

STAR TREK

EPISODE 14: SPACE BETWEEN THE STARS

"Unknown dangers brew at Federation doorsteps. 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."

2270.32.75: NEAR NIVOCH SYSTEM

While continuing our mission to explore the Genesis Expanse and search for the remaining three missing Starfleet vessels, we stumbled across a radiation and gravitic anomaly near the Novich system. Our sensors, and their operators, are having a difficult time attaining coherent readings. As a result, and in an attempt to formulate a "sensor web", Lt. Selar Ivzri has taken out a shuttlecraft equipped with an experimental sensor array. Our hopes in recording redundant readings is some degree of measurable results.

[Roleplaying.]

Antares is investigating an anomalous gravimetric and radiation spike near Novich. According to spectral analysis, the anomaly was birthed the same day as the Genesis Event, but also matches several other readings taken throughout the century by other Federation members (Vulcans, Andorians, Tellarites, etc.) A bit of additional research indicates that a disturbingly large number of these readings coincide with vessels that have gone missing.

Sure enough, not long after, a spike occurs in the anomaly which causes it to open as a sort of wormhole with intense gravitic properties. Unable to pull away from the sheering effects, first the shuttlecraft, then moments later, Antares, are pulled within.

The crew find themselves in an unknown portion of the galaxy, adrift in a starship graveyard. More accurately, it is a starship -parts- graveyard. Chunks of identifiable hull, pylons, nacelles, and other sections of starships float about in a massive morass of material. No biosigns can be detected and no bodies are found floating about. Furthermore, the shuttlecraft is nowhere to be found.

Sensors are practically offline in this region of space. The entire region seems saturated with the radiation detected previously. Additionally, so much debris and material drifting around causes too many conflicting readings for things to be accurate. As such, the ship must maneuver slowly and deliberately. Localized scans of the debris and floating pieces identify them as registered Federation (and other organization) starships, many of them matching registries belonging to the missing ships.

Tigan orders a few hands-on investigations of the debris field, with Away Teams exploring hulk chunks. Nothing of value is found: there are no bodies and no functioning consoles, computers, or workstations. In fact, things seem "stripped to the bone". During these, scene aspects like CRUMBLING SHIP, NO GRAVITY!, or WHERE IS EVERYONE? are certainly appropriate.

Eventually, Antares comes across the missing Detroit-class starship (USS Polaris, captained by Tyrell Aimes), as it is being pulled apart by a "gang" of flying geometric shapes.

CHAPTER TWO: STRANGERS IN A STRANGE LAND

[Roleplaying and Action. Aspects: [SENSOR INTERFERENCE](#), [STARSHIP GRAVEYARD \(P\)](#)]

A trio of 4-sided, pyramidal "vessels" move about, using strange cutting beams to surgically slice portions of the Detroit-class ship apart. Slightly smaller, 6-sided, cube vessels (about the size of shuttlecraft) utilize powerful tractor beam-like technology to grab separated portions and drag them off. A singular, larger (about the size of a small, compact Starfleet starship) 12-sided, orb-like vessel seems to "oversee" the operation.

After a few moments of observation, Antares is noticed by the orb-like vessel and moves to investigate. It utilizes a powerful probing and analysis beam that penetrates Antares' shields as if they weren't there. After a moment of scanning, the beam stops and a connection is made to the ship's computer. No amount of effort will cease the linkage, and another moment a series of binary characters scroll across the screen; it is a language.

It should only take the Antares' crew a few moments to decipher the message, which reads:

"Hedron distinction.

Scan result: bio-organisms abundant.

Scan result: unique strand detected.

Capability assessment: bio-organisms insignificant.

Analysis: integration of unique strand.

Analysis: material gathered for Collective."

Tigan will not be pleased with that series of responses and orders the ship from yellow to red alert. The orb pulls back a bit as several pyramids and cubes move forward. The pyramids begin using cutting beams that seem to easily penetrate the ship's shields while the cubes work to hold Antares in place.

Antares will have to fight its way free, then find a place to hide amongst the debris to lose the odd vessels for a time. Tigan assigns three different tasks: 1) find a way to recreate that wormhole and get out of here; 2) get a complete analysis of all readings of those vessels to attempt to understand who, or what, they are; 3) strengthn the shields so those cutting beams are not as effective.

Before too long, Antares will detect sweeping patrols of vessels -- two orb-like vessels "escorted" by four, 8-sided, diamond-shaped vessels. A cat-and-mouse game begins as Tigan has Antares move about, trying to stay hidden for as long as possible as discoveries are made. Eventually, however, the patrol will find Antares and an attack begins. The diamond vessels, about the size of a small, compact Federation starship, boast powerful missile and beam weaponry that hammers at Antares'. During the conflict, a number of pyramid and cube vessels are "called for" by the orbs and Antares' finds itself fighting a mass number of them. As Antares' shields falter, the moment they are out, even for a moment, a vital NPC who interacted with the Borg (or better, a PC who is part Borg) is transported off Antares in a trickle of yellow energy. Immediately, one of the orbs breaks away from the conflict.

Tigan orders immediate pursuit, and the session closes with Antares coming into view of a moon-sized, 1000-sided object that the orb (containing the captive) flies into...



HEDRON

The galaxy teems with life in myriad forms. From silicon-based, humanoid organisms to dikironium, vampiric cloud creatures, the galaxy presents a wondrous, bizarre array of lifeforms. There are some, however, that defy rational explanation, that exist beyond reason and comprehension. The symmetrical polyhedra lifeforms collectively known as “Hedron” are a stellar example.

Hedron are mechanical organisms, made up of fabricated parts fashioned from diburnium-osmium-terminium alloy, resulting in a strong material with natural shielding and phaser-resistant qualities. Their inner workings are comprised of isolinear circuitry, enabling the cybernetic lifeform to perform computations far exceeding current Federation capabilities.

Hedron maneuver via powerful subspace engines and employ extremely potent warp technology that far exceeds what modern day Starfleet vessels are capable of attaining. Hedron do not employ shields, as most starships do, rather their alloyed hull replicates many effects shields produce, including dampening transporters, offering protection, and scrambling sensors.

Hedron come in a variety of forms, pyramid-like tetras (shuttlecraft-sized), cube-like hexas (also roughly the size of shuttlecraft), diamond-shaped octas (the size of a small starship or Captains’ yacht), orb-like dodecas (only slightly larger than octas), and the largest, a 1000-sided Hedron called Chilia (the size of a small moon).

The different forms perform different roles. Tetras, the simplest, employ powerful laser cutting beams to dismantle objects. Hexas aid in the “grunt work”, utilizing tractor beam-like technology to drain power and haul material. Octas are equipped with potent neutron beam emitters and magnetometric guided missile weapons. Finally, the dodecas possess the strongest sensors as well as a potent “dispersal screen” which drains shields and inhibits transporters and handicaps sensor readings.

Hedron operate in units, with varying types operating together to accomplish goals. In groups, they function as a single, more skilled, unit. Hedron have no sense of individuality, although they do seem to have a hierarchical existence; tetras and hexas will sacrifice themselves to protect an octa or dodeca, for example. Objective, however, trumps ranking. Octas and dodecas will sacrifice themselves for hexas if material needs to be transported.

While not inherently hostile, Hedron are an aggressively curious species equated to ethic-less scientists. Everything exists to study, and advancement outweighs any form of diplomacy. Hedron dismantle any mechanical or biological object found, assimilating unique distinctions into their own design, all in an attempt to compete with an ambiguous threat known only as the “Nemesis”.

