

Anything but Routine

Synopsis

The *USS Fife* is sent to Omicron Persei 8, a planet near the Outback, a region of space facing that indefinite boundary between Romulan and Gorn territory. Their mission is to deliver supplies and, in general, to check in on the Vulcan colony established on the class M planet that is otherwise devoid of intelligent life. Their point of contact is the colony chief, Sornam, a former science officer with Star Fleet and master astrophysicist. His hand-picked leadership team consists of Staanit (exo-botanist), T'Pomar (exo-zoologist), Sovist (sociologist), and T'Lyrin (geologist), and they arrived about six months ago. The remaining Vulcans are scientists, laborers, and service personnel of one sort or another. They were assigned to the colony about 2 months ago by the Vulcan Science Academy ("VSA") without Sornam's involvement. This isn't unusual, but it does explain how the remaining colonists are unaware of the leadership team's treachery.

In fact, with the exception of Staanit, the entire leadership team consists of Romulans that have infiltrated the VSA. While Sornam is providing (inaccurately) negative reports to the Vulcan Science Academy, he's also providing encoded reports to the Romulan Science Counsel. The encoded messages are hidden, embedded within normal communication signals and appearing as mere noise to the untrained eye. The encoded messages are sent in the evening from a small building, designated as "classified," that the crew members are not permitted to enter, but doesn't shield the surge of subspace energy caused by the communications.

Complicating matters further, orbiting Omicron Persei 7 is Sornam's support, a Romulan Task Force. They've recently fended off an attack from a Gorn task force, which had pursued the Romulans into Federation space because the Romulans had destroyed a Gorn scout ship. Though the Romulans successfully forced the Gorn to retreat, they suffered damage. Rather than confront the *Fife*, they're remaining cloaked while making repairs. Their hope is for one of two things to occur: 1) the *Fife* leaves soon, leaving them with only the Gorn to address, or 2) the hot-headed, shoot-first Gorn arrive soon and attack the *Fife*.

When the Romulan task force realizes that the PCs are unraveling the mystery, they approach Omicron Persei under cloak and attack.

1. Introduction

Captain's Log, Stardate 2003.4, Captain Jason Q. Culver commanding. Our routine patrols have been quiet and uneventful, and out here in the Outback, that's a welcome, though tenuous, change of pace. There have been no signs of Romulan or Gorn activity against us or each other, but we know we have to keep vigilant. Tensions can come to a full boil out here over what seem like small matters. Crew morale is good. Everyone seems ready, though we'd all be happy if this mission remained boring. No sense in stirring up a bee's nest.

2. Speaking with Admiral Ackbar

The adventure starts with the communications officer receiving a visual transmission from Commodore Robert Ackbar of Star Fleet.

"Jason we need your help. There's a relatively new Vulcan research colony on Omicron Persei 8. They're checking out the place for possible permanent settlement but their supply ship ran into some problems. In short, we need you to deliver some supplies.

Inform the players of the fact that a) this is frustrating and b) this will require about three days of using the replicator to create supplies and transporting them to the surface.

I know this isn't exactly your idea of fun but it's part of your command orders. Besides, we have no other ships in the Outback and the colony could suffer catastrophe if they aren't resupplied."

If asked to describe the colony:

"The colony is run by a guy named Sornam. He's some sort of astrophysicist but his short time in Star Fleet gave him some management and leadership skills that the Vulcan Science Academy thought qualified him for running the place. He and his team of top Vulcan scientists initially settled the place and then Vulcan sent some scientists laborers and service personnel to fill out the colony. You can find some more information in the digital report I've sent you but I assure you that it's all fairly boring stuff."

In any case, continue with:

"Jason, how are things otherwise?"

If the Captain Culver's response in any way suggests "boring," "quiet," or "ordinary," Admiral Ackbar responds:

"That's good. I don't need to tell you to keep your eyes and ears open for a trap, though. Sometimes things are quiet because someone's up to no good."

3. Arrival at the Colony

The *Fife* arrives within a few hours during the early evening from the perspective of the colony. The players may search the computer records for a description of the Outback area (see [Player's Handout #1](#)) or the parameters of their assignment (see [Player's Handout #2](#)). The PCs should perform a standard scan from orbit. The scan will reveal nothing out of the ordinary (see [Player's Handout #4](#)), though the Science Officer will note that it will take a day to determine the mineral content of the planet or spot potential geological hazards (see [Player's Handout #5](#)). Such a scan should be appreciated by a small colony without the resources to perform such a scan. The colony is located near the equator.

4. Beam down

The Captain should assign a landing party to make first contact with the colony. Allow the players complete freedom to choose the characters to be sent. The Captain can order a scan of the colony itself, but Federation regulations prohibit interior scans without express permission. See [Player's Handout #3](#) for the results of that cursory scan. The GM's map is available as [GM's Handout #1](#).

5. Introductions

Sornam introduces his leadership team: T'Pomar (exo-zoologist) and Sovist (sociologist). Staanit (exo-botanist) and T'Lyrin (geologist) arrive late, exhausted, and unapologetically dirty from their dig. They state they're digging in natural craters outside the colony "town" (though in truth the craters were caused by blaster fire from a Gorn ship). While they appreciate the presence of the *Fife*, they're quite stand-offish, even for Vulcans. (For example, if asked to join the PCs for dinner, they ask, "Why?")

If the landing party offers a details scan of the planet, the leadership team respectfully declines, citing their ability to handle the situation. If, when the offer is made, any ordinary colony members are present, they will see the offer as very generous and useful.

Clue: The leadership team doesn't want the *Fife* to scan the planet.

Clue: If possible, at some point in the conversation, T'Pomar should make reference to being relieved that her blind son had his 5th birthday. This references the fact that on Romulus, a 5-year old who completes the ceremony of d'sora, is no longer subject to ritualistic euthanasia for having a genetic defect. If the subject arises, a PC with a skill rating of at least 10 in Romulan History/Culture might think to connect the statement with the ceremony of d'sora.

6. A Tour of the Colony (identifies the classified building)

The colony consists of the following small, prefabricated buildings whose entrances are generally open:

Administration: This one-room building seems much like the bridge of a starship, with stations dedicated to astrometrics, biology, planetary sciences, engineering (i.e., power monitoring), and communications. When the PCs beam to the surface, they beam to a transporter pad located here.

Astrometrics: These laboratories are dedicated to the study of the Omicron Persei solar system.

Biological: These laboratories are dedicated to the study of the flora and fauna of Omicron Persei 8.

Planetary: These laboratories are dedicated to the study of the geological profile of Omicron Persei 8.

Leadership Team Barracks: Each member of the leadership team has its own room in this relatively posh building, and they share a dining area as well. A PC with a skill rating of at least 30 in Vulcan culture knows that this waste of resources and showing of status is illogical.

General Barracks: Relative to the other buildings, this is a large, one-room building with a series of bunk-beds and modest, shared furniture.

Mess Hall: This is a modest center where the ordinary colonists eat their meals. The leadership team has private dining quarters in their exclusive barracks.

Trauma Center: This serves as a treatment center for medical emergencies, but also contains laboratories for studying and treating infectious diseases and poisons.

General Machinery: There are several small buildings that serve as nothing more than protecting machinery (e.g., communications equipment, power stations, shield generators) from the elements.

Romulan Communications: One building appears to be another General Machinery, but it has the peculiar characteristic of a heavy, metal door, which is always closed and locked. Hanging on the door is a sign that reads, "Restricted Access," written in Vulcan. It's impervious to scans from tricorders, which itself is curious. Within the building are advanced, long-range Romulan communication equipment and Romulan weaponry.

Quasi-clue: The Vulcan colonists not on the leadership team are suspicious of crew of the *Fife*. While they aren't the spies, their snubbing of the crew will serve to raise suspicions.

Clue: A non-leadership team Vulcan colonist, Sterok, confronts the crew and tells them to "take their war back to space. There's no need for weapons here."

Clue: The building labeled restricted access is impervious to tricorder scans and requires a sensors check to scan it from above. If asked about the building, Sornam will remind the PCs that interstellar law requires the PCs to honor its restricted designation.

For a map of the area, see [GM's Handout #1](#).

7. Scanning the Planetary System

If the PCs think to scan the debris orbiting Omicron Persei 8, they might discover that the debris contains traces of dolomite. One with a skill rating of at least 40 in Mechanical Engineering or 50 in Geology, Gorn culture, or Orion culture might learn that only Gorn and Orion ships use dolomite. If the debris is studied for a day, one with a skill rating of at least 40 in Mechanical Engineering or Starship Weaponry Technology might learn that the damage was done by a Romulan plasma weapon (-20 penalty to the skill roll).

If the PCs do a 24-hour, full planetary scan of Omicron Persei 8, they'll learn the geological composition of the planet (see [Player's Handout #5](#)) and the nature of the communications equipment in the Restricted Access Building.

Clue: There is a small amount of debris in orbit around the planet. The debris is from a Gorn ship's hull that was damaged by a Romulan plasma weapon.

Clue: The planet's natural resources are plentiful, which is in contrast to what's being reported to the VSA. If the PCs have intercepted and decoded the reports to the Romulans, this information is contained in it.

Clue: Sornam's reports, if intercepted, report negatively on the condition of the planet, but the report is clearly dishonest. The planet is rife with natural resources.

8. Exploring the Dig Site

If the PCs visit the area of the dig, they'll be attacked by a band of hathri (Romulan for "predators"), a large, flightless reptile native to the planet. See [GM's Handout #2](#). These are aggressive, apex predators. **If the PCs ask about potential dangers, the Vulcans respond only with:** "You should be fine." **If the PCs survive to ask why Sornam didn't warn them of the hathri:** "It was logical to assume you would protect yourselves when on a strange planet."

Clue: There are blaster craters caused by Gorn weaponry, but the Sornam insists they were present before their arrival. The geologist, T'Lyrin, took advantage of the craters as a means to study what's underground, citing interference with her sensors as a reason such inspection is necessary. If the PCs investigate, they'll detect no such interference.

Clue: A PC that speaks Romulan knows that hathri is the plural of hatham, which is Romulan for "predator."

Clue: The PCs weren't warned of the danger, and Sornam seems indifferent to their plight.

9. Monitoring Communications

If communications are monitored, a PC with a skill rating of at least 40 in Communications Systems Operation might learn that there is a message hidden as background noise in the planetary communications (-20 penalty). If the hidden message is discovered, one with a skill rating of at least 45 in Communications Systems Technology may be able to decode the message. If decoded, the message is discovered to be in Romulan and is providing accurate reports of the Omicron Persei solar system. Note that no Communications Officer will attempt to decode the message without the Captain's direct approval. Such an act would violate Federation Law.

Clue: At a set point in the evening, subspace communications have an unusual amount of noise attached to them.

Clue: Hidden, encoded transmission is causing unusual signal noise. If discovered and decoded, the encoding is easily identified as Romulan. It can be translated by only the most competent communications officer.

10. Admiral Ackbar's Digital Report

If the PCs decide to read the Digital Report, they learn that after Star Fleet Academy, Sornam served for four years as science officer aboard the *USS Birmingham*, NCC-1203, a Brenton class cruiser assigned to military command.

Clue: Sornam will claim that he also served aboard the *USS Yeager*, a Gagarin class science vessel that served time charting the Outback. If confronted on the fact that his service record doesn't indicate this to be the case, Sornam will stoically claim it was a classified, off-the-record mission.

11. Optional: Murder!

If the PCs are having difficulty moving the plot forward, they receive an emergency communication beacon from the planet below. The signal comes from outside the colony's limits. When they arrive, they find the corpse of Stannit, already being desecrated by small (harmless) scavengers. If the PCs warned Sornam before beaming down, he and the rest of the leadership team arrive at the site at the same time as the PCs and will forbid examination of the body by the landing party, though Federation regulations allow it. If the body is examined by the PCs, the cause of death is actually energy weapons. In about 1 day, a full autopsy will uncover that disruptor fire is the specific cause of death.

Clue: Only Klingons, Orions, and Romulans (and affiliated species) use disruptors. Gorn use blasters, and the Federation uses phasers.

Clue: Planetary scans find no trace of Gorn life forms, and routine sensor logs show no signs of a Gorn ship.

12. Exposed!

When the PCs are ready to confront Sornam, they refuse to subject themselves to medical scans or otherwise prove their identity. If pressed, they attack. During the attack, one of the team will activate a small communications device. As soon as the first round of ground combat is concluded, the landing party will be informed that they can't be beamed aboard. Shields have been raised, as the *Fife* is under attack. Three Romulan ships have decloaked and attacked the *Fife*. One is a V-8 cruiser (type 4), and the other two are T-10 destroyers (type 2). *For a table of inexperienced players, eliminate the V-8.*

Note: You may run these encounters separately by having the Romulan ships decloak after ground combat has concluded. Have the small device activated by the Romulan also create a forcefield strong enough to block transport on or off the planet.

Statistics for the Romulan agents: See [GM's Handout #3](#).

Statistics for the Romulan ships: See [GM's Handout #4](#).

13. Optional: The Gorn Arrive, Looking for a Fight

Shortly after basic repairs are made, the Gorn arrive looking to extract some revenge. The *Fife* is in no condition for a fight, and the Gorn aren't really the enemy, so the smart move is to exercise some diplomacy. The Gorn will attack, but each round, the crew can use a combination of skill rolls and good old-fashioned restraint to keep the ship in one piece while a truce is negotiated.

Statistics for the Romulan ships: See [GM's Handout #5](#).

Player's Handout #1: Computer Record on the Outback ([Encounter 3](#))

The Outback is the popular name for a section of space along the Federation frontier between the Romulan Neutral Zone and the Clanhaven Treaty Sector, including the border worlds of the Federation and the territory beyond. Although Federation Intelligence is not certain of the exact boundaries, the Outback is believed to include a wide band of uncontrolled stars between the Romulan Star Empire and the Gorn Alliance.

Federation presence in the Outback region has been limited to the consolidation of the UFP sphere along the frontier. It is believed that both Romulan and Gorn expeditions into the Outback are fairly common, and the area is considered a potential trouble spot as a result of their presence.

Player's Handout #2: Extract from Command Orders for USS Fife, NCC 2572 ([Encounter 3](#))

III. You are therefore posted, effective immediately, to command the following:

The USS Fife

Frigate, Class XI – 177,500 metric tons

Crew Complement – 370 crewmembers, 250 marines

Drive – space warp

Range – 15 years at light-year velocity

Registry – Terra, United Starship, #2572

IV. Nature and duration of mission:

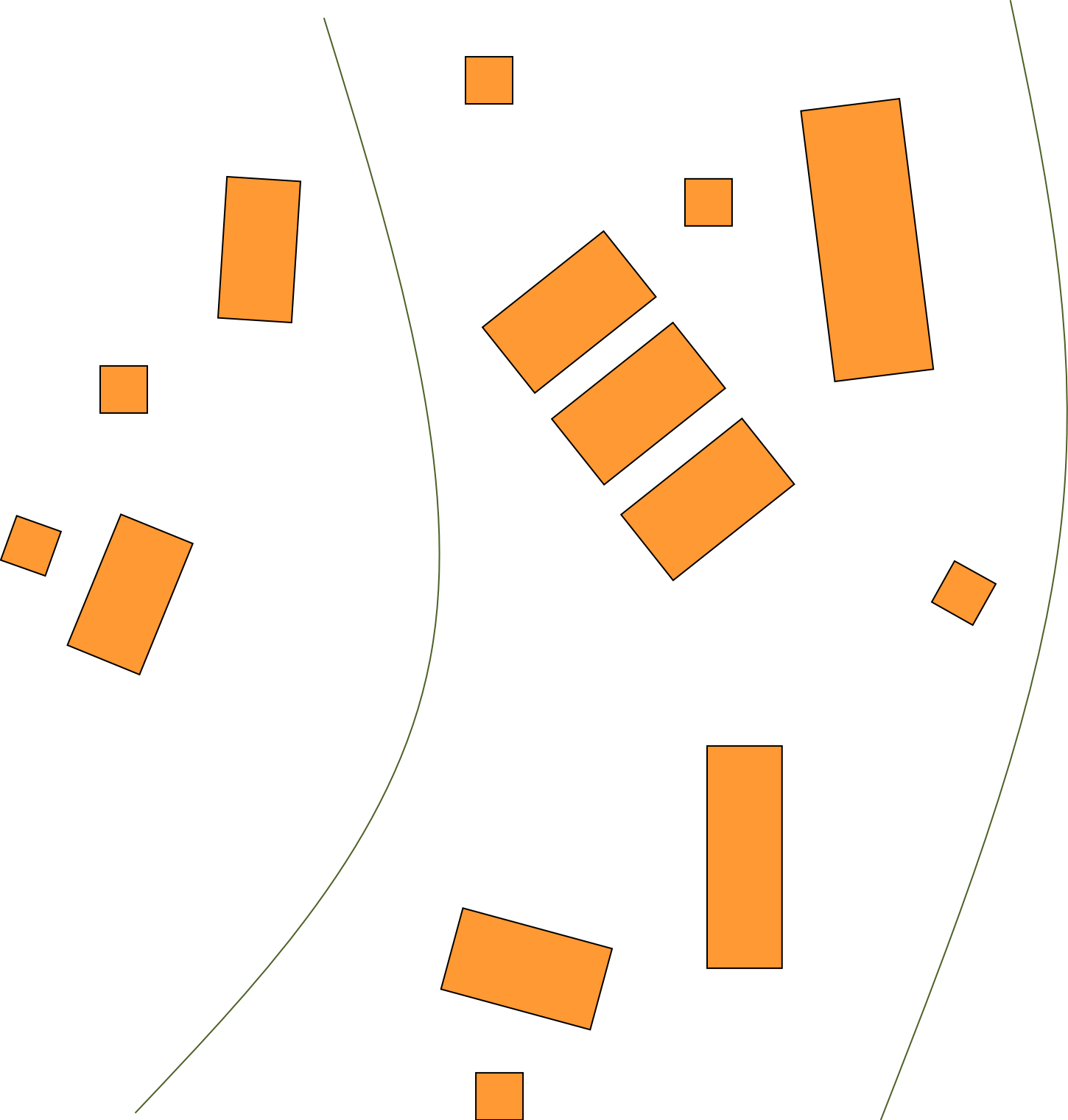
Military Operations Command: 1 Year

V. You will conduct the patrol to accomplish primarily:

1. UFP frontier security (see Appendices C and E, these orders); and
2. Any required assistance to the UFP colonies in your quadrant, and the enforcement of appropriate statutes affecting such Federation commerce vessels and traders as you may contact in the course of your mission; and
3. Scientific investigation of alien life forms and social systems encounter in the course of your patrol.

VI. On receipt of these orders, you will report to the Commandant of Star Base 8 for patrol parameters and operational orders. You will remain under the authority of Commandant Star Base 8 until reassignment or termination of your present mission. In the course of your patrol, USS Fife shall be assigned to independent duty, and you are therefore expected and required to exercise command initiative as necessary to the successful performance of all General and Specific Star Fleet Military Operations.

Player's Handout #3: Scan of the Area ([Encounter 4](#))



Player's Handout #4: Computer Record on the Omicron Persei System ([Encounter 3](#))

System: Omicron Persei

Nature: Binary star system; one spectral type B1 giant star and type B3 dwarf star with 108-hour rotation

Number of Planets: 12

Number of Class M Planets: 1

Omicron Persei 8

# Satellites	3
Gravity	1.3G (<i>metagaming data: failed MAX OP END saves result in <u>10</u> points of temporary damage.</i>)
Diameter	16,900km (10,400 miles)
Equatorial circumference	52,000km (32,500 miles)
Total surface area	663,000,000 sq. km (256,022,000 sq. miles)
Land area	58%
Hours/day	27
Atmosphere	Thin
Climate	Desert/Steppe

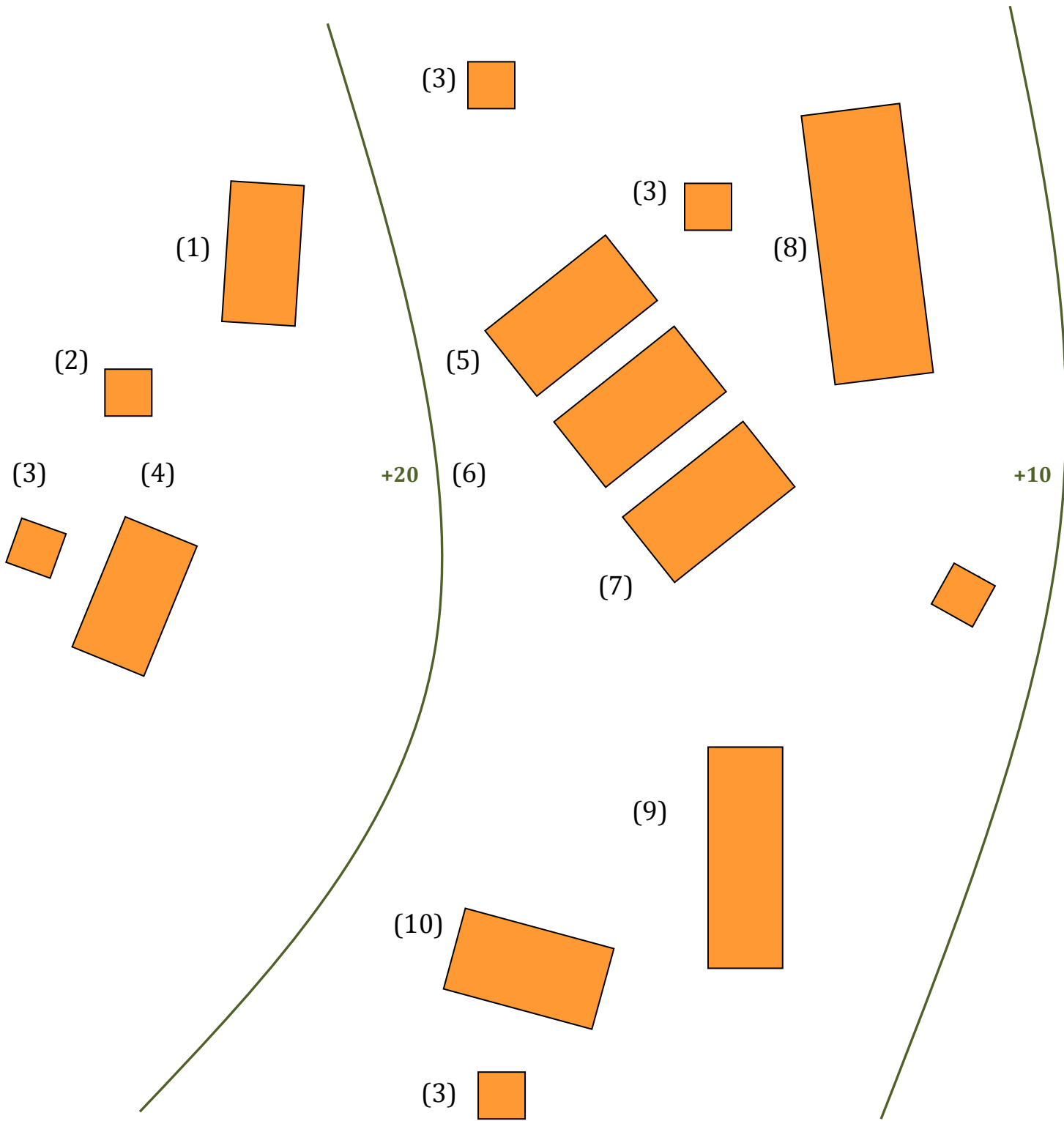
Player's Handout #5: Results of the Geological Scan of Omicron Persei 8 ([Encounter 3](#) and [7](#))

Geological Warnings None

Mineral Content

Normal Metals	12%
Radioactives	28%
Gemstones	33%
Industrial Crystals	23%
Special Minerals	0%

GM's Handout #1: Map of the Area (Encounters [4](#) and [6](#))



- 1. Admin
- 2. Romulan Communications
- 3. General Machinery
- 4. Leadership Team Barracks
- 5. Biology

- 6. Planetary
- 7. Astrometrics
- 8. General Barracks
- 9. Mess Hall
- 10. Trauma Center

GM's Handout #2: Statistics on the Hathri ([Encounter 8](#))

Hathri

Medium Reptile

STR: 57 (3D10+40)

END: 47(3D10+30)

DEX: 67(3D10+30+20 for being a carnivore)

MENT: 6 (basic animal cunning/tactics; capable of being trained)

Action Points: 11

Armor: 2 (D10)

Personal Combat, Unarmed: 65

To-Hit Rating: 66

Damage: D10+3 (Avg: 9)

Hathri					
47	47	47	47	47	47

Hathri are two-legged, land-based apex predators that can be found in all but the polar regions of Omicron Persei 8. Each species of the Hathri have adapted their body color to match their surroundings, so the ones likely to be found in this adventure are rust-colored. As carnivores, they've developed coordinated pact tactics for hunting and defense, and are quick and agile despite the thickness of their hides. They never pass up the opportunity for a meal, as such meals are difficult to come by considering the environment. They slash at their opponents with the claws of both their arms and legs, attempting to latch onto them. Once they've subdued their prey, they finish them off with their bites.

GM's Handout #3: Statistics on the Romulan Agents ([Encounter 12](#))

Sornam

STR: 89
 END: 77
 INT: 55
 DEX: 78
 CHA: 46
 LUC: 39
 PSI: 14
 Action Points: 11
 Marksmanship, Modern: 73 (75)
 Personal Combat, Unarmed: 69 (73)
 Security Procedures: 45

NOTE: If forewarned of combat, Sornam will don his armored vest (-2 damage points per hit).

T'Pomar

STR: 77
 END: 80
 INT: 48
 DEX: 82
 CHA: 45
 LUC: 40
 PSI: 23
 Action Points: 12
 Marksmanship, Modern: 75 (78)
 Personal Combat, Unarmed: 63 (72)
 Security Procedures: 44

NOTE: If forewarned of combat, T'Pomar will don her armored vest (-2 damage points per hit).

Sovist

STR: 76
 END: 77
 INT: 53
 DEX: 75
 CHA: 44
 LUC: 39
 PSI: 20
 Action Points: 11
 Marksmanship, Modern: 76 (75)
 Personal Combat, Unarmed: 70 (72)
 Security Procedures: 49

NOTE: If forewarned of combat, Sovist will don his armored vest (-2 damage points per hit).

T'Lyrin

STR: 78
 END: 75
 INT: 48
 DEX: 76
 CHA: 43
 LUC: 47
 PSI: 20
 Action Points: 11
 Marksmanship, Modern: 64 (66)
 Personal Combat, Unarmed: 71 (73)
 Security Procedures: 45

NOTE: If forewarned of combat, T'Lyrin will don her armored vest (-2 damage points per hit).

Sornam		T'Pomar		Sovist		T'Lyrin	
77		80		77		75	
Real	Temp	Real	Temp	Real	Temp	Real	Temp

Each is armed with a Hand Disruptor-A:

Damage: 75 (Graze 25)

Ammo: 20 (drain 2)

<u>Point Blank</u>	<u>Short</u>	<u>Medium</u>	<u>Long</u>	<u>Extreme</u>
1	2-4	5-10	11-20	21-35

GM's Handout #4: Romulan Starship Data ([Encounter 12](#))

V-8 (Bird of Prey) Class VI Cruiser (Romulan) Type 1

Captain's Starship Combat Strategy/Tactics: _____ (50+2d10)

Maximum Power Units: **26**

Current Power Units Available: _____

Casualties: _____ %

Power to Movement (Ratio: 1/3): _____

D	0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---	---

Power to Weapons (RB-4 Beams, damage: +3 (1-2), +2 (3-6), +1 (7-10); RPL-2 Plasma Torpedo)

Beam Range:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
To-hit:	10	10	9	9	8	8	6	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Damage Bonus:	+3	+3	+2	+2	+2	+2	+1	+1	+1	+1	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0

Fwd/Port/Stbd

D	0	6
---	---	---

Missile Range:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
To-hit:	10	9	8	7	7	7	6	6	5	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0
Missile Damage:	16	16	16	12	12	12	10	10	8	8	6	6	4	4	0	0	0	0	0	0	0	0	0	0

Fwd/Port/Stbd

D	0	15
---	---	----

Shield Power Ratio: 2/1

F/P	Fwd	F/S	A/S	Aft	A/P
D	D	D	D	D	D
0	0	0	0	0	0
8	8	8	8	8	8

Superstructure

-10	-9	-8	-7	-6	-5	-4	-3	
-2	-1	0	1	2	3	4	5	
6	7	8	9	10	11	12	13	
14	15							

Stress Chart (Maximum Warp Speeds: 4/6)

Speed	Sub	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10
Engine	--	--	--	--	1	1	2	n/a	n/a	n/a	n/a
Superstructure	--	--	--	1	1	2	2	n/a	n/a	n/a	n/a

Sensors

D	OP
---	----

Tractor Beam

D	OP
---	----

Life Support

D	OP
---	----

Transporter

D	OP
---	----

Cloaking Device

D	0	15
---	---	----

Roll	1	2	3	4	5	6	7	8	9	10
Fwd/Port	Shield	Beam (.5)	Port Warp	Port Warp	Port Warp	Super (.2)	Super (1)	Super (2)	Sensors	Bridge
Forward	Shield	Beam	Missile (.5)	Super (1)	Super (1)	Super (2)	Super (2)	Sensors	Bridge	Bridge
Fwd/Stbd	Shield	Beam (.5)	Stbd Warp	Stbd Warp	Stbd Warp	Super (.2)	Super (1)	Super (2)	Sensors	Bridge
Aft/Stbd	Shield	Beam	Stbd Warp	Stbd Warp	Stbd Warp	Impulse (.2)	Super (1)	Super (2)	Super (2)	Super (5)
Aft	Shield	Missile (.5)	Stbd Warp	Port Warp	Impulse	Super (1)	Super (1)	Super (3)	Tractor	Engr out
Aft/Port	Shield	Beam	Port Warp	Port Warp	Port Warp	Impulse (.2)	Super (1)	Super (2)	Super (2)	Super (5)

T-10 (Bright One) Class VI Destroyer (Romulan) Type 2 Captain's Starship Combat Strategy/Tactics: ____ (50+2d10)

Maximum Power Units: 40

Current Power Units Available: _____

Casualties: _____ %

Power to Movement (Ratio: 1/3): _____

D	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
---	---	---	---	---	---	---	---	---	---	---	----	----	----	----	----

Power to Weapons (RB-8 Beam, damage: +3 (1-4), +2 (5-9), +1 (10-13); RP-3 Photon Torpedo)

Beam Range:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
To-hit:	10	10	9	9	8	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0
Damage Bonus:	+3	+3	+3	+3	+2	+2	+2	+2	+2	+1	+1	+1	+1	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0

Fwd/Port

D	0	6
---	---	---

Fwd/Port

D	0	6
---	---	---

Fwd/Stbd

D	0	6
---	---	---

Fwd/Stbd

D	0	6
---	---	---

Missile Range:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
To-hit:	10	10	10	9	9	8	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0
Missile Damage:	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10

Direction

D	0	1
---	---	---

Shield Power Ratio: 2/1

F/P
D
0
8

Fwd
D
0
8

F/S
D
0
8

A/S
D
0
8

Aft
D
0
8

A/P
D
0
8

Superstructure

-10	-9	-8	-7	-6	-5	-4	-3
-2	-1	0	1	2	3	4	5
6	7	8	9	10			

Stress Chart (Maximum Warp Speeds: 6/7)

Speed	Sub	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10
Engine	--	--	--	--	1	1	2	3	n/a	n/a	n/a
Superstructure	--	--	1	1	1	2	2	2	n/a	n/a	n/a

Sensors

D	OP
---	----

Tractor Beam

D	OP
---	----

Life Support

D	OP
---	----

Transporter

D	OP
---	----

Cloaking Device

D	0	15
---	---	----

Roll	1	2	3	4	5	6	7	8	9	10
Fwd/Port	Shield	Beam (.5)	Port Warp	Port Warp	Port Warp	Super (.2)	Super (1)	Super (2)	Sensors	Bridge
Forward	Shield	Beam	Missile (.5)	Super (1)	Super (1)	Super (2)	Super (2)	Sensors	Bridge	Bridge
Fwd/Stbd	Shield	Beam (.5)	Stbd Warp	Stbd Warp	Stbd Warp	Super (.2)	Super (1)	Super (2)	Sensors	Bridge
Aft/Stbd	Shield	Beam	Stbd Warp	Stbd Warp	Stbd Warp	Impulse (.2)	Super (1)	Super (2)	Super (2)	Super (5)
Aft	Shield	Missile (.5)	Stbd Warp	Port Warp	Impulse	Super (1)	Super (1)	Super (3)	Tractor	Engr out
Aft/Port	Shield	Beam	Port Warp	Port Warp	Port Warp	Impulse (.2)	Super (1)	Super (2)	Super (2)	Super (5)

T-10 (Bright One) Class VI Destroyer (Romulan) Type 2 Captain's Starship Combat Strategy/Tactics: ____ (50+2d10)

Maximum Power Units: 40

Current Power Units Available: _____

Casualties: _____ %

Power to Movement (Ratio: 1/3): _____

D	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
---	---	---	---	---	---	---	---	---	---	---	----	----	----	----	----

Power to Weapons (RB-8 Beam, damage: +3 (1-4), +2 (5-9), +1 (10-13); RP-3 Photon Torpedo)

Beam Range:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
To-hit:	10	10	9	9	8	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0
Damage Bonus:	+3	+3	+3	+3	+2	+2	+2	+2	+2	+1	+1	+1	+1	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0

Fwd/Port

D	0	6
---	---	---

Fwd/Port

D	0	6
---	---	---

Fwd/Stbd

D	0	6
---	---	---

Fwd/Stbd

D	0	6
---	---	---

Missile Range:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
To-hit:	10	10	10	9	9	8	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0
Missile Damage:	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10

Direction

D	0	1
---	---	---

Shield Power Ratio: 2/1

F/P
D
0
8

Fwd
D
0
8

F/S
D
0
8

A/S
D
0
8

Aft
D
0
8

A/P
D
0
8

Superstructure

-10	-9	-8	-7	-6	-5	-4	-3
-2	-1	0	1	2	3	4	5
6	7	8	9	10			

Stress Chart (Maximum Warp Speeds: 6/7)

Speed	Sub	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10
Engine	--	--	--	--	1	1	2	3	n/a	n/a	n/a
Superstructure	--	--	1	1	1	2	2	2	n/a	n/a	n/a

Sensors

D	OP
---	----

Tractor Beam

D	OP
---	----

Life Support

D	OP
---	----

Transporter

D	OP
---	----

Cloaking Device

D	0	15
---	---	----

Roll	1	2	3	4	5	6	7	8	9	10
Fwd/Port	Shield	Beam (.5)	Port Warp	Port Warp	Port Warp	Super (.2)	Super (1)	Super (2)	Sensors	Bridge
Forward	Shield	Beam	Missile (.5)	Super (1)	Super (1)	Super (2)	Super (2)	Sensors	Bridge	Bridge
Fwd/Stbd	Shield	Beam (.5)	Stbd Warp	Stbd Warp	Stbd Warp	Super (.2)	Super (1)	Super (2)	Sensors	Bridge
Aft/Stbd	Shield	Beam	Stbd Warp	Stbd Warp	Stbd Warp	Impulse (.2)	Super (1)	Super (2)	Super (2)	Super (5)
Aft	Shield	Missile (.5)	Stbd Warp	Port Warp	Impulse	Super (1)	Super (1)	Super (3)	Tractor	Engr out
Aft/Port	Shield	Beam	Port Warp	Port Warp	Port Warp	Impulse (.2)	Super (1)	Super (2)	Super (2)	Super (5)

GM's Handout #5: Gorn Starship Data ([Encounter 13](#))

MA-12 Cruiser (Gorn)

Captain's Starship Combat Strategy/Tactics: _____ (40 + 2d10)

Maximum Power Units: 40

Current Power Units Available: _____

Casualties: _____ %

Power to Movement (Ratio: 1/5): _____

D	0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---	---

Power to Weapons (GBL-5 Blaster)

Beam Range:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
To-hit:	10	10	9	9	8	8	7	6	5	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0
Damage Bonus:	+3	+3	+3	+3	+3	+3	+2	+2	+2	+2	+1	+1	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0

Fwd/Port

Fwd/Port

Fwd/Stbd

Fwd/Stbd

D	0	4
---	---	---

D	0	4
---	---	---

D	0	4
---	---	---

D	0	4
---	---	---

Shield Power Ratio: 2/1

F/P
D
0
10

Fwd
D
0
10

F/S
D
0
10

A/S
D
0
10

Aft
D
0
10

A/P
D
0
10

Superstructure

-10	-9	-8	-7	-6	-5	-4	-3	
-2	-1	0	1	2	3	4	5	
6	7	8	9	10	11	12	13	
14	15	16						

Stress Chart (Maximum Warp Speeds: #/#)

Speed	Sub	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10
Engine	--	--	--	--	1	1	2	2	3	n/a	n/a
Superstructure	--	--	--	1	1	2	2	3	3	n/a	n/a

Sensors

Tractor Beam

Life Support

Transporter

D	OP
---	----

D	OP
---	----

D	OP
---	----

D	OP
---	----

Roll	1	2	3	4	5	6	7	8	9	10
Fwd/Port	Shield	Beam	Port Warp	Super (.2)	Super (1)	Super (2)	Super (2)	Super (5)	Sensors	Bridge
Forward	Shield (.5)	Beam	Missile (.5)	Super (1)	Super (2)	Super (2)	Super (3)	Sensors	Bridge	Bridge
Fwd/Stbd	Shield	Beam	Stbd Warp	Super (.2)	Super (1)	Super (2)	Super (2)	Super (5)	Sensors	Bridge
Aft/Stbd	Shield	Beam (.5)	Stbd Warp	Stbd Warp	Stbd Warp	Impulse (.2)	Stbd Warp	Super (1)	Super (1)	Super (2)
Aft	Shield	Missile (.5)	Stbd Warp	Stbd Warp	Port Warp	Port Warp	Impulse	Super (1)	Tractor	Engr out
Aft/Port	Shield	Beam (.5)	Port Warp	Port Warp	Port Warp	Impulse (.2)	Port Warp	Super (1)	Super (1)	Super (2)

MA-12 Cruiser (Gorn)

Captain's Starship Combat Strategy/Tactics: ____ (40 + 2d10)

Maximum Power Units: **40**

Current Power Units Available: _____

Casualties: _____ %

Power to Movement (Ratio: 1/5): _____

D	0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---	---

Power to Weapons (GBL-5 Blaster)

Beam Range:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
To-hit:	10	10	9	9	8	8	7	6	5	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0
Damage Bonus:	+3	+3	+3	+3	+3	+3	+2	+2	+2	+2	+1	+1	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0

Fwd/Port

D	0	4
---	---	---

Fwd/Port

D	0	4
---	---	---

Fwd/Stbd

D	0	4
---	---	---

Fwd/Stbd

D	0	4
---	---	---

Shield Power Ratio: 2/1

F/P
D
0
10

Fwd
D
0
10

F/S
D
0
10

A/S
D
0
10

Aft
D
0
10

A/P
D
0
10

Superstructure

-10	-9	-8	-7	-6	-5	-4	-3	
-2	-1	0	1	2	3	4	5	
6	7	8	9	10	11	12	13	
14	15	16						

Stress Chart (Maximum Warp Speeds: #/#)

Speed	Sub	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10
Engine	--	--	--	--	1	1	2	2	3	n/a	n/a
Superstructure	--	--	--	1	1	2	2	3	3	n/a	n/a

Sensors

D	OP
---	----

Tractor Beam

D	OP
---	----

Life Support

D	OP
---	----

Transporter

D	OP
---	----

Roll	1	2	3	4	5	6	7	8	9	10
Fwd/Port	Shield	Beam	Port Warp	Super (.2)	Super (1)	Super (2)	Super (2)	Super (5)	Sensors	Bridge
Forward	Shield (.5)	Beam	Missile (.5)	Super (1)	Super (2)	Super (2)	Super (3)	Sensors	Bridge	Bridge
Fwd/Stbd	Shield	Beam	Stbd Warp	Super (.2)	Super (1)	Super (2)	Super (2)	Super (5)	Sensors	Bridge
Aft/Stbd	Shield	Beam (.5)	Stbd Warp	Stbd Warp	Stbd Warp	Impulse (.2)	Stbd Warp	Super (1)	Super (1)	Super (2)
Aft	Shield	Missile (.5)	Stbd Warp	Stbd Warp	Port Warp	Port Warp	Impulse	Super (1)	Tractor	Engr out
Aft/Port	Shield	Beam (.5)	Port Warp	Port Warp	Port Warp	Impulse (.2)	Port Warp	Super (1)	Super (1)	Super (2)