

ELTANIN

the Avenger

Captain's Log: Stardate 3582.45. We are en route to the Eltanin star system to pick up an Eltanin envoy to the Federation. A Starfleet expert on the Eltanins, Commander Derino Zubyla, is on board to provide advice during the mission.

The PCs' ship has been sent to the Eltanin system to take on an envoy to begin negotiations about Eltanin joining the Federation. Because of the complex political situation on Eltanin V, Starfleet Command has temporarily assigned Commander Zubyla, an expert on the Eltanins, to the ship.

ELTANIN SYSTEM

The ship's computer holds all the necessary data about the Eltanin System and the inhabited planet Eltanin V. Commander Zubyla can provide the PCs with information about Eltanin society and politics.

System: The Eltanin System has 15 planets, eight of which are gas giants. Of the remaining seven, two are class M, Eltanin V and Eltanin VII. Eltanin V is home to the Eltanin civilization; a colonization program over the past few decades has given Eltanin VII a population of nearly a million.

Eltanin V: Eltanin V is an earthlike planet; its surface is 80% ocean, and the climate is warm. There are no large landmasses, but a dozen island continents are scattered across the surface. The largest of these covers the south polar region. The local animal life is unusual; vertebrates are unknown on Eltanin V. The largest creatures are arthropods and molluscs, some of which achieve enormous size.

The planet produces a variety of resources, including hydrocarbons, pharmaceuticals and adamantium ore. In addition, the planet has industries manufacturing a wide variety of products.

Inhabitants: The intelligent inhabitants are definitely not native, but must have arrived on Eltanin V at some point in the distant past (presumably transplanted by an ancient alien race such as the Preservers). The Eltanins are completely human; genetic analysis indicates that they diverged from Terrestrial humanity within the last million years. They tend to be above average in height, with the full range of Earth human skin

and hair pigments.

Civilization: Eltanin V has over three billion inhabitants, with a technology nearing Federation levels in the physical sciences, but lagging in other areas (Civilization code 7-986652). The society is similar to mainstream Federation culture—rationalistic, technological, bureaucratized. One noteworthy element is the strong cultural identity retained by the various regions of the planet despite a unified government and mass media. Regional costume, dialect and customs are strongly followed, especially in the northern continents. It is suspected that this strong regionalism is in reaction to the political situation.

Politics: The planet Eltanin V is dominated by the inhabitants of the southern continent. During the past centuries they have gradually extended their control over the entire planet through war and diplomacy. Despite the fact that all parts of the planet are now represented more or less equally in the planetary council, there is still a great deal of resentment of the southern domination, and this is one of the chief questions that must be resolved before Eltanin joins the Federation.

The Eltanin government is divided along similar lines. A hard-line conservative faction of southerners oppose joining the Federation, preferring to continue expansion to other stars. It is reported that the Klingons have encouraged this, in the hope of creating another trouble spot along the Federation's border. The moderates, currently in the majority, urge sharing power with the rest of the planet and cooperation with other races. A few radical organizations in the northern regions desire independence, and have occasionally mounted terrorist attacks on government officials and facilities.

Diplomacy: Eltanin V is an independent spacefaring power, with recognized sovereignty over the Eltanin system and unchallenged claims to three neighboring star systems devoid of life. Contact with the Klingon Empire has been extensive, and there is a great deal of trade with the Orions. Relations with the Federation were initially poor, due to a dispute over trade policies. On at least two occasions the Federation sent warships to patrol the border zone because of high tensions. Recently,

however, Eltanin has made friendly overtures toward the Federation, and this diplomatic mission is the culmination of a series of agreements.

ARRIVAL AT ELTANIN

The players' vessel will be met at the edge of the Eltanin system by a squadron of 10 Eltanin frigates. The squadron commander, Fisopu Bycame, will welcome the Federation vessel and offer to escort the PCs' ship to Eltanin V. The frigates have minimal shields up and no weapons powered.

Eltanin Frigates: Each frigate masses 10,000 tons, with one warp engine generating nine power factors, and an impulse engine generating one. The ship has two Klingon KD-1 disruptors mounted forward (0-4 power points, firing chart nine), and has shields of five points per hexside, costing one power point per shield point. Each frigate has a crew of 20 and is equipped with two transporters and a shuttle. The ships have four Superstructure points; they use turn stress chart G/E and ship damage chart A.

As they enter the Eltanin system, the PCs may notice a number of Klingon merchant vessels in orbit around Eltanin V. Scans of the escorting frigates will also reveal the their weapons and shields are of Klingon design. Zubyla will only point these things out if the PCs do not notice and will openly speculate that perhaps the Eltanin government has secretly allied with the Klingon Empire.

HARDLINE ATTACK

The hardline conservative faction has managed to put a supporter in command of a single frigate in the escorting squadron. The ship will attack without warning just as the PCs' ship enters orbit around Eltanin V. The other ships in the squadron are taken by surprise and will not react for 1-5 turns (roll for each ship). They will assist the Federation vessel against the renegades.

Zubyla will react strongly to the attack. "It's a trap! They've lured us here to destroy us! We've got to hit them with everything we've got right away! I know where the command center is—we can neutralize their whole fleet!" He will urge an immediate, all-out counterattack against the Eltanin fleet and their command center on the southern con-

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tinant. (If the PCs do this, then they have failed in their mission. The ambassador will not be sent, and Eltanin V will be plunged into civil war as the southern hardliners and the rebels on the northern continents struggle for control.)

The battle should be resolved fairly quickly, as the frigate cannot stand up to a Federation starship and the rest of the Eltanin squadron. Good Starfleet officers should try to find a way of immobilizing the frigate without injuring the crew.

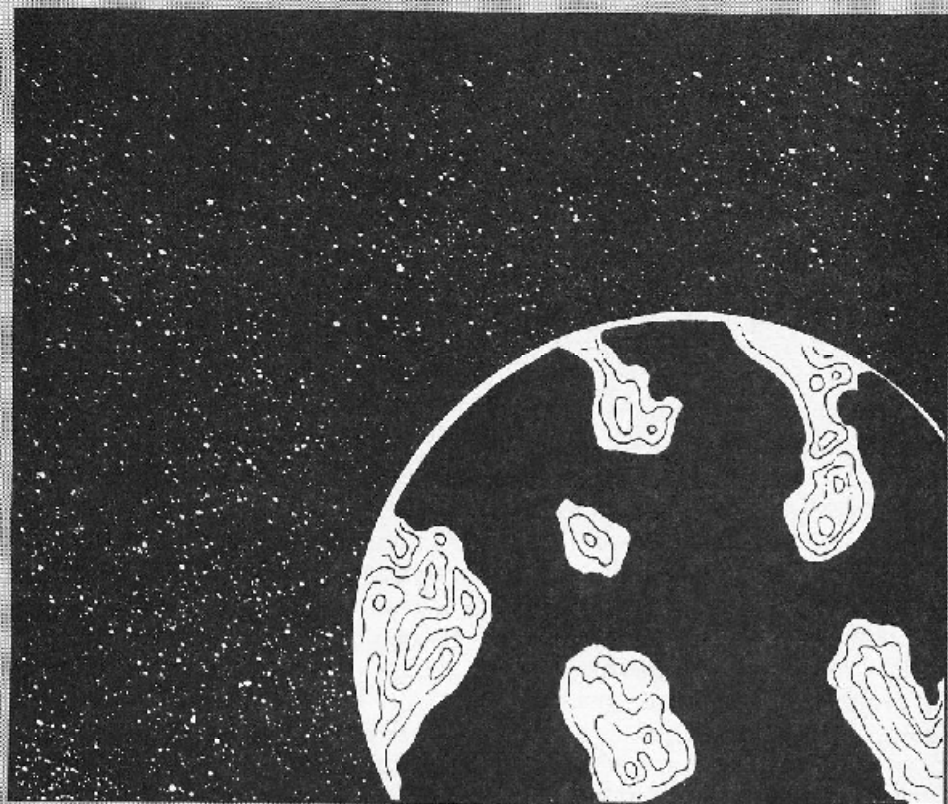
AT THE RECEPTION

Captain's Log: Supplemental. The Eltanin government has extended its fullest apologies for the attack by a renegade officer. Those responsible will be tried for their crimes. I and my senior staff have been invited to a reception in our honor at the Eltanin capital. The government has assured me that there will be no security risk.

Once the hardline attack is dealt with successfully, the Eltanin government will offer profuse apologies for the actions of the "terrorists." A reception has been planned to welcome the Federation vessel and send off the ambassador. The chief speaker of the planetary council, Gotury Cadani, will personally assure the Federation commander that there is no security risk. Zubyla will accompany the captain and his officers to the affair.

During the reception, Zubyla disappears from the group inconspicuously while Cadani is giving his welcoming speech. If the PCs search, they will be unable to find him, but a call to the ship will reveal that he beamed up a few minutes before, claiming a medical problem.

A short time later, there is an explosion outside. Starfleet personnel will recognize the sound as that of a ship's phaser being used for surface bombardment. A broadcast over all channels is heard a moment later: "The southern tyranny is at an end! Heviso



Zubyla will be avenged!" The PCs will recognize the voice as Zubyla. All calls to the ship go unanswered.

ZUBYLA TAKES CONTROL

Upon returning to the ship, Zubyla will go directly to the computer core on deck eight and seize control of the ship from there. PCs on board the ship will discover what is happening when the bridge controls go dead. Zubyla has taken control of the ship's computer and has disabled all other command functions. The officers on board can only watch helplessly as their ship attacks the planet surface.

Naturally, the Eitanin squadron will not ignore what is happening. When they can get no reply to their messages, they will attack the ship, surrounding it and battering at the shields with the disruptors.

Zubyla can operate only one control panel per turn—so if he is adjusting power allocation, the ship cannot steer or fire weapons. If the referee does not wish to go into detail, simply allow Zubyla to move and fire every other turn. He will fire on the Eitanin ships half the time and on the capitol half the time. Each shot at the capitol city destroys several city blocks, causing hundreds of casualties.

GETTING BACK TO THE SHIP

Undoubtedly the PCs on the surface will want to return to their ship. Transporting is impossible with the shields up, but the PCs can borrow a shuttlecraft from the Eitanins. Eitanin shuttles are of Klingon make, with a crew of one, space for six passengers, and a top speed of warp 0.83.

Zubyla will not attack a shuttle, as he is too busy fending off the Eitanin vessels and bombarding the capitol. Getting through the ship's shields in a shuttle requires a successful Shuttlecraft Pilot skill roll, and then another roll is needed to reach the hangar deck and dock while the starship is in combat.

Opening the doors requires an Electronics Tech roll. If the roll fails, the doors will not open, and Zubyla will be alerted to what is going on. He will spend a turn using the ship's tractor beam to fling the shuttle away. A successful Shuttle Pilot roll will be needed to avoid crashing into the planet.

Alternatively, PCs aboard a shuttle can attempt to force entry to the ship through other openings in the hull. Openings suitable for this purpose include the photon torpedo bank on deck three, the physics lab on deck three, the phaser banks on decks five and 11, and the main tractor beam assembly on deck 24. Getting one of these

ports to open will require an Electronics Tech roll and will automatically alert Zubyla. Characters attempting to get in this way must wear vacuum suits to cross from the shuttle to the ship.

REGAINING CONTROL

Zubyla has barricaded himself in the computer core on deck eight and has disabled all other control centers. (Basically, he has told the computer to ignore command from anyone but himself.) The turbolifts and transporters are shut down, and doors do not open without an Electronics Tech roll. The ship can receive messages, but cannot transmit.

If a PC officer is on board, he can direct efforts to regain control. If not, the crew will regain access to most regions of the ship, opening doors and using ladders to go from deck to deck. The computer center, weapons and shuttlecraft bay remain sealed off, however.

Disabling the Weapons: It may be possible to disable the ship's weaponry by physically disconnecting the power feeds to the phaser and torpedoes. This would prevent further damage being done to the Eitanins. Disconnecting the weapons requires a Ship's Weaponry tech roll for each individual weapon.

If the weapons are disabled, Zubyla will attempt to crash the ship into the Eitanin capitol. The PCs may be able to talk him out of it, or they may have to prevent it. It will take a few minutes for Zubyla to override the navigational safeties—the computer will not ordinarily allow the ship to ram a planet.

Getting to Zubyla: The real problem is getting Zubyla out of the computer core without causing any damage to the machinery. He has physically disabled the doors to the computer cores on decks seven and eight, and has instructed the computer to depressurize the corridor surrounding the computer core on deck eight. The doors are armored against phaser attack and can absorb 1000 points of damage (the walls of the computer room are similarly armored). A phaser set on disintegrate is assumed to do 200 points of damage.

None of the doors leading into the airless corridor will open (automatic safety locks prevent it). It requires a successful Electronics Tech roll to override the safety locks. The result will be a hurricane gale into the corridor as the computer tries to keep the corridor depressurized while simultaneously

maintaining life support in the rest of the ship. Anyone entering the corridor will need a vacuum suit.

Zubyla is armed with a phaser II pistol. He will try to hold out as long as he can to continue his vendetta against the Eitanins, but will try not to injure any Starfleet personnel, using his phaser on stun as much as possible.

AFTER AWARDS

If Zubyla is defeated, the PCs will have the gratitude of the Eitanin government. Ambassador Huvysa Defipo will come aboard with his entourage for the trip back to the Federation, and the PCs will be commended for resolving a difficult situation. Commander Zubyla will be sent to a Starfleet hospital for psychiatric rehabilitation.

If Zubyla crashes the ship into the planet, surviving PCs will be court-martialed for allowing it to happen. The hardliners will take power on Eitanin, and the planet will become a Klingon ally. (The referee may wish to avert such a tragic ending by having another starship arrive at the last minute to drag the PCs' ship away from Eitanin with a tractor beam.)

COMMANDER DERINO ZUBYLA

STR 50, END 52, INT 80, DEX 75,
CHA 66, LUG 54, PSI 04.

Marksmanship (Modern): 61

Personal Combat (Unarmed): 31

Significant Skills:

Administration: 40

Communications Systems Tech: 30

Computer Operation: 92

Computer Tech: 52

Federation Law: 61

Languages: Eitanin 41, Klingonaase
30, Orion 32

Leadership: 40

Negotiation/ Diplomacy: 71

Psychology (Eitanin): 21

Racial Culture/ History (Eitanin): 22

Starship Combat Tactics: 42

Starship Communication Proce-
dures: 40

Starship Helm Op: 41

Commander Zubyla is a tall, slender man, 37 standard years old. His father, Heviso Zubyla, was a rebel leader who was executed by the southern government.

Derino was just a child at the time, and he and his mother escaped to the

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Federation colony world Tania Borealis IX.

Zubyla is a Starfleet diplomacy specialist and has played an important part in establishing relations with several other species. He is also an extremely gifted computer programmer, and has written several lucrative commercial software products. He has served aboard several starships, but was removed from his position as second officer aboard the U.S.S. Long March after suffering severe mental stress in a battle with Orion pirates. Zubyla is now on detached duty, assigned to the Federation diplomatic service.

Zubyla will not bring up the fact that his is an Eitanin, but will admit to it if asked. His personal and family histories are available from his Starfleet record. He is careful not to let his fanatical hatred of the southern government show. Ω