

STAR TREK

EPISODE 5: KINGS OF OLD

"What was once history becomes the future. And, in this golden age of discovery, new heroes are forged as they explore strange new worlds, seek new life, and new civilizations, to boldly go where no man has gone before."

2267.341: CAPTAIN'S LOG

Solace has been assigned as operations support to Dayan and complete the patrol. We are returning from the Federation frontier, by way of the Klingon-Federation Neutral Zone border. So far, things have been quiet. Captain Enkav and I have entertained the possibility of a temporary crew exchange; I know several of my crew would enjoy a rotation or two aboard a Larson-class. We are nearing Kabantine, binary, blue stars that, in deference to my science team, we will briefly observe.

[Roleplaying. Scene Aspects: BRIGHT BINARY STARS, and RADIATION SATURATION]

The two Starfleet starships come out of warp sixteen million kilometers from the binary stars. Sensor readings and scientific analysis establish them as Type O3 V and O5 Ib stars (a brighter, blue dwarf and somewhat dimmer, blue supergiant). Furthermore, those same sensor readings pick up faint readings indicating a fabricated alloy presence: a small quantity of magnesite and torpaline are present approximately seven million kilometers from the binary pair. Gamma radiation, which has saturated the system, makes sensor readings on such a small scale, beyond one million or so kilometers, unreliable; visual cannot even be established. Therefore, to properly investigate, Solace is going to have to approach much closer, which Captain Pike orders (although Captain Enkav keeps the more vulnerable Dayan at a safe distance).

In system radiation is strong, but not unbearable. With proper attunement, preparation, and reinforcing, the radiation levels should easily be overcome by starship shields. To properly calibrate and prepare the shields, engineering will need to do some work (Craft + Shields; Diff 8; places RADIATION SHIELDED fragile Aspect on Solace's shields; spin turns the Aspect normal). Once the shields are ready, the ship will need to navigate their way. In addition, sensors will need to keep an eye out for particularly strong radioactive pockets (Reasoning + Sensors; Diff 6; spin places MAPPED AHEAD fragile Aspect), while helm will have to actually plot a course (Reasoning + Maneuverability; Diff 16; compel both scene Aspects for added difficulty; failure inflicts difference in Stress, with the bolstered shield Aspect being the last thing to go before the shields are blown).

Successful navigation of the irradiated system brings Solace within tractor beam range of a small, old spacecraft. Locking it with a tractor beam is relatively easy (Reasoning + Weapons; tractor beam 7 vs. Size 3). A sensor reading of the vessel at this range indicates minimal power (Reasoning + Sensors; Diff 7; spin shows low-level lifesigns, indicating several dozen in suspended animation). Once the tractor beam is locked on, the ship can easily be towed back to the Dayan's location. Due to the density of the radiation packets, another course (same difficulties as above) will need to be plotted.

CHAPTER TWO: TIME CAPSULE

[Roleplaying. Scene Aspects: ANCIENT SPACECRAFT, and FROM DAYS' PAST]

CAPTAIN'S LOG, SUPPLEMENTAL, 2266.341.75: KABANTINE BINARY CLUSTER

Sensor readings of the binary cluster detected an ancient spacecraft. We have retrieved it from the dense radiation that has saturated the system near the binary stars. According to our ships' library, the vessel is over two hundred years old, a DY-100 class sleeper transport. Remarkably, lifesigns have been detected in suspended animation. We are preparing to investigate.

Indeed, the ship's library identifies the ancient vessel as an old DY-100 sleeper transport, built on Earth in the early 21st century. Unfortunately, records of that time are spotty, at best, due to the Eugenics Wars. Hull markings designate the vessel, SS Botany Bay, but the sleeper transport's name and serial number matches nothing in Starfleet's library; it's records must be an unfortunate victim of the Eugenics Wars. The name invokes thoughts of penal colonies, but treatment of such prisoners would have been prohibitively expensive and illogical.

Seventy-two lifesigns can be detected aboard Botany Bay, all in a state of suspended animation. Twelve additional signatures indicate a dozen dead. Power is minimal and, if the crew of Solace doesn't do something soon, it might fail altogether. Captain Pike orders DRT #1 and EMT #3 to investigate the ship. He sends his science and sensor officers, as well. Now that the ships are free of the radiation field, transporters work fine, and the teams are beamed over.

The interior of the spacecraft is cramped, consisting of little more than meager controls and a large sleeper compartment. Power is minimal, with life support and artificial gravity offline, but easily restored by DRT (Craft; Diff. 8). Now free of the radiation, the internal compartments are slowly returning to a relatively safe environment, but that, as it turns out, is moot.

The EMT determines that the sleeper pods will fail in the next 48 hours, and the DRT confirms that, due to the age of the materials involved, there is nothing they can do to reverse that failure. There are seventy-two functioning sleeper pods, with twelve that have failed and contain old, human skeletons. Captains Pike and Enkav order the seventy-two survivors beamed aboard Solace and Dayan, to their respective sickbays, for treatment and recovery.

The medical teams aboard both starships have their respective hands full reviving their patients. Working on the vast number of patients, Solace has 50, Dayan 22, simultaneously is taxing to both ships' doctors. Successful revivification requires skill (Reasoning + Sickbay modifiers; Diff 8; Spin increases recovery time; SUSPENDED ANIMATION is considered a Severe (P) consequence; a failure kills a number of patients equal to the difference). Unfortunately, Dayan's facilities and doctors are not prepared for this work and lose five of patients.

Aboard the Solace, the most important revived patient is Kahn Noonien Singh. He is the leader of the survivors, and claims to have been a prince from the Middle East from the time of the Eugenics Wars. He is incredibly charismatic and charming. While recovering in sickbay he feigns continual fatigue, using this time to study modern life and, especially, technical information. He claims to have been an engineer, and fakes being a good "guest", for now.

CHAPTER THREE: QUESTIONED HONOR

[Roleplaying. Scene Aspects: DANGEROUS TIME and HONOR IN QUESTION]

Captain Enkav is particularly apologetic (for the five patients lost) and taken by Kahn's charisma. Enkav becomes somewhat passive and remorseful towards Kahn, continually seeking the man's forgiveness over what Enkav perceives as a failure. Kahn, of course, takes advantage of this.

Kahn arranges to have himself invited over to Dayan, where he dines with the Captains. As a precaution, Captain Pike brings along a security officer and his ship's counselor. During the diner, Kahn brings up the death of his five vassals, and Enkav becomes reticent. Kahn civilly pushes the point, reminding Captain Enkav of honor, standing, and responsibility. Captain Pike attempts to interrupt, citing that neither Kahn, nor his "vassals", would be alive if it weren't for his and Enkav's actions, and that the deaths were beyond anyone's control. Kahn retorts that none died under Pike's care, only Enkav's. Kahn then shrugs and states that in his readings he studied Andorian culture and understands that there is a means of restoring honor: the Code of Ushaan.

Captain Pike is perplexed, while Enkav is surprised. When Enkav quickly explains that it is an ancient Andorian duel to the death that settles disputes, Captain Pike refuses it. Enkav, however, guilt-ridden and having succumbed to Kahn's charisma, relents, seeing it as a means to "atone". Kahn, momentarily satiated, notes Pike's displeasure and remarks that he no longer feels "welcome" aboard Solace and that he feels his vassals are in danger. Pike is insulted at the insinuation, but Enkav again relents, ordering Kahn's men beamed aboard. Fully satisfied, Kahn takes his leave and is escorted to his new guest quarters.

Once Kahn has left, Pike again urges Enkav to reconsider, that the entire thing is "crazy". Enkav feels that his honor is further stained, snapping back that it is Andorian tradition and there are means and ways of settling this prior to death. Enkav is resolute that his experience with the ushaan-tor will enable him to temporarily cripple Kahn, bringing the dispute to a close, as that is one of the permitted conclusions of a ushaan duel. Captain Pike continues to argue this, insisting that he'll go to Admiral Sterling to put a stop to it if Enkav won't reconsider. Enkav views this as another insult to his honor and firmly requests Pike and his security detail to return to Solace and that they will be contacted.

Back aboard Solace, Pike is furious and heads to his office, insisting that Admiral Sterling be reached and patched thru to his comm station in his ready room. A few minutes later, after the communications have completed, Pike contacts Enkav, bridge-to-bridge, and informs them of Admiral Sterling's orders to rebuke the ushaan challenge and return Kahn to Sol.

Captain Enkav growls that it is his honor in question, his reputation on the line, and that this must be attended to, it cannot be ignored and is beyond Starfleet's interference. Pike argues that it is a violation of Starfleet protocols and flagrant misuse of officer materials, if Kahn were to win, the Federation would lose a talented and skilled Captain, and that there must be another way to handle this dispute. Enkav sadly shakes his head and says that there is not. He requests that Pike and his crew keep a respectful distance and, once the ushaan duel is resolved, they will be contacted. He then breaks communication.

CHAPTER FOUR: SUPERIOR

[Roleplaying. Scene Aspects: AUGMENTS ABOUT and USHAAN]

Captain Pike, of course, is not going to simply “wait out” the situation. He instructs his engineers to come up with a means of transporting security teams to Dayan without alerting Dayan’s command crew or their “guests”. He requests his sensor operators to keep a very close eye on the locations of the Dayan crew so that the transported security teams can maneuver with minimal to zero contact with Dayan’s crew. Finally, it are his orders that the security team is to find and detain Kahn, his Augments, and Captain Enkav.

Coming up with some sort of diversion or “disguise” for the transporter will be difficult, but not impossible. Fooling the Dayan’s sensors, distracting their sensor operators, or similar methods are all possible, but creativity is encouraged. Regardless of the means, it will require technical savvy and some luck (Craft, Deception, or Reasoning + Systems; Diff. 11; success places a fragile Aspect appropriate to the attempt, Spin produces a second fragile Aspect, linked to the first, but that permits broader, or repeated, attempts).

Monitoring Dayan’s crew is far simpler with both vessels shields down. It is a simple matter of attention, comprehension, and determination for the sensor operators (Reasoning + Sensors; Diff. 6; success enables the sensor operators to help avert one patrol group for the security team, Spins add additional averted patrols).

The security detail will have the hardest time. Eventually, they will run into Dayan crew or patrolling Augments. As is quickly discovered upon transporting over, nearly everyone has gathered in Dayan’s mess hall (the single largest room, once tables and chairs are moved out of the way) to watch Kahn and Enkav duel. The mess hall accounts for 180 total crew and Augments (160 crew, 20 Augments), while the remaining 25 crew members are on the bridge or in engineering (10 and 15, respectively). The remaining 52 Augments, however, are taking this opportunity to take strategic positions around the vessel, capturing sickbay, the launch bay, transporter pads, and establish a hold outside of both the bridge and engineering. There are six 4-man Augment patrols.

Despite the security team’s best efforts, they will not make it to the mess hall in time to stop the duel and Enkav will, predictably, be cut down very quickly by Kahn. Likewise, Dayan’s crew will be taken by surprise when Kahn’s 20 men ruthlessly tear into the 140 present crew members for a minute-long massacre, then force the survivors to the escape pods. Meanwhile, firefights break out on the bridge and engineering as Kahn’s men take over the ship. With crew still aboard, Captain Pike can only watch and hope that his security detail is successful. Unfortunately, they will not be. At worst, they will be attacked by all six patrols (although sensor successes earlier will cut down on that number), and Pike will be forced to transport them back.

Moments later, Kahn has taken command of Dayan, the escape pods are jettisoned, its shields raise, and it attacks Solace, targeting the warp reactor to shut the vessel down. Once successful, Dayan warps away, leaving Solace to repair and rescue. By the time survivors are brought aboard, Dayan is long gone.

[Rewards: Kings of Old accolade]

DY-100 CLASS SLEEPER TRANSPORT

08	2133	USS ENTERPRISE (NCC-1701-A)
02	2471	USS VIKING (NCC-1031)
08	0912	USS ARCTURUS (NCC-1010)
08	0810	USS ARCTURUS (NCC-1010)
08	3801	USS ARCTURUS (NCC-1010)
02	3118	USS ARCTURUS (NCC-1010)
04	1801	USS ARCTURUS (NCC-1010)



Mash by Andrew J. Hodges

RoIn Design | <http://www.goodies.com/romansname>

DATE COMMISSIONED: 1998

DY-100 class Sleeper Transports were fielded during the late 1980's in order to explore the solar system via extended-duration missions carrying crews in suspended animation. The vessels were the first to be fitted with ion drive propulsion, powered by nuclear reactors, which would be capable of operating for years at a time. This would allow the DY-100's to operate under continuous acceleration, thus reducing journey times drastically and allowing the craft to conduct multiple missions without refuelling.

Like many space related projects of the 20th century, the DY-100s suffered from escalating costs and technical problems. The planned run of sixteen was funded jointly by many of the major governments of the time. The break-up of the Soviet Union during the development phase during the 1980's hit the project hard, and the design was re-worked several times in order to reduce the costs. Eventually the Russian government backed out altogether, and the remaining countries cut the order back to nine. The first DY-100 was launched in 1992, shortly before the start of the Eugenics wars. The first flight was a successful test run around the moon and back, with a crew of nine on board.

DECKS: 7

LENGTH: 140M **HEIGHT:** 22M **BEAM:** 39M

CREW: 40 **PASSENGERS:** 80

DRIVES: Ion/Fusion Engine (.25c/.9c)

KAHN NOONIEN SINGH

Kahn is a particularly powerful, influential, and dangerous Augment. He was a cruel and callous ruler back on Earth who managed to escape persecution and retribution when the reign of the Augments finally came to an end.

Adrift for two centuries in suspended animation, he has awoken with the same megalomaniac ambitions he once held, and plans to utilize Starfleet technology to carve out a new empire, with himself as its king.



Kahn Noonien Singh

ASPECTS

AUGMENTED HUMAN (P)
 SUPERIOR AMBITION
 MEGALOMANIAC
 SUPERIOR BREEDING
 PHYSICAL SUPERMEN
 "MINE IS THE SUPERIOR!"

ABILITIES

Agility: 3 Endurance: 5 Perception: 3 Strength: 5
 REMARKABLE INHUMAN STRENGTH OF FIVE MEN
 SPEED ENDURANCE
 Craft: 3 Knowledge: 3 Reasoning: 4 Willpower: 4
 RESOURCEFUL HEIGHTENED SUPREME CONFIDENCE
 COGNITION
 Deception: 2 Empathy: 1 Persuasion: 4 Resources: 2

ADVANTAGES

- Alertness (+2 to detect and avoid ambushes)
- Counter Attack (Attack as a free action if defense generates Spin)
- Crippling Blow (1 FP for +3 on next close combat attack)
- Fearless (+2 Willpower to resist fear-oriented effects)
- First Impression (+2 Persuasion on first Persuasion roll)
- Fleet of Foot (+2 bonus to run rolls)
- Grace Under Fire (+2 initiative for physical conflicts)
- Hard Style (Unarmed attacks gain WR +1)
- Inspiring Leadership (Spend 1 FP, distribute 4 FP to allies)
- Persistent Aspect - Augmented Human
- Precise Memory (+2 bonus on rolls to recall information)
- Sensitive Hearing (+1 Perception rolls involving hearing)
- Striking Looks (+2 Persuasion rolls involving appearance)
- Strong (+2 Strength rolls involving applications of might)
- Stun Resistant (+2 Endurance to resist Stun effects)

STRESS

Physical ■■■■■■■■■■
 Composure ■■■■■■■■

AUGMENTED HUMAN "AUGMENTS"

In the late 20th century, scientists on Earth utilized DNA sequencing to create a race of "supermen", augmented humans with greater strength, endurance, speed, and intelligence. Unfortunately, they suffered extreme emotional instabilities. "Superior ability breeds superior ambition."

The "Augments" were aggressive and, in 1993, siezed control of over 40 nations on Earth. Augment rulers were akin to tyrannical despots and their reign led to the Eugenics Wars, a dark period in Earth's history where many records were, current and old, were lost.

Eventually, the Augments were defeated, but some, apparently, managed to escape.



Augmented Human

ASPECTS

AUGMENTED HUMAN (P)
SUPERIOR AMBITION

SUPERIOR BREEDING
PHYSICAL SUPERMEN

ABILITIES

Agility: 3	Endurance: 4	Perception: 3	Strength: 4
REMARKABLE SPEED	INHUMAN ENDURANCE		STRENGTH OF FIVE MEN
Craft: 3	Knowledge: 3	Reasoning: 3	Willpower: 3
RESOURCEFUL		HEIGHTENED COGNITION	SUPREME CONFIDENCE
Deception: 1	Empathy: 1	Persuasion: 3	Resources: 0

ADVANTAGES

- Alertness (+2 to detect and avoid ambushes)
- Counter Attack (Attack as a free action if defense generates Spin)
- Crippling Blow (1 FP for +3 on next close combat attack)
- Fearless (+2 Willpower to resist fear-oriented effects)
- Fleet of Foot (+2 bonus to run rolls)
- Grace Under Fire (+2 initiative for physical conflicts)
- Hard Style (Unarmed attacks gain WR +1)
- Persistent Aspect - Augmented Human
- Precise Memory (+2 bonus on rolls to recall information)
- Sensitive Hearing (+1 Perception rolls involving hearing)
- Strong (+2 Strength rolls involving applications of might)
- Stun Resistant (+2 Endurance to resist Stun effects)

STRESS

Physical ■■■■■■■■
Composure ■■■■■■