



## PLOT SYNOPSIS

In this adventure, which precedes **STAR TREK III: The Search For Spock**, the player characters are Klingon spies who have been ordered to steal Admiral Kirk's report on the Genesis Project and get it back to the Empire. To do so, they must infiltrate a heavily-guarded Star Fleet installation, take passage aboard a rickety, old tramp freighter, the *SS Eileen*, and make it past whatever obstacles fate or Star Fleet throws in their path.

In **The Genesis Theft**, the player characters are introduced to their superior on the planet, Valkris, a female Klingon spy. She briefs them on their mission and gives them the documents necessary to infiltrate Star Fleet's Space Dock. Once onboard the Space Dock, the characters must steal Kirk's report from the Communications Center computer and escape undiscovered.

**The Tramp Freighter** describes both the *SS Eileen* and her rag-tag Captain and crew. It also provides information on events during the first days of the *Eileen's* voyage to the Federation border, including an unnerving sighting of a Star Fleet destroyer, an unfortunate poker game, and a dangerous shipboard control systems failure.

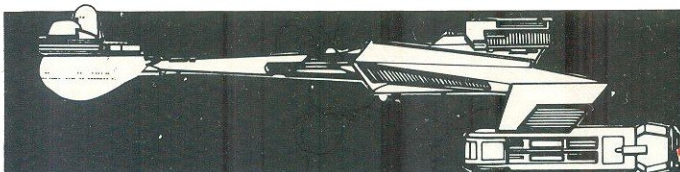
**Incident on Tanar IX** contains information on the Federation colony visited by the *Eileen* in order to make repairs. The Starport facilities and personnel are described, and the players may be forced to stop an escape attempt by one of the *SS Eileen's* crew without attracting undue attention.

**Interception at the Border** provides the players with a final challenge — an unwanted and dangerous encounter with the *USS Anderson*, a Star Fleet Grayson Class Repair Tender. Confronted by the impetuous and overeager Lieutenant Jerome Maynard, the players will have to either fast-talk their way past him or find a way to destroy the *Anderson* and all her crew.

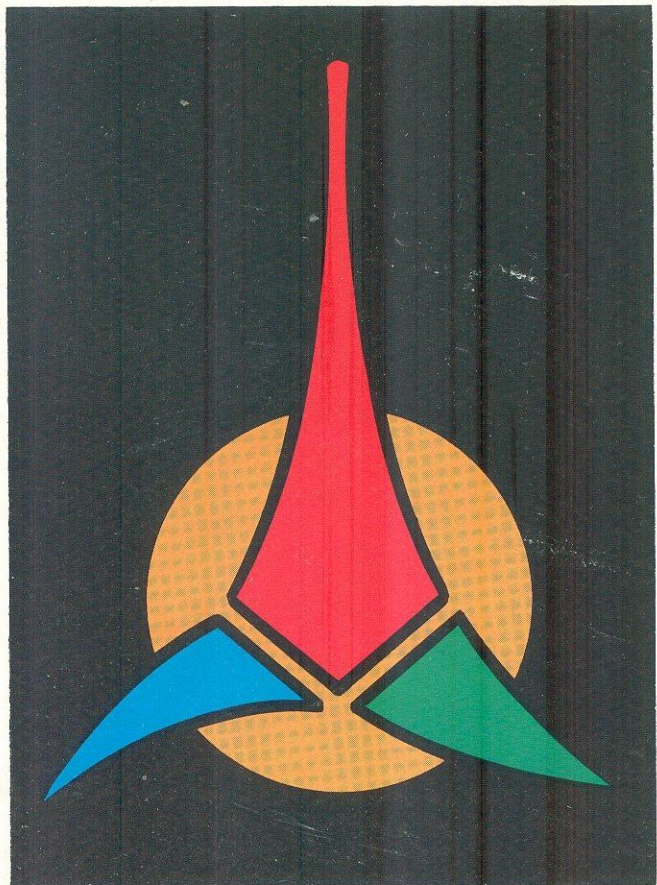
# THE REPORT FOR STAR FLEET

By Pat Larkin





# The Adventure



## THE GENESIS THEFT

### BRIEFING

Valkris, the Klingon Empire's top agent on Terra, summons all the player characters to a clandestine meeting in San Francisco — the site of Star Fleet's Simulations Command. Her current residence, a rundown hotel room near the waterfront, is only dimly lit by the fog-shrouded twilight outside.

After ushering her agents into the sparsely-furnished room, Valkris sits in the one comparatively comfortable chair, that closest to the door. A Mark II Hand Disruptor rests conspicuously on a side table nearby, and Valkris' hand never strays from it. Before speaking, she removes the veil covering her face and hair, revealing the characteristic Imperial Klingon crest.

"Now that we are assembled, I can tell you that your long, dark years of lurking among the Humans are ended.

We are called to a mission of the utmost urgency and importance. Success will bring your lines great honor and glory." Valkris' voice is soft, but it contains the sharp edge and tone of one accustomed to command.

Valkris informs her subordinates that she has learned of a Federation research effort with enormous military potential: the Genesis Project.

One of her sources, a foolish Star Fleet Communications Officer stationed aboard the Space Dock, gave her the information. This officer, Lt. Samuel Skinner, allowed his romantic interest in the exotic Valkris to override both his common sense and his service oath. In an attempt to please her, Skinner soon found himself feeding Valkris information about Star Fleet communications. She explained her interest in Star Fleet dispatches by telling him that she worked for a merchant cartel with extensive operations along the Federation frontier. Needless to say, the hapless Lieutenant never got close enough to Valkris to discover her alien nature.

Fortunately for Valkris, Skinner was on duty when Kirk's subspace radio report on the Genesis Project arrived. He only caught a portion of the message, but even those few details were enough to set Valkris in motion. Naturally, the unfortunate Skinner died in a 'freak' aircar accident shortly after passing his information along.

Valkris has been ordered to steal a copy of Kirk's original report and get it back to the Empire. She has been informed that a Klingon warship will be waiting to receive the data at a rendezvous point just outside the Federation.

By using every contact, favor, and blackmail victim she's accumulated in years of service on Terra, Valkris has been able to obtain Star Fleet uniforms and forged identity cards allowing access to the Space Dock ComCenter. One of the forged documents authorizes the bearer to conduct a routine memory test on the ComCenter computer. Valkris believes that it should be possible to break into the classified sections of the computer's memory bank while carrying out such a test, though she warns the characters that it will be difficult and that failure at any point will trigger alarms of increasing magnitude. It should be obvious to the characters that Valkris is destroying a painstakingly built-up Klingon spy apparatus on Terra in order to give them a chance to infiltrate this heavily-guarded Star Fleet installation.

Because she is a member of the Imperial Race, Valkris herself cannot participate in the infiltration of the Space Dock, leaving the characters with the responsibility for the actual theft of the Genesis Project tape. She has, however, arranged transportation to the rendezvous point aboard a tramp freighter, the *SS Eileen*. The *Eileen*'s captain knows their real identity, but none of the others onboard have been told the truth. Instead, the mostly non-Human crew believes that they are picking up a group of merchants bound for a world just outside the border. A small shuttlecraft from the *Eileen* will be waiting for them at one of the Space Dock's smaller hangars once they have made a copy of the Genesis tape.

### THE GLORIFIED RADIO SHACK

The characters will find the corridor leading to the ComCenter blocked by an unusually large contingent of 20 Security guards. Their forged I.D.s will be carefully scrutinized (make the players sweat a little), but they will be allowed inside.

The Space Dock's ComCenter is big — really big. (Given



the size of the Space Dock itself, that should not be any surprise.) The room is filled with dozens of communications consoles and computer terminals. The ComCenter's ceiling lights, and the faces of the roughly 100 Star Fleet Officers and men inside are strangely illuminated by the multi-colored lights on their instrument consoles.

Once past the door, the characters will be met by Commander Phillips, the ranking officer on duty in the Center. He's been told that they're here to conduct a routine check-out of the Center's computer memory bank, and he has arranged for them to use a secondary console for the test. Phillips, a gruff little officer in his late 40s, is somewhat curious and will stay around to watch them work. Naturally, the character working at the console will find it impossible to break into a restricted memory section with the Commander looking right over his shoulder. It should be obvious to the other characters that they will have to find a way to distract Phillips while their companion works. If they decide to try distracting him by talking with him, they will discover that, unfortunately for their racial pride, Commander Phillips likes to tell Klingon jokes. If they can survive his humor, they will have earned the Genesis Project tape. If the players can't distract him, after the player characters have suffered enough and before direct confrontation, the curious Commander will be called away for an important message. The object in this encounter is not to kill the characters; merely to make them nervous.

The character who's running the 'memory test' will be able to break into the classified section and make a copy of Kirk's report by making three separate Skill Rolls against his rating in Computer Operations. If he fails the first roll, his terminal will be cleared automatically by the main computer and a small alarm will be triggered at the duty officer's desk. Phillips will notice the small warning beep emitted by the terminal. If the characters can explain away this 'unintentional' security breach, another attempt can be made, but it will take at least 5 minutes to set up another 'test' as cover for the theft. Of course, the other characters will have to occupy Commander Phillips' attention during that time (something that should qualify as hazardous duty, given the "quality" of his jokes).

If the character fails his second Skill Roll while at the same console, a louder alarm will sound. This alarm will be noticed by Phillips and by several of the nearby communications techs. At this point, it will take some pretty inspired role-playing to explain the apparent attempt to break a top security code. If the characters thought to move to another terminal for the second attempt, a failed roll will only set off the first alarm.

A failed third roll from the same console likely will end the adventure. It will set off an alarm throughout the ComCenter and at the nearest Security station. The characters will be arrested and interrogated. Even if they can somehow manage to escape, a near impossibility, they will have no chance whatsoever to get near the Genesis Project information. (Klingon spies who are this unlucky and unskillful probably wouldn't have survived very long as deep-cover agents anyway.)

Three successful Skill Rolls, however, will gain them the data they seek. Once they have gotten the Genesis Project tape, the characters will have to make their way to the *SS Eileen's* waiting shuttlecraft. The trip through the Space Dock should be nerve-wracking, but not really dangerous.

## ESCAPE

### THE SHUTTLE RIDE

The old, battered shuttlecraft belonging to the *SS Eileen* occupies the far end of one of the Space Dock's smallest hangars. The airlock door is open, and its drives are warmed up for takeoff. Hans Markheim stands in the doorway, waiting impatiently for the characters. If the characters don't remember to change out of their borrowed Star Fleet uniforms, they will still be wearing them when Markheim sees them.

Markheim is tall, well-muscled, and blond-haired. He wears a tight-fitting black tunic and a shoulder holster containing an archaic .45 caliber pistol. Anyone looking him in the face will notice the barely-suppressed maniacal glint in his grey eyes.

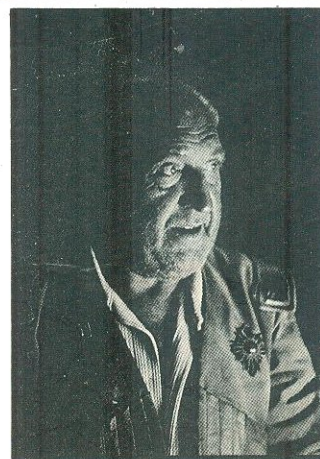
Even though Markheim is very evidently ready to go, he will insist on looking closely at every character's identification. If they are still wearing Star Fleet uniforms, they had better show him their forged Star Fleet IDs, and they had better have a good explanation for chartering the *Eileen*.

Markheim's takeoff is abrupt and violent, though he is obviously a competent pilot. Once enroute to the *Eileen*, the characters will notice that the shuttlecraft's artificial gravity generator is on the blink. As a result, they will be subjected to variable gravity, ranging from .5 G to 1.2G; shifting every couple of minutes. Markheim won't even appear to notice the changing gravity. In fact, he'll be close-mouthed throughout the entire half-hour trip to the *Eileen*. Anyone trying to sit in the empty co-pilot's chair will be greeted with a fierce scowl and a muttered "Passengers and cargo in back!"

### THE TRAMP FREIGHTER

The *SS Eileen* lends new meaning to the phrase "old rustbucket." It is a minor miracle that the ship is still licensed since it has obviously been years since the *Eileen* has been as close to a dockyard as it is now. The ship's airlock will take twice as long to open as it should, and it will groan in metallic protest at the unexpected labor. The air wafting out of the *Eileen* smells of sweat, oil, smoke, and various spiced foods.

Captain Harry Price will be waiting for his passengers in the corridor just beyond the airlock. He is a short, rotund, unshaven man in his mid-50s with bleary, bloodshot eyes. Price is balding, and the thin, grey strands of hair left to him are tangled and greasy. His shipboard tunic is stained and unbuttoned, and anyone standing within 3 meters of him will immediately be aware that Captain Price has been drinking heavily.





He'll stagger forward, saying, "Welcome aboard the SS *Eileen*, gentlemen, welcome aboard! She may look like she's on her last legs, but she'll hold up for you. Won't you, you lucky little lady?" With that, he will pat the bulkhead affectionately, pull his hand away, and wipe the grease and oil off onto his tunic. He'll offer the same hand to the characters in greeting. "Miss, ah, Valkryie is waiting for you in her cabin, and I've had some of the hands moved to make room for the rest of you. Hope you'll be comfortable. The *Eileen's* a good ship, but she's no soft-bottomed passenger liner, you understand!"

After mumbling a farewell of sorts, Price will turn toward the ship's bridge. Markheim will escort the characters to their cramped rooms and then to Valkris' somewhat more spacious cabin. He will NOT be invited inside.

Valkris is again veiled to conceal her Klingon features, and she keeps most of the lights in her cabin off to aid in her disguise. A tray of food on the cabin's small desk makes it plain that she has been having her meals brought in. She will ask for the Genesis Project tape and lock it away inside a small, metal case. After the characters brief her on their mission to the Space Dock, she will warn them to keep an eye out for Markheim.

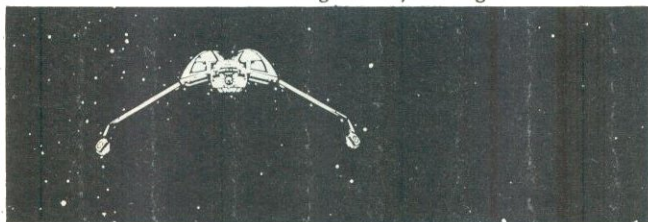
"I managed to get a look at his personnel file. He's been classified by Human psychologists as a psychotic, but worse, he trained in Security at Star Fleet Academy! That pig, Price, is attached to him, or I would have eliminated him before we left. Be warned, though, he could be a danger to us." She will also inform the characters that she intends to remain in her cabin for most of the voyage, to avoid alerting the *Eileen's* crew.

### ENROUTE TO THE BORDER

When the SS *Eileen* is seven days out from Terra, driving toward the frontier at Warp 3, her sensors will pick up a *Larson* Class Destroyer proceeding on a parallel course. One of the characters should be on the bridge when the Star Fleet warship is detected by Markheim. When he hears the First Mate's report, Captain Price will turn pale, start sweating, and ask the character, "Should we change course?"

Naturally, Markheim will be surprised by Price's response to a friendly ship. After the Captain gives him a stammered, confused, and somewhat convoluted excuse involving rumors about pirates in disguised ships, broken-down sensors, and "a little too much to drink last night," the First Mate will turn back to his bridge console with raised eyebrows. The destroyer will continue paralleling their course for at least 24 hours before turning away.

The warship is NOT following the *Eileen*. It is merely outward bound from Terra on a routine mission to the frontier. However, Price's reaction to it will be another indication to Markheim that "something is very wrong here."



### THE CARD GAME

Shortly after *Eileen's* unwelcome close encounter with the Federation destroyer, Captain Price will invite all of the characters to his cabin for "a little poker soiree." Not all of them will have to attend, but at least two or three should in order to avoid offending the unpredictable Price. The game is timed so that it will begin when the puritanical Hans Markheim is on watch.

The floor in Captain Price's cabin is piled high with assorted debris accumulated over a long period; dirty clothes, empty liquor bottles, and half-smoked cigars. A small, battered table and several chairs have been planted in the midst of this muddled mess. A bottle of cheap whiskey, several dirty glasses, and a pack of tattered playing cards occupy most of the table's surface, and an old-fashioned set of plastic poker chips rests in the center.

Price will invite his guests to have a drink and make themselves comfortable. He is already well on his way to being drunk, and he'll wipe away a tear from one bloodshot eye when he apologizes for the condition of his stateroom, "It's just a last resting place for an old bachelor like myself, you understand." He wants to play poker for what he considers 'gentlemanly' stakes: a minimum bet of 50 credits. A system for fleshing out the ensuing poker game is contained in the **Gamemaster's Notes** section.

## SUSPICIONS AROUSED

### AN UNFORTUNATE INTERRUPTION

Midway through the game, Markheim will stalk into the Captain's smoke-filled cabin. He is obviously upset that Price is gambling with his passengers, and, if the Captain has been losing (as is likely), he will be even more upset. Markheim will move to confront his red-faced superior, "How can you engage in these childish games now! You know that we need every penny for the *Eileen* now that the banks are after us!"

Then, with lightning-speed, he will whirl around to confront the characters, "Vipers! How dare you take advantage of an old man in his cups." Markheim's eyes are narrowed and his face is distorted by rage; the characters should see his hand moving slowly up toward the antique pistol in his shoulder holster.

Before anybody can start shooting, Price will lurch up from his seat and grab Markheim's gunhand. "Stop it! Stop it, my lad. These are my friends, my guests. Don't you worry about the money...don't you worry at all. Why, this voyage will pay what the banks need a dozen times over. We're free and clear after this job!"

Eventually, Price's frantic babbling will get through to his enraged First Mate, calming him down. Markheim will want to know, however, just how much they are being paid for this voyage. When Price quotes the exorbitant figure promised by Valkris, the tall, grim-faced Mate will stare openly at him for a moment, glance swiftly at the assembled characters, and then nod his agreement that "it's a fair price."

After this tense scene, Markheim will excuse himself to return to his post on the bridge. If one of the characters accompanies him, or if one of them was already on the bridge, he should notice that the First Mate appears preoccupied and inattentive to the normal watch-keeping routine.

Back in Price's cabin, the inebriated and embarrassed Captain will try to get the card game going again. He will apologize for Markheim's rude behavior and attribute it to overwork. "Besides the engineer, Hans is the only one I can depend on in this whole blasted ship!" The poker game should continue until either the characters give it up, or until Price has lost his initial stake. By this time, the *Eileen's* Captain, who has been fortifying himself regularly with whiskey, should be ready to collapse onto his unmade bunk.

### THE SCAN

Later that same night, one of the characters should hear a low, oscillating whine just outside his stateroom door. If he rushes to the door, he'll hear the sound cut off abruptly



and footsteps hurrying away around the corner. The gamemaster should make a secret Saving Roll against the character's INT score. If the roll is successful, the gamemaster should tell the player that the noise sounded like that made by a tricorder scan.

The tricorder scan has been conducted by Markheim. It will reveal that the character is a Klingon, which will convince the psychotic First Mate that he must take steps against the group.

### SABOTAGE

Early the next day, while he is off-duty, Markheim will attempt to sabotage the *Eileen's* warp drive control circuitry. If any of the characters have been keeping an eye on him, those outside his cabin will see him leave and walk aft toward the engineering section. The *Eileen* is a small ship, and it will be impossible for them to follow him without being spotted.

If he is stopped and questioned, Markheim will show his irritation, "What do you mean, what am I doing? I'm inspecting the ship, in case you hadn't noticed! Now get out of my way!"

He will push past anybody in his path and go through the hatch separating the crew section from engineering. Anyone trying to follow him will discover that the door is locked. A faded sign on the compartment wall next to the door reads, "Off-limits to passengers beyond this point."

If any of the characters tries to get permission to enter Engineering from Captain Price, they will find that the Captain is indisposed; that is, he is lying in his cabin in a drunken stupor.

Markheim will come back out through the hatch within half an hour, and he will continue forward, apparently conducting a genuine inspection. Unbeknownst to the player characters, Markheim has made good use of his thirty minutes alone in Engineering. He has been able to rig the warp drive control circuitry so that it will begin to fail within the next 12 hours, forcing the *Eileen* to make port at a nearby Federation colony. Markheim hopes to contact the authorities during the *Eileen's* enforced stopover.

### BREAKDOWN

Within 24 hours of the unfortunate card game, the characters will notice that the sound from the *Eileen's* warp drive is diminishing; accompanied by flickering and dimming lights throughout the ship.

Anyone on the bridge will overhear the frantic report made to Captain Price by S'lith, the *Eileen's* alien engineer. "Something is wrong with the drive control circuitry. We are losing power from the warp drive at an extreme rate, and I estimate that we will be unable to sustain both warp speed and our life support systems within twelve hours." Price will be panic-stricken and incapable of making a coherent command decision.

Within minutes, Markheim will appear on the bridge,



allowing S'lith to go aft for an on-site inspection of the main drive control circuits. After being briefed, Markheim will instantly recommend that the *Eileen* try to reach port and make repairs at any suitable nearby planet. His clear, concise advice will seem to stiffen Captain Price's spine, and the Captain will order his First Mate to plot a course for the nearest possible starport.

After a quick computer check, Markheim will announce that only one planet appears close enough: Tanar IX, a small Human colony. At this point, Valkris' imperious voice will be heard over the intercom ordering the ranking player character to her cabin.

Inside her darkened cabin, Valkris is unveiled and clearly agitated. If the *Eileen* is delayed by more than 24 hours by this breakdown, it is possible that they will miss the rendezvous with the Empire's warship. It is essential that the repairs be completed as quickly as possible. If the characters have kept her up-to-date on Markheim's movements, Valkris will be extremely suspicious, and will order them to ensure that he does not succeed in alerting anyone on Tanar IX.

Back on the bridge, S'lith will report that many of the most important control circuits are completely fused, and that he does not have the materials and spare parts needed to replace them. S'lith will not directly answer questions about the cause of the accident. "The ship is old and ancient. I am surprised that this has not happened before."

## INCIDENT ON TANAR IX

Tanar IX is an Earth-sized planet marked by vast, blue-green oceans and one densely-forested continent. Heavy cloud cover is visible over much of the world, and three small, asteroidal moons can be observed racing across the planet's dayside. A solitary homing beacon indicates the location of the colony's starport.

### TANAR STARPORT

Tanar Starport occupies a large clearing in the midst of a vast, continent-wide jungle. The port contains three landing pads, a few sheet-metal warehouses, and a small control station. Several wheeled cargo carriers are parked near one of the rusting warehouses. A narrow road, overshadowed by tall trees, dense brush, and hanging vines, leads out of the clearing toward the colony's main settlement, New Bougainville.

When the ship's airlock is opened, those onboard the *Eileen* will be nearly overwhelmed by the hot, humid air outside and by the sharp exotic scents that it carries. High-pitched cries and bird calls from the jungle around indicate a teeming animal population.

S'lith will ask Captain Price's permission to visit the Starport station in order to find the parts he needs. If Markheim is still free, he will volunteer to accompany the Engineer, and Price, suffering a colossal hangover, will agree to his suggestion. Any or all of the characters may join the dour First Mate and the alien Engineer, but an unusually large number (more than 2) of his fellow travellers will alert Markheim to the fact that he is under suspicion.

### THE PORTMASTER

The Portmaster, John Davoreaux, is a burly, middle-aged man wearing a civilian tunic with a large handkerchief tucked carelessly in one pocket. Although his small, cluttered office is air-conditioned, he periodically wipes the sweat off his brow. On the other hand, his scarecrow assistant, a sallow, cold man named Rigg, seems both passionless and efficient. Except for two colonial policemen on duty at the main



warehouse, Rigg and Davoreaux are alone at the Starport.

Davoreaux will be disappointed that the *Eileen* isn't carrying any cargo for Tanar, but he will be glad to sell them the parts needed to repair her, at a suitable markup, of course. "After all, it could be weeks until our next supply ship gets in."

After some friendly bargaining, Markheim and S'lith will accept Davoreaux's price for the replacement parts. The portly portmaster will dispatch Rigg to show S'lith to the right warehouse. He will offer drinks to Markheim and any of the characters staying behind. Interestingly enough, Davoreaux's small office freezer contains some of the coldest Altairean Suzies that they have ever had the good fortune to taste.

### ESCAPE ATTEMPT

If more than one of the characters stays with him, Markheim will stay inside the Portmaster's office for as long as he can, hoping that Davoreaux will invite him back to New Bougainville as his guest. A visit that lasts more than an hour will prompt the Portmaster to do just that. If the characters let matters go this far, Davoreaux will invite them to come along as well. He will set off with them down the jungle road toward town in his personal groundcar. Once he gets into town, it will be extremely difficult to stop Markheim from escaping with his information without alerting the planetary authorities that something is very wrong onboard the *SS Eileen*. On the other hand, an attempt to seize Markheim and Davoreaux on the road will leave the characters with the difficult task of covering up the Portmaster's disappearance while the *Eileen's* repairs are completed.

If, however, only one character is left with Markheim, the First Mate will make his farewells to Davoreaux and leave the Portmaster's office. He will abruptly stop by Davoreaux's personal groundcar and try to take the character prisoner. A successful Saving Roll against Markheim's DEX score will enable him to get his pistol out of its shoulder holster. If the character makes a Saving Roll against his DEX score, he will be able to take a Combat and Emergency Evasion action. If he fails the Saving Roll, the character will find himself staring down the end of Markheim's .45 caliber pistol. The gamemaster should judge any combat according to the rules contained in ST:RPG2. Any shots will be heard by everyone outside the *Eileen*, including the two colonial policemen watching Rigg and S'lith sort through parts in the main warehouse.

If the character surrenders or is beaten without anyone else noticing, Markheim will take Davoreaux's groundcar and his prisoner and head for New Bougainville. Needless to say, if he succeeds in getting away, the Genesis Operation has been blown and the *Eileen* will shortly be surrounded by Tanar IX's colonial police force.

A prolonged and noisy fight will attract the attention of the two policemen on duty at the Starport, and they will rush over to intervene while calling for assistance on their communicators. If they get off a call for help, a police groundcar carrying 4 officers will arrive at the Starport in approximately 15 minutes. Once again, the Genesis Operation will have been ruined, regardless of the characters' victory or defeat in the ensuing firefight.

If, however, the characters manage to stop Markheim or silence all of the Federation officials at the Starport before anyone in New Bougainville is alerted, they should have a chance to complete their repairs and get off-planet before the strange occurrences at the Starport are discovered. It will take S'lith at least 10 hours to fix the warp drive control circuitry, and, during that time, a pair of colonial policemen will arrive to relieve the men who were on duty when the *Eileen* landed. If the characters can prevent them from reporting back to the headquarters in town, the *Eileen* will be long

gone before anyone finds out that something is wrong at Tanar Starport.

If the player characters don't destroy the Portmaster's records before they leave Tanar IX, the colonial authorities eventually will put out an alert asking Star Fleet to intercept "a merchant ship called the *SS Eileen*, whose Captain, crew, and passengers are wanted on Tanar for questioning." This alert will make it impossible for the player characters to talk their way past the *USS Anderson* in the next encounter.

## INTERCEPTION AT THE BORDER

### CONTACT

Within a week after leaving Tanar IX, the *SS Eileen* will be nearing the Federation's border with the Klingon Empire. At Warp 3, the battered tramp freighter is scheduled to arrive at the all-important rendezvous point within 15 hours. Suddenly, the *Eileen's* sensors will pick up a ship moving on an intercept course at Warp 7, or Warp 8 if Tanar IX has put out its alert. Once again, Captain Price will ask the characters if he should try to evade the interception, though it should be obvious that it will be impossible to run away.

When the approaching starship is at close range, the *Eileen's* sensors will identify her as a *Grayson Class Repair Tender*. At the same time, the *Eileen* will receive a transmission from the other ship: "This is Lieutenant Maynard, commanding the *USS Anderson*. Identify yourself and conform to my course." The screen shows a square-jawed Human male in his mid-30s with short-cut hair and a belligerent expression.



### THE INTERROGATION

After identifying the *Eileen*, the sweating Captain Price will turn Maynard over to one of the player characters. The Star Fleet officer wants information about the *Eileen's* destination and mission, and Price just isn't up to telling a coherent series of lies.

If no alert has been sent from Tanar IX, conversation will be possible. If the character(s) talking to the officious Lieutenant give him a convincing cover story, he will let them go. Have the character make a Skill Roll against his rating in *Negotiation/Diplomacy*, with a bonus of up to 20 for good role-playing. A successful roll will persuade Maynard to let the *Eileen* proceed on its mission. A failed roll, however, indicates that something in the character's story has aroused the Lieutenant's suspicions. "Stand by to receive a boarding party. I don't want any more phony stories; I want some answers!"



If an alert from Tanar XI has reached him, Maynard won't even bother to listen to the characters. Instead, he will immediately order his security team to board the *Eileen*.

## THE BOARDING PARTY

The Security team from the *Anderson* will beam aboard the *Eileen* within 5 minutes of Maynard's warning. It consists of 5 security guards and Lieutenant Maynard himself. All are armed with Phaser IIs initially set on stun.

If the characters allow them out of the *Eileen*'s transporter room, the Star Fleet boarding party will move immediately to the bridge in order to examine the ship's log and papers. At the same time, the Lieutenant will want to interview ALL of the *Eileen*'s passengers and crew. It should be obvious to the characters that they cannot afford that thorough an investigation, especially with Valkris (and possibly Markheim) on board ship.

If they have let matters go this far, the characters are in BIG trouble. Maynard will have become suspicious enough so that he will be in constant communication with the *Anderson*, and Captain Price's nerve will be visibly slipping under the strain. Under these circumstances, it may be possible for the characters to eliminate the boarding party, but it will be impossible to eliminate the fully alerted *USS Anderson*, with her shields up and phaser at the ready.

If, however, the characters can kill or capture the entire boarding party before it can contact the *Anderson*, they will have a chance to get aboard the Federation ship and dispose of the rest of the Star Fleet crew. While the gamemaster should not give the players a plan to accomplish this task, he should give them several pieces of information that could help them concoct a workable scheme:

1. Sensor scans show that all of the *Anderson*'s 10 remaining crewmembers are gathered in one spot within the hull; on the bridge.

2. According to data from the *Eileen*'s computer, the transporter room on *Grayson* Class Repair Vessels is located adjacent to the bridge. This information should not be given to the characters unless they ask the computer for copies of the deck plans.

3. The *Anderson*'s screens are currently up, and it will be impossible to beam aboard until they are lowered.

The *Anderson* will not lower her screens unless Lieutenant Maynard issues the appropriate order. If one of the characters tries to imitate Maynard's voice while ordering the *Anderson* to drop her screens and beam the boarding party back, the gamemaster should have the character make a Skill Roll against his rating in *Forgery* with the following die roll modifiers:

### FORGERY SKILL ROLL MODIFIERS

#### For Other Skills:

Language: Galacta (the Federation language)	+ Skill Rating
Federation Law	
Rating 20 or less	No modifier
Rating 21 to 25	+ 5
Rating 26 to 30	+ 10
Rating 31 +	+ 15
Human Psychology	
Rating 10 or less	- 10
Rating 11 +	No modifier

#### For Other Factors:

Lt. Smithfield's INT score	- 65
Intentionally creating static on the communicator	+ 20

A successful Skill Roll indicates that the Star Fleet officers and men on the *Anderson* have fallen for the trick and that

they will beam the Klingon spies and would-be assassins aboard. If the character fails the roll, Lieutenant Smithfield, Maynard's second-in-command, will demand their immediate surrender, and he will send a priority message to the nearest Starbase requesting assistance; a *Larson* Class destroyer, the *USS Scipio*, will arrive within 12 hours. The *Anderson* will fire on the *Eileen* if any attempt is made to escape.

## BOARDING THE USS ANDERSON

All of the *Anderson*'s remaining crew is gathered on the ship's bridge. With the entire security detachment aboard the *Eileen*, only the bridge personnel are left. *Grayson* Class ships are highly automated and the *Anderson*'s crew has been below strength for some months. Because the ship is on defensive alert status, all crew members are armed with Phaser IIs set on stun, but none have their weapons ready.

Once the Klingon attack begins, the *Anderson*'s Communications Officer will start trying to broadcast an emergency distress signal. This activity will be obvious to the attacking characters. It will take 3 combat rounds to complete.

The gamemaster should resolve the resulting firefight using the rules contained in ST:RPG2. If the characters succeed in wiping out the *Anderson*'s crew, they will be able to either destroy the ship or send it off on a course to nowhere. It is doubtful that the Federation will be able to connect the mysterious loss of the *Anderson* to the *SS Eileen* unless the Communications Officer was able to send his distress call.

## OTHER SCHEMES

Lieutenant Smithfield, Maynard's second-in-command, will not allow a small craft to approach the *Anderson*, and he will not allow the *Eileen* to escape, even if Maynard and his men are being held hostage. If need be, he will order his men to disable the tramp freighter so that it can be taken under tow or held until a Star Fleet warship arrives on the scene. Under NO circumstances will he order any more of the *Anderson*'s crew to board the *Eileen*.

## ENDGAME: GOING TO THE BLACK FLEET

If the *SS Eileen* makes it past the *Anderson*, the ship will make it to the rendezvous point on time. A Klingon warship captained by Kruge, Valkris' former lover, will be waiting at



the rendezvous. Anyone who has seen *STAR TREK III: The Search For Spock* knows the fatal outcome of this meeting. Nonetheless, the characters' Family Lines have gained great honor with the success of the mission, and a true Klingon would understand and appreciate the Empire's need for complete secrecy in its theft of the Genesis Project secret.