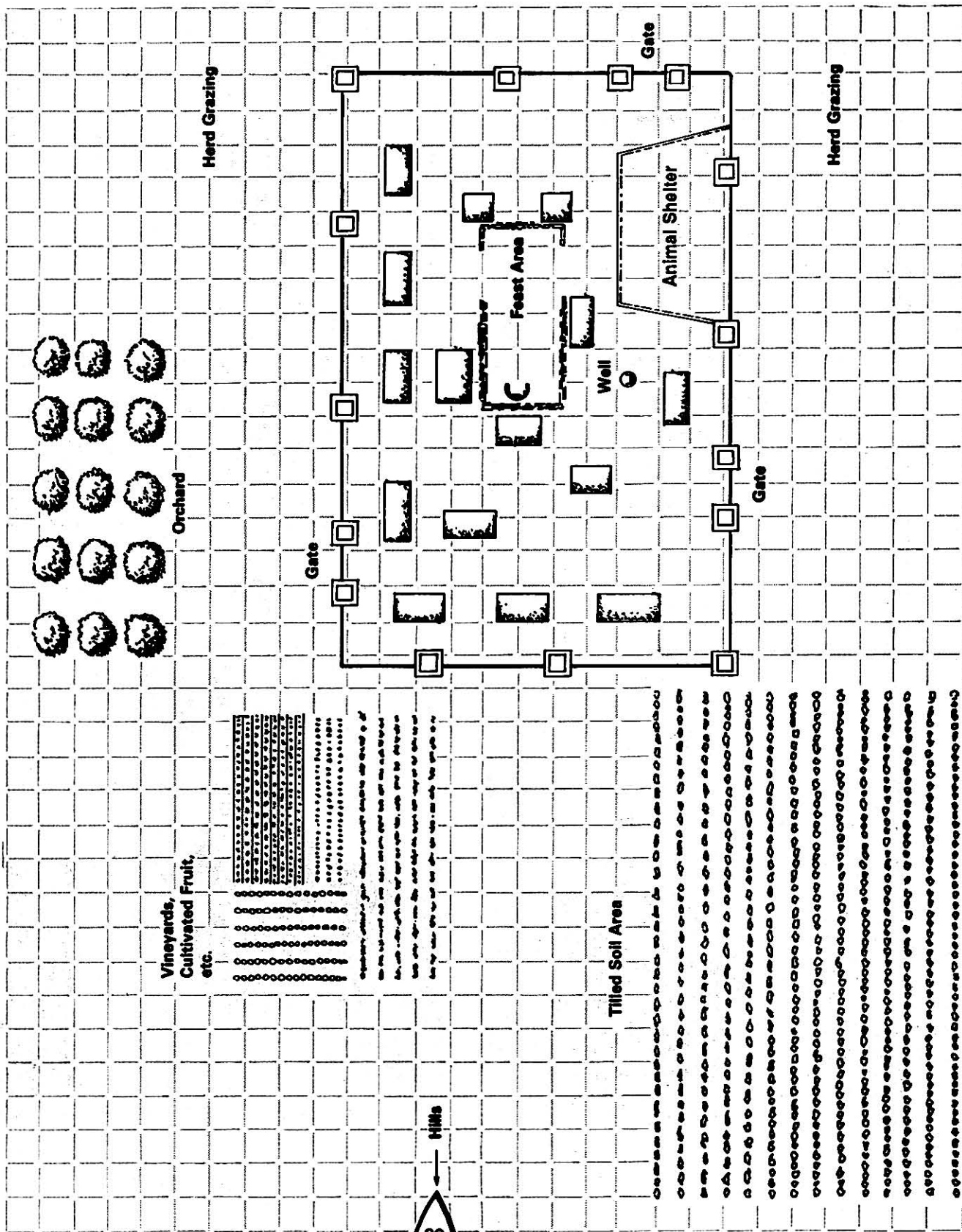
Vineyards,
Cultivated Fruit,
etc.

Legend symbols for various terrain features and structures.

29

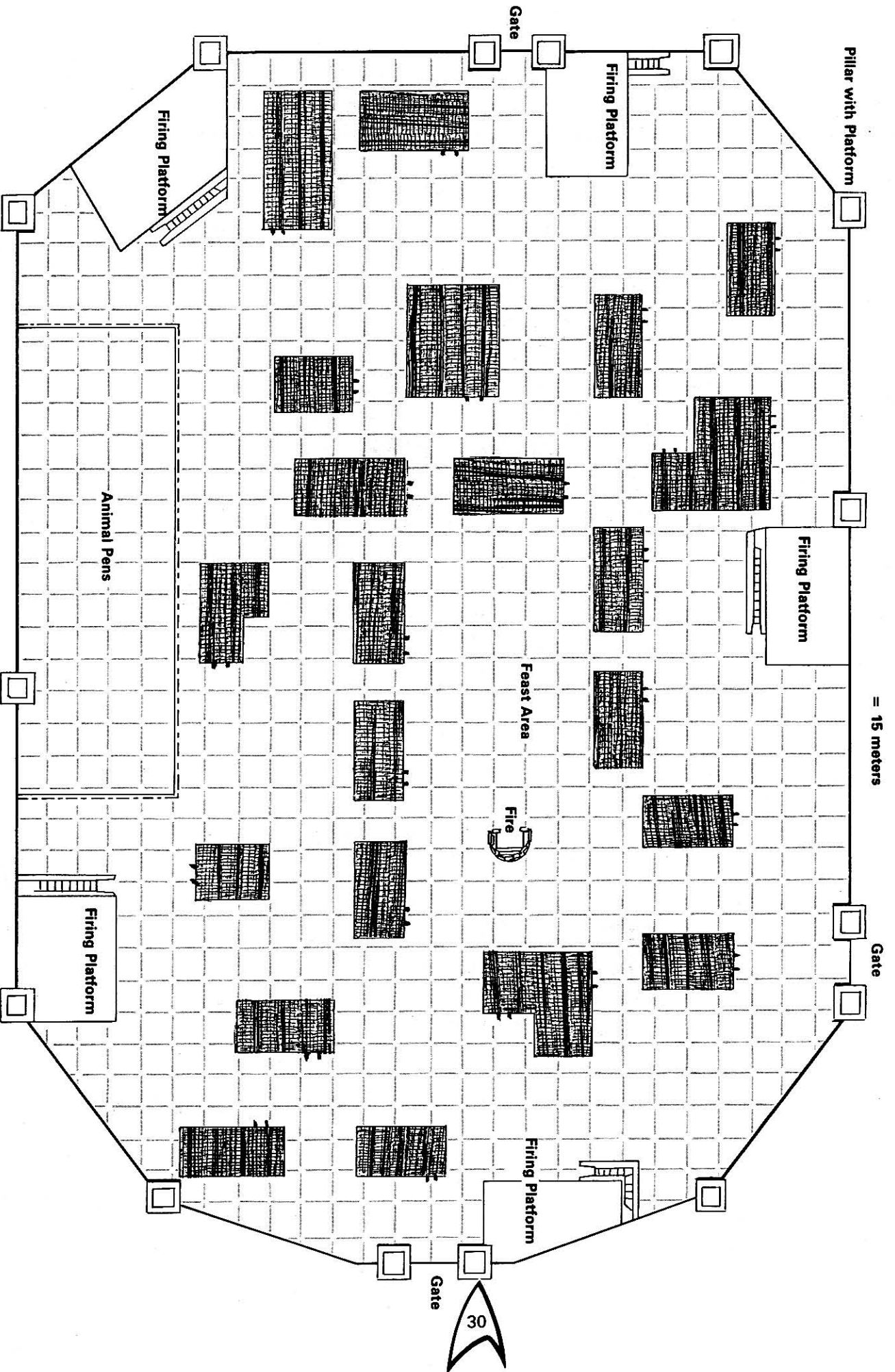
Hills

Tilled Soil Area



MAP 2 LIRMAR VILLAGE FOR PLAYERS USE

= 15 meters



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VESSELS

D-7A (Painbringer) CLASS VIII CRUISER

The vessel used by the Klingon player characters in this adventure is named *Dun Da Spu'*, ("Great Book Strike"), a D-7A (Painbringer) Class Cruiser. Introduced on Stardate 1/8611, the D-7A did not see any action in the Unknown War, but the lessons learned from this conflict were reflected in its design. The D-7A Class, named "Painbringer" from the Klingon *K't'agga*, continues to serve the Klingon Imperial Navy well.

Construction Data:

Model Number— A
Date Entering Service— 1/8611
Number Constructed— 1671

Hull Data:

Superstructure Points— 20
Damage Chart— C
Size
Length— 216 m
Width— 152m
Height— 55m
Weight— 100,300 mt

Cargo

Cargo Units— 120 SCU
Cargo Capacity— 600 mt
Landing Capability— None

Equipment Data:

Control Computer Type— ZD-5
Transporters
standard 6-person— 3
combat 22-person— 5
emergency 18-person— 1
cargo— 2

Other Data:

Crew— 352
Shuttlecraft— 5
Troops— 220

Engines and Power Data:

Total Power Units Available— 40
Movement Point Ratio— 4/1
Warp Engine Type— KWD-1
Number— 2
Power Units Available— 18
Stress Charts— L/N
Maximum Safe Cruising Speed— Warp 6
Emergency Speed— Warp 8
Impulse Engine Type— KIC-2
Power Units Available— 4

Weapons and Firing Data

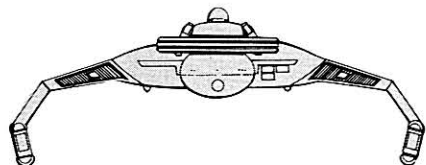
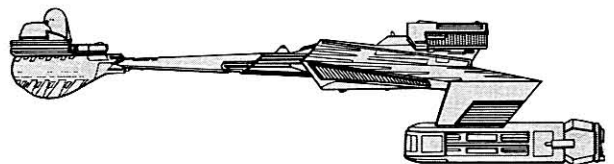
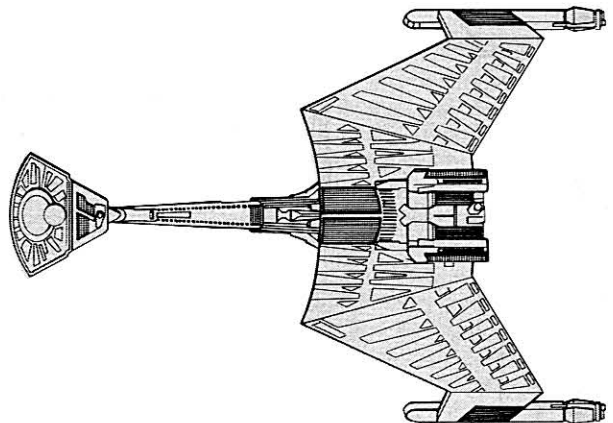
Beam Weapon Type— KD6
Number— 4
Firing Arcs— 2t/p, 2t/s
Firing Chart— T
Maximum Power— 6
Damage Modifiers— +1
(1-18)

Shields Data:

Deflector Shields Type— KSC
Shield Point Ratio— 1/1
Maximum Shield Power— 8

Combat Efficiency

D— 54.6
WDF— 20.4



CONSTITUTION CLASS XI CRUISER

The *USS Essex*, The Federation vessel commanded by the Vulcan Captain Salar and his crew, is a Mark III *Constitution* Class Cruiser. Renowned as both research vessels and as cruisers, the *Constitution* Class ships were among the most versatile built for Federation expansion efforts. On Stardate 2/0104, the FWF-1 warp drive engine was brought into the inventory, and all *Constitution* Class ships were refitted as Mark IIs. By Stardate 2/0510, the refitting was complete, and the *Constitution* class remained the most advanced starship of its time.

Construction Data:

Model Number— MK III
Date Entering Service— 2/0206
Number Constructed— 28

Hull Data:

Superstructure Points— 20
Damage Chart— C
Size
Length— 290 m
Width— 127m
Height— 73
Weight— 164,600 mt

Cargo

Cargo Units— 390 SCU
Cargo Capacity— 19,500 mt
Landing Capability— None

Equipment Data:

Control Computer Type— M-4
Transporters—
standard 6-person 4
emergency 22-person 5
cargo 2

Other Data:

Crew— 430
Passenger— 60
Shuttlecraft— 12

Engines And Power Data:

Total Power Units Available— 44
Movement Point Ratio— 4/1
Warp Engine Type— FWF-1
Number 2
Power Units Available— 20
Stress Charts— G/L
Maximum Safe Cruising Speed— Warp 6
Emergency Speed— Warp 8
Impulse Engine Type— FID-2
Power Units Available— 4

Weapons and Firing Data:

Beam Weapon Type— FH-3
Number— 6 in 3 banks
Firing Arcs— 2f/p, 2f, 2f/s
Firing Chart— W
Maximum Power— 5
Damage Modifiers—
+3 (1-10)
+2 (11-17)
+1 (18-20)

Missile Weapon Type—

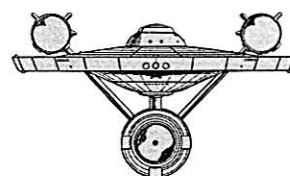
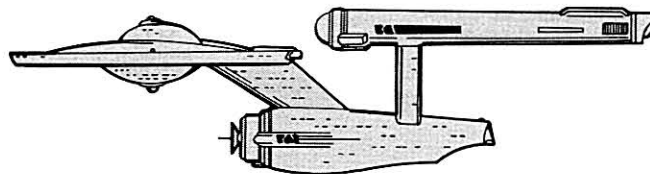
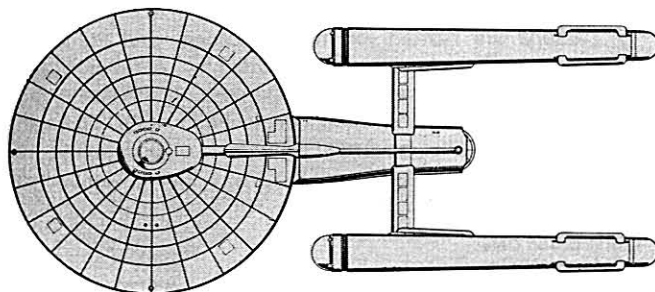
FP-1
Number— 2
Firing Arcs— f
Firing Chart— L
Power To Arm— 1
Damage— 10

Shields Data:

Deflector Shield Type— FSN
Shield Point Ratio— 1/2
Maximum Shield Power— 16

Combat Efficiency:

D— 83.5
WDF— 43.6



LARSON CLASS VII DESTROYER

When Captain Salar calls for reinforcements from the Federation, two of the three ships are Mark VI *Larson* Class Destroyers. Entering service on 2/0912, the Mark VI mounted a more powerful impulse drive system, improved phase weapons, and the more efficient FSD Shield Generators.

Larsons are named for military leaders and battles of Terran origin. The class vessel is named for Admiral William G. Larson, hero of the battle at Gamma Hydra during the Romulan War. The one exception is NCC 4305 *Thelenth*, which is named after an Andorian admiral who defeated the Klingons in a pitched battle at Donovan's Star at the cost of his own ship and crew.

Construction Data:

Model Number— MK VI
Date Entering Service— 2/0912
Number Constructed— 6

Hull Data:

Superstructure Points— 14
Damage Chart— C
Size—
Length— 269 m
Width— 134 m
Height— 62 m
Weight— 87,000 mt

Cargo

Cargo Units— 200 SCU
Cargo Capacity— 10,000 mt
Landing Capability— None

Equipment Data:

Control Computer Type— M-1
Transporters—
standard 6-person— 4
emergency 22-person— 3
cargo— 1

Other Data:

Crew— 200
Passengers— 10
Shuttlecraft— 6

Engines And Power Data:

Total Power Units Available— 23
Movement Point Ratio— 2/1
Warp Engine Type— FWC-2
Number— 1
Power Units Available— 20
Stress Charts— MK
Maximum Safe Cruising Speed— Warp 7
Emergency Speed— Warp 9
Impulse Engine Type— FIC-2
Power Units Available— 3

Weapons And Firing Data:

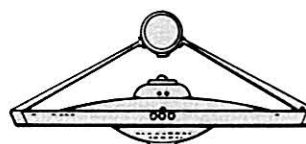
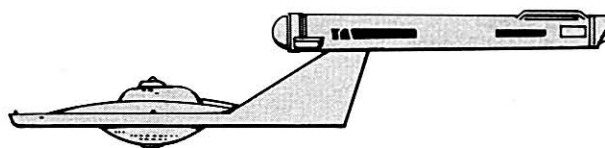
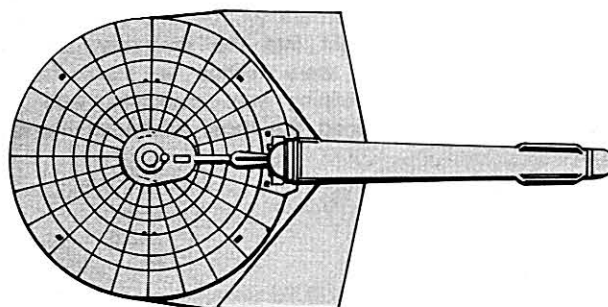
Beam Weapon Type— FH-7
Number— 6 in 3 banks
Firing Arcs— 2f/p, 2f, 2f/s
Firing Chart— H
Power To Arm— 1
Damage— 6

Shields Data:

Deflector Shield Type— FSD
Shield Point Ratio— 1/2
Maximum Shield Power— 7

Combat Efficiency:

D— 63.0
WDF— 23.2



LOKNAR CLASS VIII FRIGATE

The third ship among reinforcements sent by the Federation to aid Captain Salar at planet 34K/iii is a Mark II *Loknar* Class VIII Frigate. Introduced in 1/9801, the Mark II mounted the FWE-2 warp drive system, even though this engine was not officially adopted by Star Fleet until Stardate 2/0002. Eight FH-5 phasers and four FP-2 torpedoes were incorporated into the Mk II, making it more powerful than anything the Klingons had at that time, except for the *D-10*. The Mk II also mounted an upgraded binary shield generator, the FSK, giving 33 percent more protection at the same output level as the earlier system.

The *Loknar* class frigates are named after cities and provinces of the Federation.

Construction Data:

Model Number—	MK II
Date Entering Service—	1/9801-2/1502
Number Constructed—	42

Hull Data:

Superstructure Points—	28
Damage Chart—	C
Size	
Length—	290 m
Width—	127 m
Height—	56 m
Weight—	115,800 mt

Cargo

Cargo Units—	280 SCU
Cargo Capacity—	14,000 mt
Landing Capability—	None

Equipment Data:

Control Computer Type—	M-2
Transporters—	
standard 6-person—	3
emergency 22-person—	1
cargo—	1

Other Data:

Crew—	79
Passengers—	4
Shuttlecraft—	2

Engines and Power Data:

Total Power Units Available—	29
Movement Point Ratio—	3/1
Warp Engine Type—	FWE-2
Number—	2
Power Units Available—	13
Stress Charts—	G/K
Maximum Safe Cruising Speed—	Warp 7
Emergency Speed—	Warp 9
Impulse Engine Type—	FIC-2
Power Units Available—	3

Weapons And Firing Data:

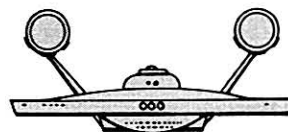
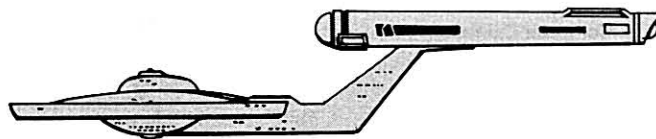
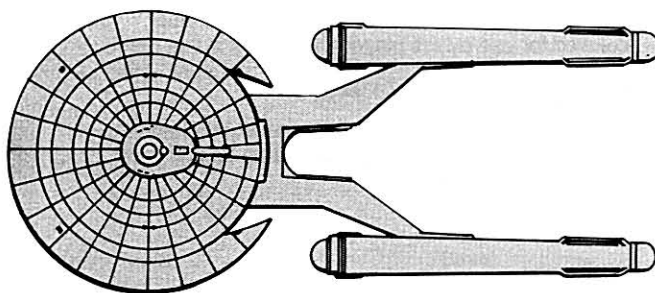
Beam Weapons Type—	FH-5
Number—	8 in 4 banks
Firing Arcs—	2t/p, fs, 4a
Firing Chart—	R
Maximum Power—	4
Damage Modifiers—	
+2	(1-8)
+1	(9-16)
Missile Weapon Type—	FP-3
Number—	4
Firing Arcs—	3f, 1a
Firing Chart—	D
Power To Arm—	1
Damage—	6

Shields Data:

Deflector Shield Type—	FSK
Shield Point Ratio—	1/2
Maximum Shield Power—	16

Combat Efficiency:

D—	76.7
WDF—	29.6



CAST OF CHARACTERS

PLAYER CHARACTERS

Following are descriptions and game statistics for the Senior Officers of the Klingon *D-7A* cruiser. They were created for use by the player characters in this game.

Name: KORON vestai Zu'ud
Rank/Title: Captain
Current Assignment: Imperial Klingon Expeditionary Forces
Position: Commanding Officer, *Dun Da Spu'*

Race: Imperial Klingon
Age: 36
Sex: Male

Attributes:

STR — 71	CHA — 61
END — 66	LUC — 09
INT — 64	PSI — 27
DEX — 70	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 1D10+6
Modern: 63	AP: 11
HTH: 50	

Significant Skill	Level
Administration	37
Astronomy/Astrophysics	10
Bribery	31
Computer Operation	15
Federation Law	40
Gaming, Knife Throw	20
Interrogation	60
Klingon History	27
Klingon Law	69
Language, Galacta	50
Leadership	46
Marksmanship, Modern	56
Negotiation/Diplomacy	24
Personal Weapons Technology	19
Personal Combat, Unarmed	30
Physical Chemistry	10
Shuttlecraft Pilot	21
Small Unit Tactics	20
Starship Combat Strategy/Tactics	61
Starship Security	56
Surveillance	56
Trivia, Seduction	03
Zero-G Operations	10

Distinguishing Physical Characteristics:
 Koron is a typical Imperial Klingon.

Brief Personal History:
 Koron is ambitious and from a powerful lineage. Setbacks early in his career have kept him from advancing as rapidly as he desires.

Personality:
Motivations/Desires/Goals:
 Koron wishes to advance and to make up for his earlier losses. He is greedy and ruthless, and has filled his staff with younger officers who owe him favors. Koron also fancies himself a ladies' man.

Special Knowledge/Powers:
 Koron has a fair knack for business administration.



Name: KETHKA vestai Kul
Rank/Title: Lieutenant Commander
Current Assignment: Imperial Klingon Expeditionary Forces
Position: Chief Engineer, *Dun Da Spu'*

Race: Imperial Klingon
Age: 31
Sex: Male

Attributes:

STR — 76	CHA — 60
END — 61	LUC — 79
INT — 70	PSI — 19
DEX — 60	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 2D10+3
Modern: 52	AP: 10
HTH: 45	

Significant Skills	Level
Administration	53
Astronomy/Astrophysics	10
Bribery	05
Computer Operation	27
Computer Technology	33
Deflector Shield Technology	18
Electronics Technology	10
Environmental Suit Operations	10
Federation Law	10
Gaming, <i>Klin zha</i>	10
Interrogation	30
Klingon History	10
Klingon Law	30
Language, Galacta	40
Leadership	46
Marksmanship, Modern	44
Mechanical Engineering	32
Personal Weapons Technology	20
Personal Combat, Unarmed	30
Physics	28
Ship's Weaponry Technology	39
Starship Engineering, General	56
Starship Security	20
Starship Sensors	10
Transporter Operation Procedures	33
Transporter Systems Technology	47
Warp Drive Technology	60

Distinguishing Physical Characteristics:
 The hair on the right side of Kethka's mustache and beard is white.

Brief Personal History:
 Kethka has served with Captain Koron for many years. He received severe radiation burns in an accident some years ago, which is why the hair on the right side of his face is white.

Personality:
Motivations/Desires/Goals:
 Ingenuous and mentally dextrous, Kethka enjoys solving puzzles.

Special Knowledge/Powers:
 None.



Name: MRAAP tal Shala
Rank/Title: Lieutenant
Current Assignment: Imperial Klingon Expeditionary Forces
Position: Science Officer, *Dun Da Spu'*

Race: Imperial Klingon
Age: 25
Sex: Male

Attributes:

STR - 66 CHA - 34
 END - 75 LUC - 55
 INT - 70 PSI - 07
 DEX - 59

Combat Statistics:

To-Hit Numbers — Bare-Hand Damage: 1D10+6
 Modern: 52 AP: 9
 HTH: 45

Significant Skills

	Level
Administration	35
Astronomy/Astrophysics	39
Botany	31
Comparative Archaeology, Klingon	10
Computer Operation	62
Environmental Suit Operations	10
Federation Law	16
Geology	10
Interrogation	30
Klingon History	18
Klingon Law	59
Language	
Galacta	48
Orion	37
Romulan	63
Vulcan	44
Leadership	40
Marksmanship, Modern	45
Personal Combat	
Unarmed	30
Sword	20
Physics	52
Planetary Survival	04
Starship Security	20
Starship Sensors	63
Zoology	10

Distinguishing Physical Characteristics:

Mraap is clean-shaven and has a very youthful appearance.

Brief Personal History:

Mraap is from a mediocre line. He had resigned himself to being in a dead-end assignment with no hope of advance, until Koron got him transferred and promoted.

Personality:

Motivations/Desires/Goals:

Mraap does not know why Koron got him transferred aboard the *Dun Da Spu'*. Afraid of being sent back to his old post, the Science Officer tries hard to please his Captain.

Special Knowledge/Powres:

The Science Officer is linguistically gifted, being fluent in Galacta, Orion, Romulan, and Vulcan.



Name: KRUL vestal Zu'ud
Rank/Title: Commander
Current Assignment: Imperial Klingon Expeditionary Forces
Position: Chief of Security, *Dun Da Spu'*

Race: Imperial Klingon
Age: 31
Sex: Male

Attributes:

STR - 64 CHA - 59
 END - 61 LUC - 60
 INT - 70 PSI - 01
 DEX - 58

Combat Statistics:

To-Hit Numbers — Bare-Hand Damage: 1D10+6
 Modern: 59 AP: 9
 HTH: 44

Significant Skills

	Level
Administration	43
Astronomy/Astrophysics	10
Bribery	56
Federation Law	27
Gaming, Jai Alai	20
Interrogation	68
Klingon History	10
Klingon Law	88
Language, Galacta	48
Leadership	40
Marksmanship, Modern	60
Negotiation/Diplomacy	33
Personal Weapons Technology	10
Personal Combat	
Unarmed	30
Sword	20
Psychology, Klingon	22
Shuttlecraft Pilot	20
Small Unit Tactics	23
Starship Security	86
Streetwise	11
Surveillance	57
Zero-G Operations	10

Distinguishing Physical Characteristics:

Krul has the appearance of a typical Imperial Klingon.

Brief Personal History:

The Chief of Security is line-brother to Captain Koron. He and the Captain therefore 'watch each other's backs'. Due to their close relationship, Krul has always been loyal to Koron.

Personality:

Motivations/Desires/Goals:

Krul knows that his fortune depends on Koron. The Captain has always kept his word, and that has cemented Krul's loyalty even further. Krul is the Captain's legal advisor.

Special Knowledge/Powres:

None.



Name: KOURA tal Zu'ud
Rank/Title: Lieutenant
Current Assignment: Imperial Klingon Expeditionary Forces
Position: Ship's Doctor, *Dun Da Spu'*

Race: Imperial Klingon
Age: 27
Sex: Male

Attributes:

STR - 62	CHA - 42
END - 60	LUC - 01
INT - 70	PSI - 07
DEX - 64	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 1D10+5
Modern: 60	AP: 10
HTH: 44	

Significant Skills

	Level
Administration	10
Astronomy/Astrophysics	10
Botany	10
Computer Operations	10
Environmental Suit Operations	18
Interrogation	38
Klingon History	19
Klingon Law	18
Language, Galacta	40
Leadership	10
Life Support Technology	16
Medicine	
Klingon	65
Human	19
Personal Combat	
Unarmed	20
Dueling Stick	29
Physical Chemistry	21
Planetary Survival	14
Psychology, Klingon	40
Starship Security	10
Starship Sensors	23
Streetwise	48
Zoology	35

Distinguishing Physical Characteristics:

In appearance, Koura is a typical Imperial Klingon.

Brief Personal History:

Koura is another of the Captain's relatives, and Koron watches over him as though he were a younger brother. The medic has spent a lot of time getting into trouble 'on the streets'.

Personality:

Motivations/Desires/Goals:

Koura feels secure as long as Koron is in command. However, he has no greater aspiration than to continue serving as a medical man.

Manner:

The ship's medic is fairly easy going for a Klingon.

Special Knowledge/Powers:

The medic is good at triage and first aid.



Name: KRAAL tal Rul
Rank/Title: Lieutenant j.g.
Current Assignment: Imperial Klingon Expeditionary Forces
Position: Communications Officer, *Dun Da Spu'*

Race: Imperial Klingon
Age: 23
Sex: Male

Attributes:

STR - 66	CHA - 70
END - 70	LUC - 01
INT - 70	PSI - 12
DEX - 63	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 1D10+6
Modern: 54	AP: 10
HTH: 47	

Significant Skills

	Level
Administration	23
Astronomy/Astrophysics	10
Computer Systems Technology	42
Computer Operation	43
Electronics Technology	44
Interrogation	10
Klingon History	10
Klingon Law	44
Language	
Galacta	50
Orion	53
Romulan	48
Tellarite	34
Vulcan	21
Leadership	10
Marksmanship, Modern	55
Personal Combat	
Unarmed	30
Sword	30
Small Equipment Systems Technology	46
Starship Communications Procedures	66
Starship Sensors	30
Starship Services	30
Transporter Operation Procedure	16

Distinguishing Physical Characteristics:

Kraal is a typical Imperial Klingon in appearance.

Brief Personal History:

Through no fault of his own, Kraal earned an unfavorable security notation. When Koron had Kraal transferred to his ship, he also had the Communication Officer's record cleared.

Personality:

Motivations/Desires/Goals:

Kraal fears that if he displeases the Captain, he will be turned over to security.

Special Knowledge/Powers:

None.



NPCs

Following are descriptions of the more important NPCs, as well as statistics for standard native characters.

Name: A'ARUUL
Rank/Title: None (Kuve)
Current Assignment: Koron vestai Zu'ud
Position: Captain's Transporter, *Dun Du Spu'*

Race: Wurr
Age: 39
Sex: Male

Attributes:

STR - 38	CHA - 34
END - 49	LUC - 47
INT - 71	PSI - 17
DEX - 65	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 1D10
Modern: 33	AP: 10
HTH: 33	

Significant Skills	Level
Administration	37
Banking and Finance	77
Computer Operation	37
Klingon Law	48
Shuttlecraft Pilot	68
Transporter Operation Procedures	79
Transporter Systems Technology	85

Distinguishing Physical Characteristics:

A'aruul looks rather canine. His long, drooping hair gives him a doleful appearance.

Brief Personal History:

A'aruul has served Koron as kuve for many years.

Personality:

Motivations/Desires/Goals:

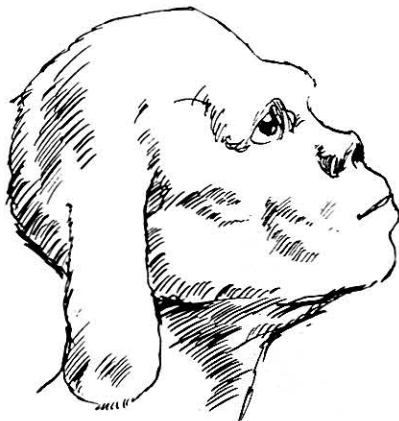
The transporter serves Koron willingly. He is 100 percent loyal to the Captain, which is vital to the latter's physical safety when using a transporter.

Manner:

A'aruul's manner of speech and outlook are as gloomy as his looks.

Special Knowledge/Powers:

A'aruul is especially skilled in business matters.



THE SETTLERS

Name: AILERER
Rank/Title: First Brother of Sillivar

Race: Settler
Age: 65
Sex: Male

Attributes:

STR - 45	CHA - 70/35
END - 60	LUC - 37
INT - 75	PSI - 09
DEX - 60	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 1D10
Modern:	AP: 10
HTH: 30	

Significant Skills	Level
Administration	15
Carousing	21
Gaming	64
Leadership	26
Negotiation/Diplomacy	47
Settler History, Legend	53
Settler Law	41

Distinguishing Physical Characteristics:

Ailere's fur is almost white with age. He speaks slowly, never raising his voice. His tunic is without adornment.

Brief Personal History:

Ailere has been in the Council of Brothers since he was old enough to hold office. He has been First Brother for about 30 years.

Personality:

Motivations/Desires/Goals:

Ailere believes devoutly in the sanctity of life and the brotherhood of all living things. His dual CHA score reflects the impression he makes on his own people, versus his effect on the Klingons. Ailere and the Settlers are simply not interested in what the Klingons have to offer.

Special Knowledge/Powers:

Ailere has extensive knowledge of Settler history, which consists mostly of legends and tales, on the order of great mediators handing down the Rules of Brotherhood. It is similar in many ways to the Vulcan legend cycle of Surak.



Name: DALLAN

Race: Settler
Age: 21
Sex: Male

Attributes:

STR - 53	CHA - 45
END - 71	LUC - 42
INT - 70	PSI - 07
DEX - 83	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 1D10+3
Sling: 69	AP: 12
HTH: 42	

Significant Skills

	Level
Carousing	31
Gaming	5
Leadership	7
Negotiation/Diplomacy	21
Personal Combat, Armed, Sling	55
Settler History	13
Settler Law	17

Distinguishing Physical Characteristics:

Dallan is a tan-skinned young male, equivalent to a Human in his late teens.

Brief Personal History:

Dallan is a young Settler who is being trained by Ailere to become one of the Council of Brothers. Ailere hopes that one day Dallan will take his place as First Brother of Sillivar.

Personality:

Motivations/Desires/Goals:

Dallan is trying hard to live up to Ailere's expectations.

Manner:

Because of his youth, Dallan tends to be rash and impetuous.

Special Knowledge/Powers:

None:



Name: TYPICAL ADULT SETTLER

Age: Gamemaster's Choice
Sex: Gamemaster's Choice

Attributes:

STR - 65	CHA - 35*
END - 84	LUC - 42
INT - 50	PSI - 04
DEX - 60	

* The CHA score is relative to Klingons.

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 1D10+3
Sling: 60	AP: 10
HTH: 30	

Significant Skills

	Level
Carousing	43
Personal Combat, Armed, Sling	60

THE PEOPLE

Name: UTTA

Rank/Title: Chief of the People
Current Assignment:
Age: 31
Sex: Female

Attributes:

STR - 95	CHA - 56
END - 87	LUC - 58
INT - 77	PSI - 13
DEX - 88	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 2D10+6
Kraal-koia: 82	AP: 12
HTH: 62	

Significant Skills

	Level
Artistic Expression, Tattooing	43
Carousing	54
Gaming, Knife-Throwing Game	56
Leadership	64
Negotiation/Diplomacy	57
Personal Combat, Armed, Kraal-Koia	76
Personal Combat, Unarmed	36
Planetary Survival, Dry Temperate	64
Psychology, The People	23
Racial Culture/History, The People	57
Small Unit Tactics	37
Streetwise	67
Surveillance	63
Vocal Music, Native Ballads	43

Distinguishing Physical Characteristics:

Utta is nearly two meters tall. Her fur is russet with deep grey markings much like those of a Terran tiger. She has a large scar on the left side of her face.

Brief Personal History:

About six years ago, Utta assumed control of her tribe, which is the second largest among the nomadic People. She has been consolidating her power and attempting to apply her developing theories about war.

Personality:

Motivations/Desires/Goals:

Utta is highly intelligent and knows how to make her tribe loyal to her. She is an extremely skillful warrior, but what she knows about small unit tactics is self taught. Long dissatisfied with the People's traditional raiding type of warfare, she is beginning to develop ideas on strategy as an improved method of fighting. Utta's taste for glory, martial prowess, and cunning will make her very appealing to the Klingons.

Utta is virtually the only one among the People who is receptive to the Klingon proposals.

Manner:

Utta is extremely ruthless in her dealings with the others.

Special Knowledge/Powers:

Utta is in great demand among her tribe for her skill in tattooing. She uses it as a mark of special favor.



Name: LERA

Rank/Title: Uta's Principal Sub-Chief

Race: The People

Age: 26

Sex: Female

Attributes:

STR - 76	CHA - 61
END - 91	LUC - 44
INT - 49	PSI - 21
DEX - 97	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 2D10
<i>Kraal-Koia:</i> 88	AP: 13
<i>Knife:</i> 61	
<i>Thrown Knife:</i> 60	
<i>HTH:</i> 91	

Significant Skills

	Level
Carousing	43
Instrumental Music, Native Pipes	63
Leadership	43
Medicine, First Aid	12
Negotiation/Diplomacy	51
Personal Combat	
<i>Kraal-Koia</i>	79
<i>Knife</i>	25
<i>Thrown Knife</i>	23
Unarmed	85
Psychology, The People	44
Planetary Survival, Dry Temperate	38
Racial Culture History, The People	51
Surveillance, Observation/Tracking	44

Distinguishing Physical Characteristics:

Lera is slender and sleek in build. She is very graceful, and her fur is medium grey with deep grey markings.

Brief Personal History:

Lera has been friends with Uta since childhood. When she was younger, she received some shamanic training. Because of this, Lera is a very deliberate and thorough thinker, never acting in haste or passion.

Personality:

Motivations/Desires/Goals:

Lera is very loyal to Uta. She does not fully understand Uta's theories of war, but she tries. She has saved Uta's life several times. Lera is also an excellent hunter and a truly outstanding tracker.

She will go along with whatever positive or negative response Uta has to the Klingons. If the Klingons were to kill Uta, Lera would avenge her.

Manner:

Lera is not as ruthless as Uta, but she tries to make up for it. She is also a stern but fair disciplinarian.

Special Knowledge/Powers:

Lera is a skillful tracker and hunter. She has fair musical talent also.



Name: KYLUU

Rank/Title: Chief of the largest tribe of the People

Race: The People

Age: 27

Sex: Female

Attributes:

STR -115	CHA -34
END -121	LUC -49
INT -41	PSI -05
DEX -51	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 2D10+6
<i>Kraal-Koia:</i> 71	AP: 9
<i>HTH:</i> 41	

Significant Skills

	Level
Eating	87
Leadership	12
Negotiation/Diplomacy	05
Personal Combat	
<i>Kraal-koia</i>	90
Unarmed	31
Racial Culture/History, The People	15

Distinguishing Physical Characteristics:

Kyluu is grossly obese, with dirty, medium brown fur.

Brief Personal History:

Kyluu was urged into taking control of the tribe by her sub-chiefs, as she herself has no particular urge to achieve anything.

Personality:

Motivations/Desires/Goals:

Kyluu is slothful, indolent, and slovenly. She is despised by the other Tribes, and her own sub-chiefs abide her only because she does not care what they do.

Special Knowledge/Powers:

Add 1D10+5 to damage with *kraal-koia*.



Name: NUR
Rank/Title: Shaman-mujuk of the Tribe of Utta

Race: The People
Age: 51
Sex: Female

Attributes:

STR	— 54	CHA	— 38
END	— 87	LUC	— 51
INT	— 62	PSI	— 67
DEX	— 69		

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 1D10+3
HTH: 34	AP: 10

Significant Skills

	Level
Astrology	55
Botany	37
Geology	11
Interrogation	21
Instruction	45
Medicine	21
Negotiation/Diplomacy	51
Planetary Ecology	23
Planetary Survival, Dry Temperate	37
Psychology, The People	74
Surveillance, Observation	64
Trivia, Ceremonies	77
Zoology	23

Distinguishing Physical Characteristics:

Nur has grey fur tattooed in red-brown and dark grey patterns of whorls, cusps, and waves. She never quite focuses her eyes on another person, which gives her a wild-eyed look.

Brief Personal History:

Due to her high PSI, Nur has been trained since childhood as a shaman.

Personality:

Motivations/Desires/Goals:

Nur is first and foremost a shaman, taking her responsibilities very seriously and brooking no interference. Her END and DEX are still very high, due to the physically demanding rituals of the Shamans. As the People believe shamans are 'touched by spirits', it is bad luck to harm one.

Special Knowledge/Powres:

Nur has the shaman's PSI powers of divination, scrying, and illusion-generation. Although Shamans do not fight physically, they can defend themselves psionically if attacked.



Name: TYPICAL WARRIOR

Race: The People
Age: Gamemaster's Choice
Sex: Female

Attributes:

STR	— 80	CHA	— 35
END	— 86	LUC	— 45
INT	— 50	PSI	— 08
DEX	— 75		

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 2D10
Kraal Koia: 68	AP: 11
HTH: 55	
Knife: 68	
Thrown Weapon: 68	

Significant Skills

	Level
Carousing	40
Personal Combat	
Kraal-Koia	60
Knife	60
Thrown Weapon	60
Unarmed	35
Planetary Survival, Dry Temperate	55



VULCANS

Name: SALAR
Rank/Title: Captain
Current Assignment: *USS Essex, NCC-1719*
Position: Commanding Officer

Race: Vulcan
Age: 53
Sex: Male

Attributes:

STR - 81	CHA - 72
END - 70	LUC - 34
INT - 83	PSI - 74
DEX - 68	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 2D10+5
Modern: 63	AP: 10
HTH: 44	

Significant Skills

	Level
Leadership	67
Marksmanship, Modern	58
Negotiation/Diplomacy	87
Personal Combat, Unarmed	20
Starship Combat,	
Strategy/Tactics	57

Distinguishing Physical Characteristics:

Salar is a typical Vulcan in appearance.

Brief Personal History:

Salar is a veteran starship Captain with eight years experience in scientific missions.

Personality:

Motivations/Desires/Goals:

Like all Vulcans, Salar is governed by logic. He and his crew are not stupid, but they sometimes fail to understand illogical actions in others. He and his men are highly competent, always ready to carry out their duties in the most professional manner.

Although a veteran Captain and a fine officer, Salar prefers more scientific assignments for the Vulcan ships of Star Fleet. In this adventure, Salar calls for help because he is clearly out of his element. Star Fleet Vulcans are neither better nor worse than Star Fleet Humans; they merely excel in different areas.



Name: TYPICAL SECURITY GUARD
Current Assignment: *USS Essex, NCC-1719*
Position: Security Guard

Race: Vulcan
Age: Gamemaster's Choice
Sex: Gamemaster's Choice

Attributes:

STR - 80	CHA - 45
END - 80	LUC - 45
INT - 60	PSI - 55
DEX - 72	

Combat Statistics:

To-Hit Numbers —	Bare-Hand Damage: 2D10+6
Modern: 70	AP: 11
HTH: 66	

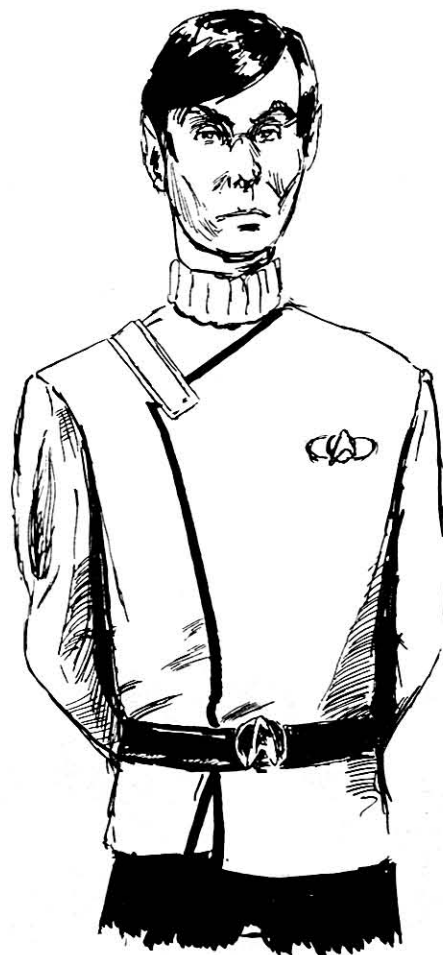
Significant Skills

	Level
Security Procedures	50

Brief Personal History:

Captain Salar chose his best men to accompany him aboard the *Essex*. Any other choice would have been illogical.

[NOTE: These are highly-trained troops. The "Anonymous Redshirt" of the *STAR TREK* TV show was a dramatic device. Real Star Fleet security guards would be much more highly trained than that.]



GAMEMASTER'S NOTES

Before playing this adventure, the gamemaster and all the players should read FASA's rules supplement **The Klingons**, which is full of valuable information dealing with characterization of Klingon players. Also valuable is *The Final Reflection*, John M. Ford's novel of the Klingons, which also provides many insights into the behavior, manners, and morals of the people of the Klingon Empire.

HINTS ON PLAY

Deep in the Triangle, Imperial Klingon Expeditionary Force Cruiser 397 has found rich deposits of the valuable mineral durallium on a world known only as Planet 34K/iii. In addition, there is enough durallium to bring wealth to all the Klingon officers in the group.

Planet 34K/iii is so distant, however, that if equipment or labor had to be imported, profits from the durallium mining would be cut sharply. Machinery will be at a premium, but fortunately for the players, there are natives on the planet.

There are, in fact, two groups of natives and they are at war over the territory containing the durallium deposits. The best solution to exploiting the planet's wealth would be for the Klingons to aid one group of natives in conquering the other group, who would then become a population of slave workers for the mines.

Creating an imbalance of power thus becomes the mission of this particular group of Klingons.

Although the **Imbalance of Power** adventure uses Klingons as player characters, it has been designed so that brute force is actually the worst possible solution to the player groups' problem. The players may find themselves making more Skill Rolls than normal, and using less *To-Hit*, *Modern* and *To-Hit*, *HTH* numbers. Nevertheless, there are plenty of choices for the player characters to make.

Also, the scenario for **Imbalance of Power** is lengthy and somewhat involved. As always, the gamemaster will have to use his skill to keep the characters on the track of the adventure without giving away the show or leaving the characters with little opportunity to make their own decisions.



TIMELINE

-3 Years

Utta becomes chief of her tribe.

-1 Day

Utta argues with Faana.

Players arrive in star system 34 Kraol.

Day 1

Players land on planet.

First skirmish with Riders outside village of Sillivar.

Day 1, late

Day of the Feast, the attack by the Riders, and the destruction of Sillivar.

Players meet Utta.

Day 2

Challenge of Non-Challenge.

Day 6

Night of the triple eclipse. The Klingons go "Cresting".

Day 7

Utta visits the "Klingon camp".

Day 12

Utta challenges Kyluu, wins the fight, and Utta declares the Peoples' greatest celebration.

Day 14-24

While the Tribe of Utta prepares for the Celebration, the Klingons make their computer Technology Upgrade Projections.

Day 24

The Celebration begins.

Day 26

The *USS Essex*, crewed by Vulcans, arrives in Star System 34 Kraol.

Day 36

The Vulcans contact Utta.

Day 36 plus 5-9 weeks

(depending on Captain's luck)

The final battle between the Tribe of Utta and the Settlers takes place.

THE CAPTAIN'S TRANSPORTEER

Among the pre-generated characters provided with this adventure, there is one very important NPC. It is A'aruul, the Captain's *kuve* Transporteer. Beside fulfilling the traditional role of Transporteer, A'aruul also serves as the game-master's voice, enabling him to communicate with the player characters without breaking the role-playing atmosphere.

A'aruul has been given high ratings in *Administration* and *Business*, as well as in *Klingon Law*, so that he can remind players when their suggested course of action is likely to cost them money. In an ongoing campaign, if there is already a *kuve* transporteer, simply have him discover a previously unused gift for administration and high finance.

MONEY AND *KLIN*

The question of money is not a major focus in most role playing games. In this one, however, finances are important. The money the player characters can earn as a result of mining the durallium could buy them with major advances in their status, a major concern to the Klingons.

Additionally, **Imbalance of Power** provides the player characters with numerous opportunities to show *klin*, that code of correct behavior, tradition, and bravery by which every member of the Empire lives. The nomadic People of Planet 34K/iii also understand this concept. Thus, the gamemaster should keep a running total of the players' *klin* ratings. By earning *klin*, they can rise higher in status than other player characters, gaining the advantage in the Klingon game of *komerex zha*. More important, high *klin* ratings will lead to a change in the vital but unofficial pecking order aboard ship.

Lastly, the *klin* ratings accumulated by the player characters during the adventure will have a direct and dramatic effect on the course of the adventure and the battle afterwards. Because of this, the lowest-ranking player could gain the most influence among the People if he plays his *klin* right.



NEW WEAPONS

In the course of this adventure, several weapons appear that are not included in the Weapons Table of ST:RPG. These are described in the New Weapons Table.

NEW WEAPONS TABLE

KRAAL-KOIA

Damage	Point Blank	Short	Medium	Long	Extreme	Ammo/ Power
4D10+5	1	2-12	13-25	25-40	40-60	12-15

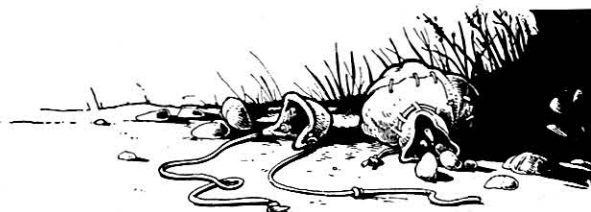
Notes: The *kraal-koia* is the People's indigenous weapon. It consists of a grip and handguard, to which are attached a pair of thin, slightly curving parallel blades. In use, it functions much like a spear-thrower, projecting a missile called a *kraal-koiakar*. This missile is a disc radiating spikes or blades. Its central axis is laid on the inside of the blade's curve, and then the missile is thrown with a peculiar sidearm motion. Its use is a bit tricky. The *kraal-koiakar* is razor-sharp and fairly heavy, doing great damage when it hits.



SLING

Damage	Point Blank	Short	Medium	Long	Extreme	Ammo/ Power
3D10+1	2-25	16-45	46-75	76-100		Limitless (rocks)

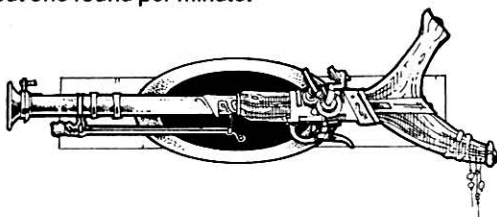
Notes: This sling is a simple weapon, merely a pouch with two cords attached, and it projects rocks with quite a good range. In the hands of the Settlers, massed sling fire is quite effective.



PRIMITIVE FIREARMS

Damage	Point Blank	Short	Medium	Long	Extreme	Ammo Power
4D10+1	2-15	16-35	36-60	61-85		12

Notes: This category includes matchlocks and wheellocks, or any muzzle-loading firearm. The rate of fire is quite slow: only about one round per minute.



ALIEN CREATURES

At appropriate junctures in the adventure, the gamemaster can supply the following information on *rakka* and *braal*, the two important animal forms associated with the native people of Planet 34K/iii.



ALIEN CREATURE RECORD: RAKKA

Life Form:	Mammalian
Size:	Large
Feeding Habits:	Omnivore

Average Attributes:

STR - 75	END - 95
DEX - 55	MENT - 7

Tactical Movement and Combat Statistics:

AP:	11
Combat Skill Rating:	40
Damage:	1D10+7
Armor:	8

General Description:

These large, omnivorous beasts appear to fall somewhere between a reptile and a mammal. They are mostly vegetarian, but will not pass up a bit of carrion. They are reasonably fleet and quite sure-footed. Once trained, *rakka* are fairly even-tempered.



ALIEN CREATURE RECORD: BRAAL

Life Form:	Mammalian
Size:	Very Large
Feeding Habits:	Carnivore

Average Attributes:

STR - 105	END - 55
DEX - 45	MENT - 5

Tactical Movement and Combat Statistics:

AP:	6
Combat Skill Rating:	5
Damage:	3D10+5
Armor:	12

General Description:

This huge, bad-tempered carnivore is the largest life form on the planet's surface. Though large (comparable to a hippopotamus) and fierce, *braal* are clumsy. After they attack, a successful DEX roll by a character means that the *braal* has missed. If the *braal* hits, a successful roll against LUC by the target reduces damage to one-half.

PLAYERS' PULLOUT

The information included in this section is for use by the player characters. The gamemaster may feed the information to them at appropriate times during the course of play.

SENSOR READOUTS

Too often, the Science Officer spends most of the adventure simply parroting to the Captain-player what the gamemaster says. The Captain can hear the gamemaster just fine, however. To avoid this, the important sensor readouts are presented in report format in the **Players Pullout**. After the scanning player has made appropriate die rolls, the gamemaster will give him the various Sensor Sheets. In this way, the Science Officer receives relevant sensor information as needed. He can then interpret the reports and decide whether or not to pass them along to the Captain.

TECHNOLOGY UPGRADE POSSIBILITIES

If the players have asked the computer for a list of possible equipment changes for the People, that information is included in the **Players Pullout**. Give it to the first player who thinks of consulting the computer.

Note that the players' version of the report does not include the Resistance Value or the Malfunction Index for each example of new technology. The higher the Resistance Value of the weapon, the more reluctant the People will be to adopting the weapon. As for the Malfunction Index, the greater the number, the greater the chance of something going wrong with the weapon.

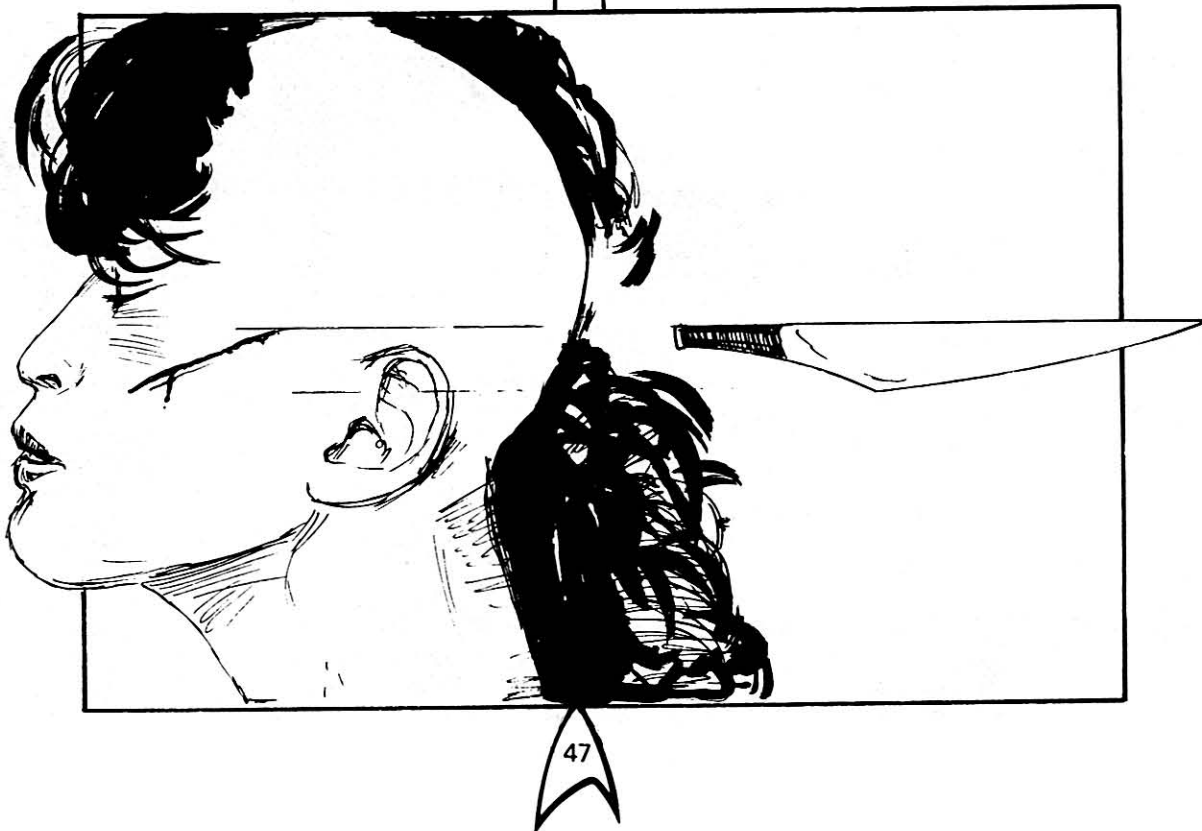
For the gamemaster's information, these numbers are listed in the following Technology Upgrade Table.

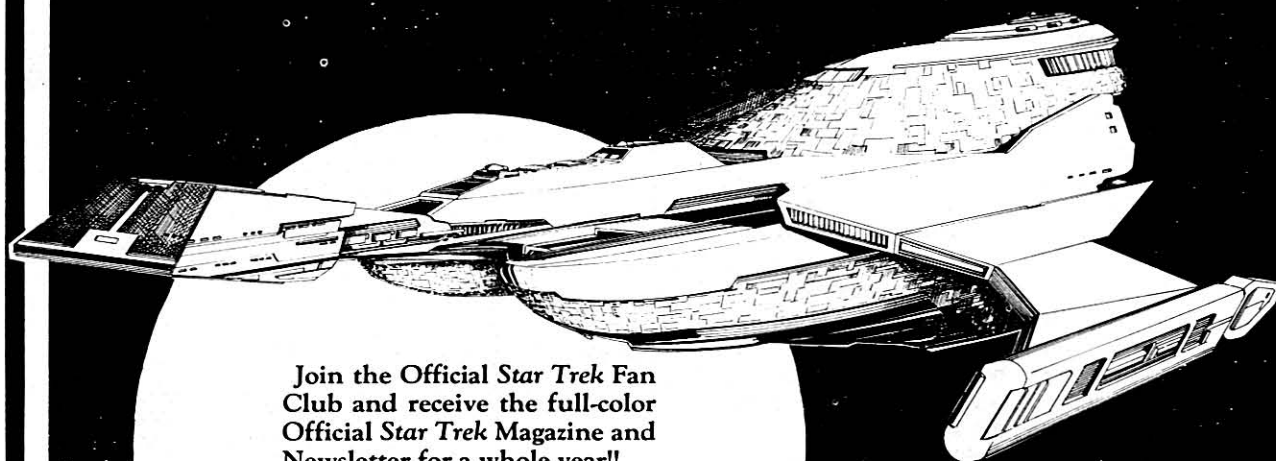
WEAPON	TECHNOLOGY UPGRADE TABLE	
	RESISTANCE VALUE	MALFUNCTION INDEX
Personal Armor		
Shields	5%	0
Organic Body Protection	54%	10%
Metallic Body Protection	90%	25%
Advanced Materials	75%	15%
Missiles		
Bows	75%	10%
Slings	95%	0
Hand-Thrown Weapons	65%	15%
Crossbows	20%	15%
Firearms		
Primitive	85%	45%
Advanced (Breechloading)	80%	40%

THE BOARDGAME

It is quite probable that some or all of the player characters in this adventure will be unfamiliar with boardgames. Conversely, any of the players or the gamemaster who is an experienced boardgamer may well find the one designed for this scenario quite simple. That is a deliberate part of the design, however. The boardgame is conceived as an adjunct to this adventure, not as an end in itself. On the other hand, its design is 'novice-friendly'. For example, movement rates are expressed in terms of Action Points rather than in jargon more typical of boardgames. This helps tie the boardgame to ST:RPG.

Gamemasters are heartily encouraged to involve all players in the boardgame, especially any reluctant novices. There is a very strong tendency among hobbyists to limit themselves to either boardgaming or role playing. By creating this combination, some new doors may open for the players.





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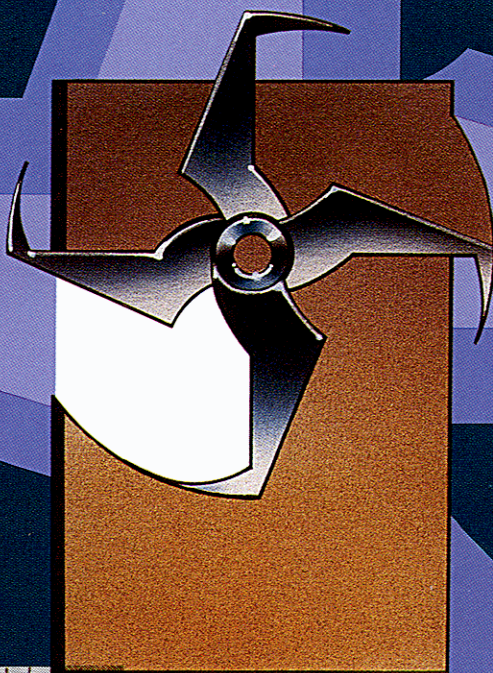
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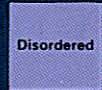
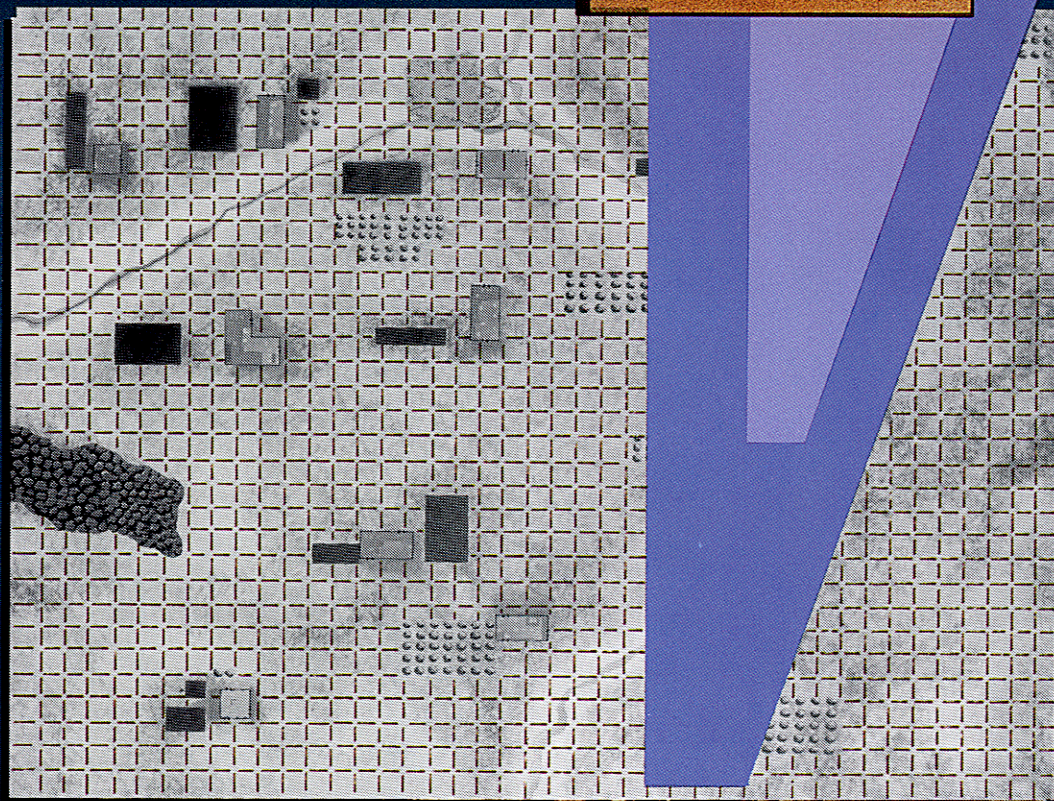
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Your advance scout vessel has just discovered an inhabited planet with large amounts of durallium, a rare and valuable mineral. The Empire will reward you and your Klingon cohorts if you can find an efficient way to exploit the natives and take the minerals for the Empire.

The usual course of action is to put one faction of the native population into absolute power. Thus the Empire does not have to waste time with any internal problems. However, there is the small matter of a civil war to resolve first.

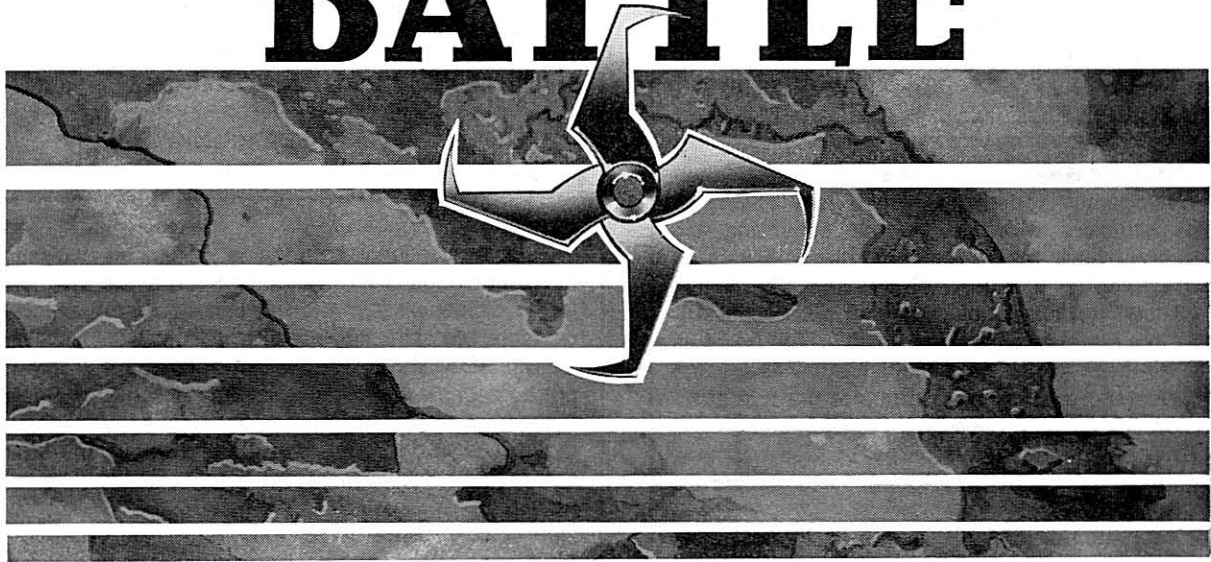


Included with the adventure is a simple board game containing a full-color 22" x 17" map and 228 color counters.



ISBN0-931787-46-7 FASA1200

THE FINAL BATTLE



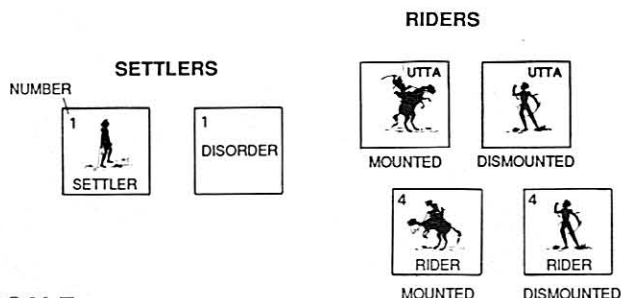
THE FINAL BATTLE

The culmination of this adventure is the final battle during which the People of the Tribe of Utta attempt to conquer the Settlers of the villages, hoping to enslave the Settlers and put them to work for the Klingons in the durallium mines. This battle is played out using the gameboard provided with the adventure and the following rules.

BOARDGAME RULES

This boardgame is designed for a players-versus-gamemaster situation, with the players controlling the Riders. The players will take the roles of the various subchiefs, each controlling a number of counters. The Riders will have 48 total units available, and will not necessarily use all the counters provided for them. The optimum situation is for each player to control roughly the same number of counters. If the gaming group is the typical six persons, then each would control approximately eight counters. The Riders also have three Leader counters, whose use is explained below. Again, these should be distributed among the players.

Settler counters are printed black on gold. Rider units are represented by two counters: black on red for mounted units and black on tan for dismounted units. The Rider Leader units are printed black on blue when mounted and black on tan with a grey band when dismounted. In addition, there are several disorder counters.



SCALE

For the purposes of the game, the map and all actions on it are conducted in the Large Area Map Scale. A one-half-inch square is 150 meters across, and a turn is 15 minutes in duration. One counter represents approximately 20 persons, or, if mounted, 20 riders and their beasts.

Combat is conducted in the same scale during the boardgame. For ease of play, combat values of the weapons used have been adjusted to incorporate rate of fire, ammunition supply, and other appropriate factors.

SEQUENCE OF PLAY

Each turn of the game is conducted in the following sequence:

1. All Rider (mounted) pieces are moved
2. All dismounted Riders (if any) are moved
3. All Settler pieces are moved
4. Combat is resolved simultaneously

MOVEMENT

Movement is accomplished by expending Action Points (AP), just as in ST:RPG. Combat in this scale does not cost AP. Rather, it is factored into the time scale. The AP allocations are as follows:

ACTION POINT ALLOCATIONS

Counter Type	AP
Dismounted-Riders and Settlers	8
Mounted-Riders	14

Stacking

In conventional boardgame parlance, stacking refers to the presence of more than one counter in a square. Due to the distance scale and the unit size represented by the counters, this game has stacking restrictions.

In **The Final Battle**, stacking refers only to the positions of the counters at the end of the turn. Because all movement is simultaneous, any number of counters may move over and through one another during the Movement Phase. When considering stacking, only the final positions matter.

Handle stacking as follows. Inside villages, Settler units may stack, three counters per square. This gives them sling-fire advantages, as explained in **Combat Resolution**. Outside villages, Settlers may not stack.

Whether mounted or dismounted, The Riders never stack their counters. The one exception is Leaders, who may be in the same square as another unit of Riders. They may, however, stack one counter of dismounted Riders with a stack of Settlers to perform an Assault, also explained under **Combat Resolution**. Settlers may never voluntarily move their counters into a square containing a unit of Raiders.

Terrain

There are, of course, varying types of terrain shown on the map representing the area of the villages where the battle takes place. As may be expected, it costs different AP to cross different terrain types, as follows.

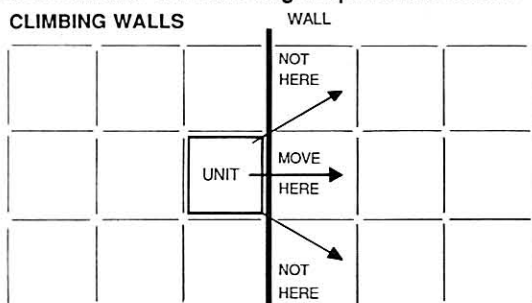
TERRAIN EFFECTS

Clear, meadow, road	Normal AP Cost
Plowed field, vineyard	2X Normal AP Cost
Swamp, broken terrain, orchard	3X Normal AP Cost
Stream	Pay 1 Extra AP
River ford, village gate	Pay 3 Extra AP
Mounting or dismounting from rakka	Pay 6 Extra AP
Village walls	8/All (Special, see below)

Climbing Walls

There are two ways for counters to get inside a village. The first is to move through the gates, and the second method is to climb over the walls.

To climb over walls, the unit must be adjacent to the wall. The unit climbs over into the nearest adjacent square on the other side of the wall. The AP cost of this action depends on whether or not the target square was vacant.



If the opposing side has no counter in the square being moved into, climbing the wall costs 8 AP, and the climbing unit ends its movement turn on the other side of the wall. If a unit of the Riders ends a turn adjacent to a wall, that unit may dismount and climb over the wall in the next turn.

If a dismounted unit of the Riders wants to climb the wall and there is a Settlers unit in the target square, the Riders can Assault over the wall, using the normal Assault rules from **Combat Resolution**. They may make no other movement that turn. If the Assault is successful, the Riders have climbed the wall.

If a unit of Settlers wants to climb a wall and there is a Riders unit in the target square, the Settlers may not climb the wall until the target square is vacant of Riders.

TRAINING

Variable Statistics

Because the Klingons are aiding the Riders in this battle, some of the Riders' combat statistics are subject to Klingon modifiers to reflect new weapons and/or training. In addition, different units of the People may possibly be equipped differently. To reflect this, Rider Unit Record Sheets are provided, each of which can contain information for 12 counters each. The gamemaster should now supply the information the players need to fill out these sheets.

Players controlling Rider counters can choose to augment these counters in one of three ways. First, they can augment the tactical training of the Riders. Secondly, they can uprate the protection (armor) of the Riders. Third, they can give the Riders better weapons. Each procedure is described below.

Training Units

The first piece of information required by the Record Sheet is the total number of Rider units involved in the battle. There are 48 Rider units involved, each represented by a numbered counter, printed white on a red background. The quality of these units depends on two things: first, the amount of time available, varying from five to nine weeks, and second, the officer who is training the Riders. As noted earlier, there may be more than one officer involved in the training. The gamemaster should note carefully which officer actually is training which unit of the People. That officer's Training Factor is obtained by adding together his ratings in *Leadership* and *Small Unit Tactics*.

The gamemaster has already determined the amount of time between the beginning of the Klingon training program and the battle. All the Riders have received some Klingon training. However, for each week of training time before the battle, there is a chance for one of the Rider units to become Elite. The officer training the Riders should roll percentile dice once per week. If the dice roll is less than the Training Factor given above, one Elite unit of Riders is created. There will always be at least one Elite unit of Riders, no matter what the outcome of the dice rolls.

Defense Modifier

The next item of information on the Record Sheet is the Defense Modifier. This depends on the type of armor (if any) the unit has. The Settlers have no armor, but the Riders may or may not have armor. To induce a Rider unit to adopt armor, the Klingon officer must make a successful Skill Roll against his character's rating in *Negotiation/Diplomacy*, modified by the appropriate Resistance Value. The Defense Modifier for varying types of armor are as follows:

DEFENSE MODIFIER TABLE

Armor Type	Modifier
Shield	-1
Organic Body	-1
Metallic Body	-2
Advanced Material	-3

Note: A shield may be used with any of the other types of armor, in which case their factors are added together. A Shield with Organic Body Armor would thus give a Defense Modifier of -2. No other types of armor are cumulative.

For the sake of convenience, all other combat data has been combined on a separate Combat Data Sheet.

WEAPONS

The next item to be entered on the Rider Record Sheet is the weapon type used by each unit. A successful Skill Roll against the character's rating in *Negotiation/Diplomacy*, modified by the appropriate Resistance Value, is required to persuade a unit to adopt a new weapon. Each unit may be checked for new weapons or armor once per week, and the name of any new weapon adopted should be filled in. Each weapon's effectiveness varies with range. On the following table, cross-index the weapon type with the range to determine the Combat Factor.

WEAPONS RANGE TABLE

Weapon	Range in Squares		
	1	2	3
Kraal-koia	4	1/2	0
Bow	2	2	1
Crossbow	2	1	1
Sling	2	1	1
Primitive Firearm	3	1	0
Modern Firearm	4	3	3

SMALL UNIT TACTICS _____

[illegible]

TERRAIN EFFECTS

Clear, meadow, road	Normal AP Cost
Plowed field, vineyard	2X Normal AP Cost
Swamp, broken terrain, orchard	3X Normal AP Cost
Stream	Pay 1 Extra AP
River ford, village gate	Pay 3 Extra AP
Mounting or dismounting from <i>rakka</i>	Pay 6 Extra AP
Village walls	8/All (Special, see below)

ACTION POINT ALLOCATIONS

Counter Type	AP
Dismounted-Riders and Settlers	8
Mounted-Riders	14

DEFENSE MODIFIER TABLE

Armor Type	Modifier
Shield	-1
Organic Body	-1
Metallic Body	-2
Advanced Material	-3

Note: A shield may be used with any of the other types of armor, in which case their factors are added together. A Shield with Organic Body Armor would thus give a Defense Modifier of -2. No other types of armor are cumulative.

TRAINING FACTOR TABLE

Training Time	Modifier
Native	-1
8-9 Weeks	+0
6-7 weeks	+1
4-5 weeks	+2
2-3 weeks	+5

WEAPONS RANGE TABLE

Weapon	Range in Squares		
	1	2	3
<i>Kraal-koia</i>	4	1/2	0
Bow	2	2	1
Crossbow	2	1	1
Sling	2	1	1
Primitive Firearm	3	1	0
Modern Firearm	4	3	3

COMBAT RESULTS TABLE

Die Roll		Attack Factor						
	1	2-3	4-6	7-9	10-13	14-18	19+	
1	D	E	E	X	X	X	X	
2	D	D	E	E	X	X	X	
3	N	D	D	E	E	E	X	
4	N	D	D	E	E	E	E	
5	N	N	D	D	D	E	E	
6	N	N	N	D	D	D	E	
7	N	N	N	D	D	D	D	
8	N	N	N	N	N	D	D	
9	N	N	N	N	N	N	D	
0	N	N	N	N	N	N	N	

COMBAT FACTOR MODIFIERS

Settlers stacked in village	+1 to Combat Factor
Elite Rider unit attacking	+2 to Combat Factor
Riders performing Assault	+2 to Combat Factor per attack
Riders with Shield and/or Armor	Subtract Protection Factor

COMBAT DIE ROLL MODIFIERS

Riders' Training Time Modifier as appropriate.

COMBAT RESULTS TABLE KEY:

N=No Effect
D=Unit Disordered (See below)
E=Unit Eliminated. Remove from board. One of stack.
X=Stack Eliminated. Remove all enemy counters from square.

WEAPONS TRAINING STATUS

The last item to be entered on the Record Sheet at this time is the Weapons Training, which indicates the relative measure of the Riders' familiarity with their weapons. The longer a weapon has been used, the more skillful its user. If the Klingons have re-equipped any of the Rider units with new weaponry, this space is used to record the number of weeks of training the Riders have had with that weapon. If the Rider unit is using the *kraal-koia*, insert the word "native" here. Consult the following table to obtain the Training Factor, which is used to modify die rolls in **Combat Resolution**.

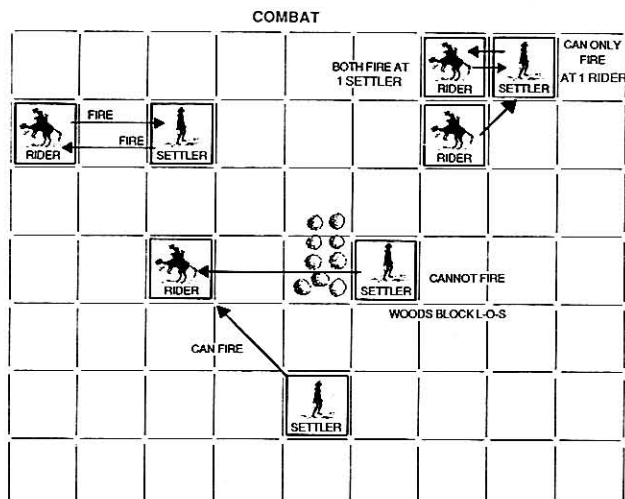
TRAINING FACTOR TABLE	
Training Time	Modifier
Native	-1
8-9 Weeks	+0
6-7 weeks	+1
4-5 weeks	+2
2-3 weeks	+5

The final columns on the sheet are for Disorder, which is explained in the **Combat Resolution** section.

COMBAT RESOLUTION

At the end of movement, units within weapons range of one another may engage in combat. Note that if one unit has a longer weapon range than its opponent, the combat may occur with only the longer-ranged weapon attacking, if the shorter-range weapon is out of range.

Friendly units that are all within range of a single enemy unit may combine fire. Note, however, that to engage in combat, the units involved must have clear line-of-sight to each other. Units may not engage in combat through terrain (except village walls, see below) or through other units, friendly or enemy. See examples of combat eligibility.



To resolve combat, first each side declares which units are engaging which enemy units. Then, add up the Combat Factors of the attacking weapons for each single encounter. Any fraction is rounded down. Modify this final Attack Factor as appropriate for the circumstances given below. For each target, the attacker then rolls 1D10, modifying if necessary for the Riders' Training Time. Consult the table below.

COMBAT RESULTS TABLE							
Die	Attack Factor						
Roll	1	2-3	4-6	7-9	10-13	14-18	19+
1	D	E	E	X	X	X	X
2	D	D	E	E	X	X	X
3	N	D	D	E	E	E	X
4	N	D	D	E	E	E	E
5	N	N	D	D	D	E	E
6	N	N	N	D	D	D	E
7	N	N	N	D	D	D	D
8	N	N	N	N	N	D	D
9	N	N	N	N	N	N	D
0	N	N	N	N	N	N	N

COMBAT FACTOR MODIFIERS

Settlers stacked in village	+1 to Combat Factor
Elite Rider unit attacking	+2 to Combat Factor
Riders performing Assault	+2 to Combat Factor
	per attack
Riders with Shield and/or Armor	Subtract Protection Factor

COMBAT DIE ROLL MODIFIERS

Riders' Training Time Modifier as appropriate.

COMBAT RESULTS TABLE KEY:

N=No Effect

D=Unit Disordered (See below)

E=Unit Eliminated. Remove from board. One of stack.

X=Stack Eliminated. Remove all enemy counters from square.

DISORDER

A result of "Unit Disordered" means that on the next turn the disordered unit cannot move or attack, though it may be attacked. Once combat is complete in the turn after the unit was Disordered, the unit returns to Normal status. All units indicate disorder by placing a disorder counter over the unit. In addition, Rider players keep track of Disorder on their Unit Record Sheets. If a disordered unit is attacked, the combat is calculated normally. If an attack on a Disordered unit results in "Unit Disordered" again, the unit is Eliminated. Thus, Disordering a unit two turns in a row Eliminates it.

When any Rider unit is Disordered, the unit makes a Skill Roll against the *Small Unit Tactics* Skill Rating of the Klingon officer who did the training. If this Skill Roll is successful, the Rider unit is not disordered. When a Rider unit fails this roll and is Disordered for the third time (not in a row, of course), the Rider unit is Eliminated instead. Settler units have no limit on the number of times they can be Disordered, except, of course, that any unit Disordered two turns in a row is Eliminated.

Note that Elite Rider units are never Disordered.

LEADERS

The Riders have three Leader counters: Utta, Lera, and Rayul, an experienced sub-chief. These Leaders have 14 Action Points, cannot attack, and cannot be attacked. They are the only Rider counter that may be in the same square as another Rider unit. If a Leader is with a Rider unit, that unit cannot be Disordered. If a Leader moves into a square with a Disordered Rider unit, that unit is not Eliminated if it is Disordered on the next turn, but it still cannot move or attack on the turn after it was first Disordered. If a leader is in the same square as that of an eliminated unit the Leader is not affected in any way.

Village Walls

Village walls are the only type of solid terrain that an attack can go through. If Settlers inside a Village are attacked by Riders outside a village, the Combat Result is reduced one step. A combat result of Disordered becomes No Effect, Eliminated Becomes Disordered (through the whole stack is Disordered), and Stack Eliminated becomes Unit Eliminated.

Assaults

Under certain conditions, a Rider unit can perform an Assault. One unit of dismounted Riders can move into a stack of Settlers to Assault. When they do this, add 2 to the unit's Combat Factor.

When a Settler stack is Assaulted, that stack may elect to fire at the Assaulting Riders before the Riders Assault. This is the only exception to simultaneous combat resolution, and only the Settler stack being assaulted may fire first, and only at the Riders assaulting it. If the Settler stack gets any results other than NO Effect on the Combat Results Table, the Assault does NOT happen, and the Rider unit gets no attack that turn.

If a Rider unit Assaults a stack of Settlers that is disordered, the Assault automatically succeeds and is considered a result of "Stack Exterminated", though the Riders are still subject to normal attacks. Actually, not all counters removed from the board represent slain warriors. Many are wounded or captured. The ratio of captives is much higher for a successful Assault. Thus, the Riders are not eliminating their entire native work force.

The turn after a successful Assault, the Rider unit may not move and it may not attack. However, it is not considered Disordered.

GAME SET-UP

To set-up **The Final Battle**, lay out the mapsheet on any convenient flat surface. The players should fill out record sheets for their Rider units and place the counters representing their units and leaders to the east of the Rider set-up line.

The gamemaster then places all 61 Settler counters on the map. Each village except Sillivar must have at least 1 counter. All other Settler units must be placed within 3 squares of a garrison village. All Settler units are armed with slings.

VICTORY CONDITIONS

The game ends when all Settler units outside of the villages have been eliminated or disordered and all multi-square villages have been captured. If the Riders fail to end the game, then the Settlers have won and Planet 34K/iii will be developed by the Federation-backed Settlers.

If the Riders manage to end the game, Utta will become *de facto* ruler of the planet and will gather rocks for the Klingons. The player characters may now start counting their bonus money.



PLAYER'S INFORMATION

The information contained in this chapter is available to the player characters at various times in various ways. They may learn it through their experiences in and around Planet 34K/iii or by consulting their library computer files.

The gamemaster should photocopy the information if he intends to simply hand it out to the player(s) at appropriate junctures in the adventure.

SENSOR REPORTS

These Sensor Report Sheets are for the Science Officer's eyes only, assuming he makes successful die rolls before a landing party shuttles down to Planet 34K/iii. Among the Klingons, the struggle for power is a key motivation. The Science Officer would want to decide for himself whether to share crucial sensor data with his ship's Captain.

If the information is not obtained by the Science Officer, the gamemaster will provide it *in toto* to the landing party.

The number-letter codes found in brackets are possible Sensor/Tricorder settings for players using FASA's *STAR TREK* Tricorder/Starship Sensors Interactive Display.

SENSOR REPORT SHEET A

One star, Spectral Class G3.

[A8/ B10/ C7/ D3]

SENSOR REPORT SHEET B

Four planets in system.

[A9/ B5/ C13]

SENSOR REPORT SHEET C

One Class M planet. Others of no value.

[A9/ B9/ C13]

SENSOR REPORT D

World Log: 34K/iii

System Data

System name: 34 Kraol (34K)
Map Coordinates: 4.23S 7.69W
Number of Class M Present: 1

Planetary Data:

Position In System: 3
Number Of Satellites: 3
Planetary Gravity: 1.3G
Planetary Size

Diameter: 16,900 km
Equatorial Circumference: 52,000 km
Total Surface Area: 665,000,000 km
Percent Land Mass: 93%
Total Land Mass: 619,450,000 km

Planetary Conditions

Length Of Day: 22 hr
Atmospheric Density: Klinzai-like
General Climate: Warm, temperate/dry

Mineral Content

Normal Metals: 85%
Radioactives: 02%
Gemstones: 09%
Industrial Crystals: 06%
Special Minerals: Durallium

Cultural Data

Dominant Life Form:
Type: Mammalian/Klingonoid
Size: Tall

Technological/

Sociopolitical Index: 011110-22

Planetary Trade Profile: C---C--/-E

(Dash indicates the category is not applicable to the planet.)

CIVILIZATION LOG:

Technological/Sociopolitical Index: 011110-22

Technological Index

Space Science Index: 0
Physical Science Index: 1
Engineering Index: 1
Planetary Science Index: 1
Life/Medical Science Index: 1
Psionics Index: 0

Sociopolitical Index

Social Science Index: 2
Cultural Attitude Index: 2

LIBRARY COMPUTER FILES

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

SENTIENT NATIVES

As the adventure progresses, the player characters will have the opportunity to learn much of the following background information on the tribes of the Settlers and the People. The gamemaster will find indications in the **Adventure** chapter about the appropriate moments for supplying this information.

Intelligent life on Planet 34K/iii consists of two similar yet distinguishable groups, the agrarian Settlers and the nomadic People. Although the natives are mammalian and roughly Klingonoid, their initial ancestry is probably feline. If so, they appear to be more physically removed from their ancestry than the Caitians. These natives are genetically close enough to Klingons that the breeding of fusions would be possible.

ALIEN CREATURE RECORD: THE SETTLERS/THE PEOPLE

Life Form:

Humanoid

Size:

Tall

Feeding Habits:

Omnivore

Average Attributes:

STR - 40 + 5D10

END - 45 + 5D10

DEX - 40 + 5D10

MENT - Sentient

INT - 40 + 4D10

CHA - 30 + 5D10

LUC - 6D10

PSI - 3D10

Physical Description

The native people of Planet 34K/iii are well adapted to their environment, which is somewhat warm for Humans and drier than Klingons like. Their large ears are noticeably rounded and slightly higher on the head than on Klingons. Their triangular teeth are quite sharp and their sense of smell is extremely keen.

These natives are covered with a fur so fine that it appears to be skin, except upon closest scrutiny. A crest of longer hair, usually a darker shade of the main color, starts just forward of the center skull and continues to the nape of the neck.

The fur on the agrarian people is muted tan and grey, with occasional variations. Among the nomads, the fur colors range through pale tans to very strong greys, and some even into vivid russet. Markings are also much more predominant, very similar to those found on many feline hunting beasts throughout the galaxy. The nomads often enhance their natural markings through body coloring or tattooing to emphasize their predatory nature.

SENSOR REPORT SHEET E

Sensors pick up a strange reading of an odd, unfamiliar type of variable sensor flux.

[A11/ B23/ C17]

SENSOR REPORT SHEET F

Further sensor investigation reveals that this Class M planet contains some type of geologic oddity. Data continue to be received. Further analysis is forthcoming.

[A17/ B17]

SENSOR REPORT SHEET G

The geologic oddity previously noted has been resolved further. There are very large mineral deposits concentrated on the planet. Full mineral analysis is forthcoming.

[A18/ B22/ C15]

SENSOR REPORT SHEET H

The mineral deposits on the planet have now been analyzed. This world contains incredibly large concentrations of durallium, a rare and valuable mineral used in warp drive shielding.

DRESS

The agrarian population calls itself the Settlers. Both sexes dress in short-sleeved, knee-length tunics, and cover their feet with either boots or sandals. The Settlers' tunics are decorated in a variety of warm and vivid natural colors, in patterns ranging from random to very precise geometric motifs.

The nomads are known to call themselves the People, but they are known as the Riders by the villagers. They wear mostly grey-black leather, usually tanned from the hide of the *rakka*, which also serves as their riding-beast. The warriors, who are always female, wear a trouserlike garment of thick leather to protect the insides of their legs while riding. Above the waist, they wear only a harness of wide leather straps from which weapons hang. A long knife hangs from one hip, their native *kraal-koia* (see below) from the other. The straps of their harness-like vests hold a few throwing daggers, a small eating knife, and up to a dozen *kraal-koiakar*.

DOMESTICATED ANIMALS

The Settlers raise some very placid, goatlike animals for milk and wool, using what appears to be a large cousin for draft purposes. The Riders, however, ride a large, dark-grey, quadrupedal creature called a *rakka*. Though apparently mammalian, it is of no readily recognizable type.

CULTURE

The area where these two cultures co-exist is called simply The Valley. As might be expected, the agrarian Settlers and the nomadic People are poles apart.

The Settlers are quite sincere in their beliefs. However, years of co-existing with the Riders have forced them to create an effective defense force. Their villages are walled. Further, they have developed the use of the common sling to a high level of skill. From behind their walls, the Settlers used massed sling-fire to repulse attacks by the People.

Though many Settlers feel it is a civic duty to fight using the sling, there are others who will not use violence even to defend themselves. These individuals are much admired. In fact, the Settlers try to negotiate with the Riders at every opportunity, even trying to dissuade them from attacks. The Settlers continue to hope that "our Brothers who ride will repent their aggressive ways".

SOCIAL STRUCTURE

The villages in the Valley are joined in a loose Confederation whose members meet at infrequent intervals to discuss philosophy. The closest they come to having a ruler is each village's First Brother. The First Brothers of each village meet in council, but their duties are largely ceremonial. Beyond that, the First Brother functions as a counsellor/wise man of the village.

The Klingons use the term culture almost exclusively to refer to the development of the government. The stronger and more centralized a native government, the more culturally advanced it is in Klingon eyes. By that standard, the Settler culture is barely advanced beyond anarchy.

The People's culture, however, is vastly different. They are a nomadic group, with some hunter-gatherer activity. As a group, they are highly aggressive, prizing martial prowess above all else. Their aggression is expressed through constant internecine strife, plus frequent raids on the Settlers' villages. These raids are for the combined purposes of obtaining plunder, slaves, and entertainment.

Though very brave and quite bellicose, the People have no real concept of organized fighting. Forming combat groups from whomever is handy, they then assault Settler villages by galloping willy-nilly up to the walls and randomly throwing *kraal-koiakar*.

When dealing with the People, the Klingons will eventually discover a fair amount of common ground. The nomads' concept of personal honor and correct action matches very closely the Klingon concept of *klin*. Furthermore, they treat the less-than-warriors in a way that almost perfectly mirrors the Klingon term *kuve*. Klingon translation devices will simply render these two concepts as *klin* and *kuve*.

There seem to be no strict gender/status classifications among the Settlers. Among the People, however, all adult females are warriors, with males and children considered *kuve*. Weapons are the People's most personal possessions. They are lent only in cases of the direst need, and are shown only to display exceptionally fine handiwork. The People are extremely prickly about this. It is absolutely forbidden for *kuve* to use weapons, and in fact, most warriors will not allow their own *kuve* even to touch their weapons.

The People's government is a simple war-band type. The strongest warrior rules, and her word is law. However, tradition is extremely important. Although this puts definite restraints on the tribal chief, the traditions are so old that all People have grown up with them. Thus, the chiefs do not experience any *feeling* of restraint on their power.

RELIGION

Beyond their belief in the sacredness of all life, the Settlers have little that qualifies as religion. By contrast, the Riders' religious system is relatively highly-developed. For the most part, the system rests on shamanism, proper religious behavior consisting mainly of avoiding evil spirits, chief among whom is Narokk the Evil. In addition, the Shamans of the Riders have various 'captive spirits' to aid them. In reality, these captive spirits are manifestations generated by the Shamans, who are rogue psionic talents. Their disciplines are rather weak and erratic, compared to Vulcan techniques, however.

Although some of the People have psionic talent, the Life and Civilization Log for the sentient races of Planet 34K/iii shows a rather low rating for *psi*. This is because the *psi* scores of the Settlers are uniformly low. The *psi* of the Riders varies more, and is of course quite high among their Shamans. As the role is hereditary, shamanic families tend to produce stock with high *psi* potential. The Settlers, on the other hand, view shamanism as a primitive superstition interfering with the Brotherhood of All Life. They have virtually bred *psi* potential out of themselves.

"A PRIVATE LITTLE WAR"

While visiting the undeveloped planet of Neural, Spock is wounded while gathering vegetation samples. Surprisingly, the natives are armed with flintlock rifles, relatively advanced weapons for a primitive culture that first made contact with advanced races only 13 years before. Once Spock is safely back aboard the *Enterprise* and under care, Kirk decides to learn more about what is happening on the formerly tranquil planet Neural.

He learns that the Klingons have introduced flintlocks to the planet's villagers, and are now supplying them with the material to produce the weapons. Further, they have promised the villagers even more sophisticated weapons in the future so that they might conquer the hill people of Neural.

Kirk will not intervene, believing that what is needed is a balance of power. He will provide the hill people with the same weapons the villagers have. The rest is up to them, and the *Enterprise* and her crew depart.



TECHNOLOGY UPGRADE POSSIBILITIES

The following list of computer projections concern the probabilities for success in introducing various items of equipment to the people.

PERSONAL ARMOR

Shields

Simple and inexpensive. Hide of a number of native animals suitable. Well within indigenous technology.

Organic Body Protection

Same as above technologically. Past experience suggests reluctance of nomadic/riding cultures to adopting it.

Metallic Body Protection

Probably beyond present technical capacity of natives. Would have to be imported or fabricated. Would take extensive amount of time.

Advanced Materials

Insufficient supplies in ship's store. Insufficient raw materials for fabrication. Minerals would have to be imported, making this weapon rather expensive. Disliked by natives.

Hand-To-Hand Weaponry

Native weapons suitable in this category. No change beneficial enough.

MISSILE-PROPELLING WEAPONS

Bows

Well within native technology. Extensive training time required. Training requires years. Weapon not suitable for short-term projects.

Slings

Technologically simple and inexpensive. Extensive training required.

Hand-Thrown Weapons

Variation in types of hand-thrown weapons too small to bother introducing.

Crossbows

Technologically within native capability. Inexpensive. Training time much less than for bows but more expensive. Good range. Some cultures find slow rate of fire objectionable. Usable when combatant is mounted.

Primitive Firearms

Beyond technical capabilities of natives. Requires special ammunition beyond local manufacture. Slow rate of fire. Range inferior to advanced bow or crossbow. Not able to reload while combatant mounted. Easy to train users.

Advanced (Breechloading) Firearms

Technical aspects as above. Ammunition manufacture requires precision facilities. Weapons and ammunition must be imported. Can be reloaded while combatant is mounted. Easy to use.

Energy Weapons

Imperial policy against giving any form of energy weapons to cultures with Physical Sciences Index less than 6, with the exception of an occasional single weapon given as gift or bribe.

THE FINAL BATTLE

VILLAGE OF LIRMAR

VILLAGE OF SILLIVAR

MAP LEGEND

Clear

River

Stream

Swamp

Rough

Plowed Field or Vineyard

**Woods
or Orchard**

Village Wall

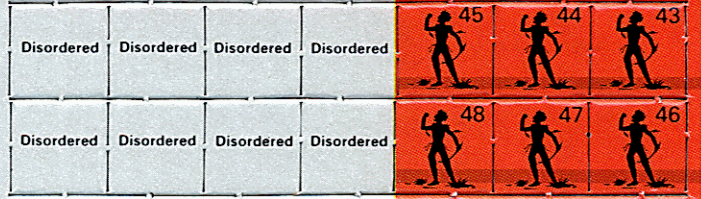
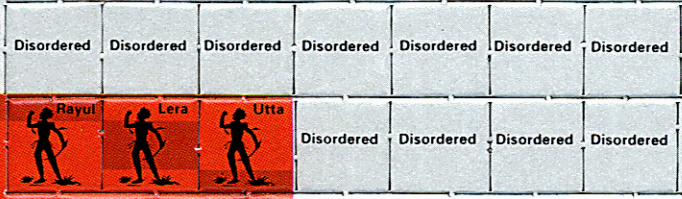
Village Gate

**Rider units start
anywhere East
of this line.**

Settler units set up within 3 squares of any village, or within walls.

1 sq. = 150m.

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