

STAR TREK

EPISODE 10: WHILE THE CATS AWAY

"What was once known becomes unknown. 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."

2269.112.25: MALURIA SYSTEM, GENESIS EXPANSE, CAPTAIN'S LOG

Maluria once held an expansive civilization. Now, like many affected by the Genesis Event, that civilization is no more. Malurians are refugees, but in this case, they are unable to return to their homes. The Maluria System now consists of six unstable gas giants whose viability as planetoids declines with each passing week. Previous systems have been a testament to the potential miracles Genesis can incur, Maluria is an example of stark failure. We have nearly completed our survey of the system and are making ready for a lengthy trek to Risa.

[Roleplaying.]

The science and sensor teams are finishing their analysis of the Maluria system, which has proven to be a terrible let down compared to previously visited systems. As Antares prepares to enter warp speed, a damaged civilian hauler jumps in-system, immediately broadcasting an S.O.S.

Communications are difficult due to extensive damage the vessel has suffered. Scans indicate a warp core radiation leak aboard the vessel that contains 71 Caitian lifesigns. Captain Tigan orders Antares to grab the vessel with a tractor beam and haul it close. She forbids the use of transporters, for fear of misalignment due to the radiation issues. Instead, an emergency response team is assembled and will be transported over via three shuttle pods. Their assignment is to fix the radiation leak and stabilize the injured, then once the vessel is secured, wounded will be transported to Antares for full treatment.

Structural scans of the vessel indicate that it suffered powerful disruptor hits. Blast patterns are reminiscent of Klingon disruptors, but a really good roll will spot spiral wave disruptor technology, a weapon used by the Cardassians. The Cardassians, as many of the crew aboard Antares know, however, were all but wiped out when the Genesis Event occurred. Of course, Tigan wants answers.

The civilian hauler is badly damaged and while damage control teams can easily secure the leak, getting it up and running will take more material than what Antares carries (in fact, another good roll will indicate that things seem intentionally set). The crew of the hauler suffer from radiation poisoning, but many also suffer from disruptor wounds and lacerations from bladed weapons; they have been in combat. If there is a Caitian amongst the player characters, make matters even more interesting: three of the Caitians are relatives (two cousins (J'herea - female and T'mare - male) and their father, an uncle - R'laan). R'laan is in charge of the hauler's passengers, tells a tale of suffering at the hands of Klingon marauders that have moved in to Regulus recently, intent on making the system their own.

Infuriated that the Klingons are attempting to muscle in on Federation space, Captain Tigan orders Antares to Regulus at maximum warp (WF 9) and will take 1 day for the journey.

CHAPTER TWO: BLUE STAR

[Roleplaying and action. Scene Aspects: INTERDICTED SPACE, MAGNESITE OVERLOAD]

During the repair process of D'aalin's Crossing (an interesting name choice, as D'aalin was the first recognized Cait to "throw in" with the Kodom, at the time thought of as a traitor, but history paints him as a revolutionary hero that infiltrated the Kodom for greater access to their technology, and ultimately spelling defeat for the would-be conquerors), J'hera attaches herself to her relative (or any appropriate PC) (the two have always had a strong attraction and friendship), with her asking all about his adventures and wanting a tour of "his" ship. Meanwhile, T'mare plants several explosive charges that were snuck aboard at key locations around the ship, and R'laan spending as much time with Captain Tigan, spinning deceptions about their situation.

Like nearly any other system hit by the Genesis Event, Regulus has changed. Gone is the yellow star, and gone is the jungle-like world of Cait. Now, the star is blue, there are two habitable worlds, three gas giants (one superjovian and two mid-sized), and four atmosphere-less rocks, and one mineral-rich asteroid field from two other rocks that could not coexist. New Cait is the third planet from the blue star, and is an idyllic world of tall trees, stout mountains, and clean rivers. The fourth world is much smaller, but still boasts an habitable atmosphere. It is more water than Caitians are comfortable with, thus the resettlement process left it, mostly, alone.

According to R'laan, the Klingons operate out of the asteroid field, having apparently set up shop within the mineral rich field. As such, due to the heavy amounts of magnesite in the area, transporters and sensors are all but worthless; a perfect staging ground for marauders.

Currently, the Klingons make trade in system all but impossible. Travel is also exceptionally difficult, and the marauders have also recently begun encroaching on Caitian settlements on Cait. To make matters even worse, as will become evident, there's a growing portion of the Cait population that believes siding with the marauders might be the most advantageous move. 1) They are here in force, 2) they can provide many needed materials and goods for the refugees that want to return home, and 3) there had been growing dissatisfaction with the Caitian presence within the Federation.

When Antares first arrives they can easily detect all of the above information within moments of a system scan. Following the scan, they immediately pick up a half dozen ships: four Cardassian Koranak escorts, one Cardassian Galor cruiser, and one D-5 Klingon battle cruiser. The ships are moving to intercept Antares. Further scans show that they are crewed entirely by Orions, Nausicaans, and a hundred or so Caitians. At this point, the D-5 opens hailing frequencies, showing Orion Pirate Princess Jemaxa sprawled on the Klingon captain's chair as if it were a lounge. "Oh, hello Captain Tigan and the Antares! What a wonderful surprise! Welcome to -our- Regulus system. Surrender, and join the party!"

Unexpectedly, Captain Tigan frowns, "Jemaxa, this is a Federation system. You and your pirates are interdicting Starfleet space. Leave immediately or surrender for arrest; those are your only two options."

"Too bad," coos Jemaxa, and the six vessels move to attack postures.

CHAPTER THREE: TERRITORIAL CONFLICT

[Roleplaying and action. Scene Aspects: **OUTNUMBERED**, **SABOTEURS ABOARD**]

Captain Tigan orders a fighting withdraw, after an exchange or two, orders Antares to warp. That is when one of T'mare's planted "presents" is triggered: a gravimetric generator is triggered near the warp core, which disrupts the warp field, as the ship reads a massive gravitational body in the middle of the ship (like detecting the ship as if it were merged with a planet). When the field is rebalanced to compensate, that is when a planted explosive is detonated, damaging the starboard pylon and currently eliminating warp. Tigan orders the Antares into the asteroid field, hoping the magnesite deposits used by the Orion pirates to mask their base will work in favor of the Antares, as well.

Meanwhile, the crew faces a sudden uprising by the 71 Caitian pirate refugees they had taken aboard. Led by R'laan, they attempt to take over Engineering, likely fail, but should succeed in capturing the primary medbay, transporter room 4, armory 2, and two recreational rooms and taking about forty Starfleet officers as hostages. Breather masks are gathered and distributed amongst the Caitians and decks 3 and 4 are isolated from the ship's computer, eliminating remote access or remote internal security from operating at those decks.

Once the Antares loses its pursuers in the asteroid field, which will consist of a short chase, some fancy maneuvers, and the use of electronic warfare and generated sensor echoes, Captain Tigan orders Security to recapture her ship. Commander Reed will join Security on this operation, and are free to requisition any others as desired.

Tigan also orders an immediate repair of the vessel, as well as an extensive sweep to find, and remove, any other "presents" T'mare may have planted. She wants her ship fixed and 100% back under her command ASAP. Wounded as they are, they cannot hope to take on the Orion pirates, but more importantly, she wants to know why these Caitians have thrown their lot in with the Syndicate and what can be done to reverse it.

There are many methods that may be employed to remove the Caitian saboteurs, but all will be met with extreme and violent opposition. For his part, Commander Reed proves to be every bit as callous as one might expect SI to be in a situation such as this. While he will use a phaser when necessary, he frequently switches to lethal martial arts, seeming to take a degree of professional pride in bone-breaking and neck-snapping.

Meanwhile, the Caitian pirates plot and plan means of expanding their hold off the somewhat failed attempt at capturing the vessel. More than likely, several key crew members will be amongst the captives (like a few PCs as the situation presented itself). These captives will not be treated any differently, and when the first Caitians turn up dead from Security's counter attacks, R'laan contacts Captain Tigan. He informs her that unless the Caitians are given command of Antares, hostages will be killed. Tigan calmly retorts that, "That simply will not happen. We both know I won't give you control. We have you isolated to two decks." Something else must be figured out, or drastic measures will be the only option.

CHAPTER FOUR: BAD BLOOD

[Roleplaying and action. Scene Aspects: INTERDICTED SPACE, MAGNESITE OVERLOAD]

It will be up to Security to recapture Antares, while Tactical coordinates combat to stalemate the pirates. Meanwhile, Tigan wants the pirate headquarters found. She realizes the magnesite deposits will wreak havoc with ship sensors, but also concludes that it will do nothing against telepathic scans.

If there are no telepathic characters aboard, another option will have to be worked out. The default is that a telepath scans the asteroid field to locate the base. Doing so will not be easy. Alien minds are a challenge to begin with, and the vastness of space makes this a slow process. Once located, however, Captain Tigan will order an immediate course correction and force Antares to navigate the asteroids to reach the base. There, a final encounter with the D-5, Jemaxa, and another Cardassian vessel or two, will occur where Reed works with Security and Tigan to pull off a bit of a reversal.

Feigning great damage (or perhaps not “feigning” all that much, as the case may be), Tigan bargains with the Orion Pirate Queen, offering a return of her pirates and to allow the Starfleet vessel to withdraw, in exchange, Antares will not destroy the pirate base of operations. Jemaxa will be amused at the offer, but ultimately accept, viewing this as a victory due to ego. At such close range, Soong is sure he can establish a transporter signal.

The real plan, however, will involve sending Security teams along with several of Reed’s S.I. transporter enhancer beacons, over to the D-5 in a simultaneous beaming to another section of the ship. There, the five will make their way through the vessel, planting several explosive devices while Antares moves off.

They only have a few minutes to accomplish their mission (TIME CRUNCH is played on the scene) before Antares is out of even a pattern enhancer’s boosted range, but it should be long enough to plant several crippling charges that will force the crew of the D-5 to evacuate before it explodes. This should also allow enough time for several more personal encounters.

First, as charges are being set, the group is discovered by J’hera, R’laan, and T’mare. After a moment of tense accusations, T’mare opens fire and J’hera leaps into the shot to protect their relative. R’laan and T’mare are easily incapacitated after that attack, left to weep over their fallen kin.

The encounter will spiral, however, as the group is discovered by Orion, Caitian, and Naussican (use Klingons to represent Naussicans -- they are practically identical) pirates and will have a short running battle until they are cornered and Reed will have to take the several moments to attune the transporter beacons. During that time, Jemaxa will join the conflict. She could try and allegiances, seducing as needed to their place amongst the Syndicate; cast off the shackles of Starfleet and take their place at her side.

When that fails, weaponsfire begins anew, and Reed will finish the enhancement process, enabling the saboteurs the opportunity to return to Antares. It will occur just in time as the D-5 is rocked by several explosions, throwing the vessel into a spiral of destruction. Jemaxa escapes by beaming to another Cardassian vessel, and the pirates leave Regulus. Now the Federation can attempt diplomatic repairs with the Caitians.

[Rewards: While the Cat’s Away accolade]

CAITIAN PIRATE

Desperate and feeling abandoned by their partners in exploration, many Caitians have turned to other potential allies in the galactic community. This separation has riven the Caitian culture, leaving two distinct political entities: the Idraani (those seeking life without the Federation) and the Columbi (who seek to maintain Federation alliances). The Idraani are a small faction, but are gaining ground, particularly in light of the Genesis Event and the Federation's lack of substantial aid. Some soothing must be done to fix this.



ASPECTS

CAITIAN PIRATE

FOR A FREE CAIT!

POLITICAL TERRORISTS

ABILITIES

Agility: 3

Endurance: 2

Perception: 2 Strength: 2

GRACE UNDER

NIGHT VISION

PRESSURE

ENHANCED HEARING (P)

Craft: 2

Knowledge: 2

Reasoning: 2 Willpower: 2

EX-FEDERATION

Deception: 3

Empathy: 2

Persuasion: 2

Resources: 2

ADVANTAGES

Persistent Aspect - Enhanced Hearing

EQUIPMENT

Knife (Lethal; WR +1; Rng: 1 zone; SMALL (P))

Disruptor Pistol (Stun/Lethal; WR +4; Rng: 2 zones; DISINTEGRATION, THERMAL)

Concealed Combat Armor (1 Mild Consequence)

STRESS

Physical ■■■■ (Armor: ■■■)

Composure ■■■■

KLINGON D-5-CLASS BATTLE CRUISER

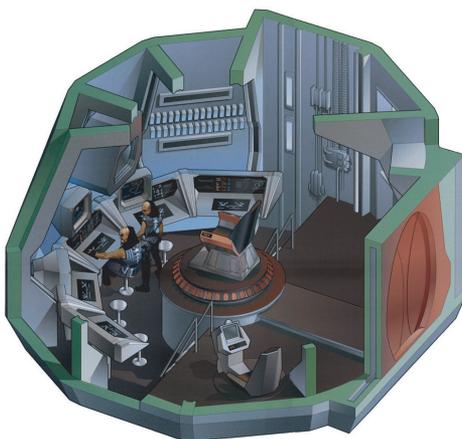
08	2133	STAR TREK: THE VOYAGER
02	2471	STAR TREK: THE VOYAGER
08	0912	STAR TREK: THE VOYAGER
08	0910	STAR TREK: THE VOYAGER
08	3801	STAR TREK: THE VOYAGER
02	3118	STAR TREK: THE VOYAGER
04	1801	STAR TREK: THE VOYAGER



DATE COMMISSIONED: 2157

An older, but still quite dangerous, Klingon battle cruiser, the D-5 is known throughout the galaxy for its similarities to its builders. D-5's are rugged and durable, notoriously difficult to destroy, in part to the hardened and reinforced superstructure, as well potent deflector shield design that was decades ahead of its time. Of course, that was when they were first implemented, putting the D-5 on par with most modern destroyers. In addition to the D-5's stalwart defenses, like any Klingon warship, it boasts significant firepower. Several disruptor batteries are mounted at strategic points, along with the Klingon-standard forward mounted torpedo launcher.

Of course, as other cultures' technology has caught up, the Klingon Empire has developed newer, more powerful starships, making the D-5 an older, nearly obsolete model. Again, by Klingon standards. Compared to other vessels of its size and classification, however, the D-5 is still a formidable vessel with more firepower than most Starfleet starships. In addition, the capacity for nearly five hundred Klingon warriors makes the D-5 battle cruiser a frightening opponent on the galactic battlefield. Recently, many D-5s have been retrofitted with the latest Klingon technology.



D-5-class bridge

KLINGON D-5-CLASS BATTLE CRUISER

- 08 | 2133 | STARSHIP
- 02 | 2471 | STARSHIP
- 08 | 0912 | STARSHIP
- 08 | 0910 | STARSHIP
- 08 | 3001 | STARSHIP
- 02 | 3118 | STARSHIP
- 04 | 1801 | STARSHIP



Starship Data

DECKS: 16
LENGTH: 208.68M **HEIGHT:** 42.25M **BEAM:** 152.2M
CREW: 300 **PASSENGERS:** 180
DRIVES: Type STN 5 Warp Drive (Warp Factor 6 cruising/8 maximum/10 emergency)
 K-HEU-4 Impulse Drive (.6c maximum)
DEFENSES: Class-2 Deflector Grid
WEAPON SYSTEMS: 4x K-GDM Disruptor Batteries (2x fore/starboard/aft; 2x fore/port/aft)
 1x KP-6 Photon Torpedo Launcher (fore)
 Tractor Beam (aft)
FEATURES: Class 2 Operations System with Extended Life Support and Personnel
 Launch Bay (4x Klingon shuttlecraft)
 Transporter Pads

Mechanical Data

SIZE: 4 **FATE POINTS:** 3
ASPECTS: KLINGON BATTLE CRUISER VENERABLE WARSHIP FOR THE EMPIRE!
CREW: 2 **MANEUVERABILITY:** 2 **STRUCTURE:** 4 **SENSORS:** 2
 EXPOSED NACELLES RUGGED FRAME VULNERABLE SENSORS
SPEED: 2 **SYSTEMS:** 3 **WEAPONS:** 3

ADVANTAGES: Armored (+2 vs. Physical damage), Cloaking Device, Deflector Shields II (-5 DR), Disruptor Batteries (WR +5; +2 accuracy; +2 accuracy & WR or FP for attack against all in zone), Electronic Counter Measures (+2 Systems vs. system attacks), Polarized Hull (+2 vs. Energy damage), Reinforced Structure, Security Specialists (+2 vs. shipboard crew attack & defense), Torpedo Launcher (WR +5; FP after 1st use), Tractor Beam (Strength 7), Transporters, Warp Drive

Stress Tracks & Consequences

SHIELDS:	■■■■■■■■	■■■■■■■■			
STRUCT.:	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■
SYSTEMS:	■■■■■■	■■■■■■	■■■■■■	■■■■■■	■■■■■■
CREW:	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■