

DENEVA DECEPTION

An Adventure Scenario for **STAR TREK: The Role Playing Game**

by Dale L. Kemper

This adventure can be played with the crew of the *U.S.S. Enterprise* or any other major Federation starship. It is suitable for one-session play or for the inclusion in an on-going campaign.

BEGINNING THE ADVENTURE

The *Enterprise* (or any other Star Fleet vessel you choose) finds herself in orbit around the planet Deneva, conducting general repairs and rest and recreation for the crew. During these activities, the Captain receives the following message from Orbital Traffic Command on the planet's surface:

Captain,

We received the enclosed message from Private Yacht *Immaculata* less than a half an hour ago. Don't really know what to do. Can you help? You are the senior Federation officer in system, and we could use some suggestions on how to handle this as soon as possible.

Arch Fuller
Senior Controller, OTC

Along with this message, another is enclosed. It reads:

To Whom It May Concern:

I have taken control of the yacht *Immaculata*, along with its passenger, Onto Rantura, owner of Rantura Shipping Lines. If the sum of MCr 500 is not transported aboard the *Immaculata* by shuttlecraft in negotiable form within the next four hours I will be forced to kill Mr. Rantura and will then proceed to crash this vessel into the Government Compound on Deneva. Any attempt at interference by Star Fleet or local authorities will result in massive loss of life on planet. Contact via computer hard copy within the next hour for your answer to our demands.

Signed,
Captain Rolf Rendell
Yacht *Immaculata*

After further checking with Orbital Traffic Command, it is discovered that the *Immaculata* is in orbit around Deneva, along with a number of other commercial or private vessels. Your ship is the only Star Fleet vessel in system, and the captured yacht is in a synchronous orbit that always has the planet between it and your vessel, thus precluding any ship-to-ship phaser stun fire or the like. Besides, although the *Immaculata*, is unarmed it does have a sophisticated array of deflector shields. Any and all attempts by your vessel to leave orbit in order to get a clear field of fire would probably result in the death of the hostage and the possible devastation of the Denevan Capital City. After careful checking (sensor scans), there appear to be only 15 lifeforms aboard the yacht. Since the crew equals 14 plus their one hostage, it can be assumed that the yacht has been taken over by some or all of its crew instead of capture by some outside influence.

Officials of the Rantura Shipping Line based here at Deneva state that it is of the utmost importance that Onto Rantura be saved. Since the attack of the Flying Parasites that hit Deneva some years ago, the Shipping Line has been declining in profits, due mainly to the loss of so much of its equipment and personnel during the period when Deneva was under control of these disgusting creatures. With the added expense of training new crews for their merchant ships and procuring additional vessels and equipment to replace those lost, Rantura Shipping has been forced to drop some of its less profitable routes which other, more prosperous merchant cartels have picked up. Deneva is still reconstructing and recovering from the Parasite onslaught, and the ban-

krupcy or divestiture of Rantura Shipping, one of the major firms on the planet, could damage that recovery almost irreparably, dropping Deneva down to the status of a backwater planet with a declining technology. If Onto Rantura is killed, this disintegration of Rantura Shipping is an almost certainty, as only his family name and money are keeping the company afloat during this time of trouble. The company is willing to post bond for the money demanded, but if the kidnappers get away with that amount of company funds, it would result in about the same occurrence as if Onto Rantura were killed outright. The only solution seems to be to stop the kidnappers before they can get away with the money and before they can carry out their threat.

The obvious way to achieve this objective is to board the yacht, neutralize the kidnappers, and rescue the hostage. The only logical way that this can be accomplished is by transporting onto the *Immaculata* while the shields are down to allow the shuttle with the money to dock. Any other way (hiding on the shuttle, for instance) would lead to sensor detection too soon to keep the kidnappers from carrying out their threat. In the grand (but unrealistic) spirit of *STAR TREK*, your bridge crew might want to board the yacht themselves (all depending on who your player characters are). In any case, the ship's computer library can provide the necessary background on the *Immaculata* Class Luxury Yacht (also see "Anderocht's Vessels of the Universe" in this issue), and sensor readings from Orbital Traffic Command can give you the location of lifeforms on board. Any equipment the boarding party would want to carry that is acceptable to the Gamemaster would be fine as long as it is standard Star Fleet issue. It must be noted, however, that with the limited information available, a direct assault with heavy weapons is not the best plan. Gamemasters should accentuate the desire to take the kidnappers alive and stun weapons should be used when possible. Deadly force will only be acceptable as a last resort. It cannot be assumed that the entire crew of the *Immaculata* is in on the extortion plot, and some innocent bystanders could still be aboard. Any number of personnel can be included in the boarding party, although 4-6 is a good choice. Any more and there would be a chance that the transporter energy emissions would be detected on the *Immaculata* at the time that the party was beaming aboard. Choice of area to materialize in (or if they are in one group or several) aboard the yacht is up to the players (see *Immaculata* deck plan descriptions).

Yacht *Immaculata* Crew Roster and Backgrounds

CAPTAIN ROLF RENDELL: Captain Rendell worked his way up through the hierarchy of Rantura Shipping Lines. He was considered a diehard company man, going to the company-sponsored merchant academy on Deneva and finally working his way up to the enviable position of Commander of the Shipping Lines owner's yacht. Quite competent in the performance of his duty, Captain Rendell is neither exceptional or outgoing in his knowledge of specific subjects or activities. His appointment to the *Immaculata* caused considerable stir within the Rantura Line some years ago. Since then, however, he has shown his unshaking loyalty to Onto Rantura time and again, even risking his life during the escape from the Denevan Flying Parasites. Since this infestation, Rantura Shipping has fallen on hard times, with most of their surviving employees forced to take pay cuts and benefit cancellations. Perhaps this in some way explains his current behavior.

FIRST OFFICER ALOVAR H'UNKLE: Helmsman and second in command of the *Immaculata*, H'Unkle is an Andorian with his race's usual pride in its cultural history. In fact, he never wastes an opportunity to talk about the splendors of his planet and its inhabitants' background. Recently hired at reduced wages from a competing shipping line that H'Unkle resigned from (for reasons of his own), he has no real loyalty for Rantura Shipping Lines and could be considered an opportunist in this situation.

SECOND OFFICER MYLON ZINDER: Navigator of the *Immaculata*, Zinder came up through the ranks of a number of shipping lines before hiring on with Rantura right before the Deneva Infestation. He never attended any merchant academy but started as a steward some 11 years ago in a tramp freighter along the frontier. Knowledgeable concerning criminal elements and lowlife on dozens of planets, Zinder felt quite lucky to be appointed to the *Immaculata* and hoped that this would help him in his constant struggle up the promotion ladder. Touchy about his past, Zinder does not mingle well with the other officers of the vessels but usually stays to himself.

ENGINEERING OFFICER ELENA DAVIS: Competent and attractive, Elena Davis is not the sort of woman you would expect to be adjusting flux coils in a warp engine room, but it is what she does best. Always interested in machinery and mechanics, Elena joined up with Rantura right out of the merchant academy six years ago. She was transferred to the *Immaculata* when the yacht was forced to leave its normal engineer on Deneva when the ship warped out of the system to escape the Parasite Infestation. Since then, she has done her duty diligently while the *Immaculata* plied the spacelanes trying to drum up more business for the failing Rantura Line. She enjoys her position and fully intended to stay regardless of the hardship or paycuts she has to endure.

DOCTOR H'LISSET: One of the more interesting members of the crew of the *Immaculata*, Doctor H'Lisset is a female Caitian who transferred out of the Star Fleet Medical Branch some seven years ago. Interested in interstellar travel but not really interested in Star Fleet policies or regulations, Doctor H'Lisset has served with distinction both as the ship's doctor and as the personal physician of Onto Rantura. Opinionated and individualistic, Dr. H'Lisset is not a good taker of orders. She will, however, give support to her utmost ability if she agrees on what must be done in any given situation.

ONTO RANTURA: Owner and Chairman of the Board of the Rantura Shipping Lines, Onto Rantura has been travelling the spacelanes of the Federation constantly lately, entertaining guests and attempting to get more business for his company. Since the devastation of the Denevan Parasite Infestation took its toll, Rantura Shipping has been increasingly hardpressed to maintain profitable operations. Rumors within the shipping industry have been hinting that Rantura Shipping is nearly on the verge of bankruptcy, but there has been no apparent sign of this. It has, however, been a period of belt tightening for the company, with a number of non-profitable routes dropped to streamline expenditures and some cuts in employee pay and benefits. Last of a long line of family owners of the shipping concern, Onto has felt the pressure of this from all sides.

NOTE: The above non player characters have been provided with full character generation sheets in case players would wish to use them for their characters instead of using the Star Fleet boarding party personnel. For more information on this, see the Gamemaster section at the end of this adventure.

NPC CREWMEN

Name: Snark, Bobby

Position: Asst. Helmsman

Race: Human

Age: 25

Attributes:

STR — 61 END — 63
INT — 55 DEX — 54
CHA — 51 LUC — 47
PSI — 39

Significant Skills

Computer Operation
Starship Helm Operations
Starship Navigation
Starship Sensors
Marksmanship (modern)
Personal Combat (unarmed)

Rating

23
20
20
17
43
28

Name: Soric

Position: Assistant Navigator

Race: Vulcan

Age: 30

Attributes:

STR — 78 END — 70
INT — 65 DEX — 52
CHA — 50 LUC — 01
PSI — 59

Significant Skills

Astronomy/Astrophysics
Computer Operation
Starship Navigation
Marksmanship (modern)
Personal Combat (unarmed)

Rating

21
34
22
20
38

Name: Alvarez Salado
Position: Assistant Engineer

Race: Human

Age: 24

Attributes:

STR — 52 END — 58
INT — 60 DEX — 59
CHA — 54 LUC — 68
PSI — 01

Significant Skills

Computer Operation	26
Electronics Technology	24
Life Support Technology	10
Small Vessel Engineering	28
Starship Engineering	40
Transporter Operations Procedure	29
Transporter Systems Tech	21
Marksmanship (modern)	34
Personal Combat (unarmed)	25

Rating

Name: Smith, Chef Ole
Position: Ship's Cook

Attributes:

STR — 58 END — 52
INT — 55 DEX — 56
CHA — 43 LUC — 40
PSI — 27

Name: Jaspers, Robert

Position: Senior Steward

Attributes:

STR — 49 END — 52
INT — 64 DEX — 51
CHA — 55 LUC — 37
PSI — 20

Significant Skills

Starship Services
Marksmanship (modern)

Rating

40
10

Name: Tsu, Tsun
Position: Steward

Attributes:

STR — 53 END — 52
INT — 72 DEX — 50
CHA — 54 LUC — 35
PSI — 47

Name: Kravickowski, Oscar

Position: Steward

Attributes:

STR — 56 END — 63
INT — 60 DEX — 54
CHA — 46 LUC — 30
PSI — 07

Significant Skills

Starship Services
Marksmanship (modern)

Rating

25
10

Name: Billington, J. B.
Position: Steward

Attributes:

STR — 57 END — 65
INT — 58 DEX — 56
CHA — 59 LUC — 97
PSI — 01

INTERIOR PROFILE OF THE YACHT IMMACULATA

NOTE: This information is for the gamemaster only at the start of the adventure. The deck plans may be seen by the players but the following descriptions should not.

UPPER DECK

Bridge: This is the nerve center of the *Immaculata*, as it is in all starships. At the time of player beam-in, the only person present is Captain Rolf Rendell, observing the docking of the shuttle with the payoff aboard through his scanners. He is armed with a Phaser II taken from the Small Arms Locker.

Sensor Compartments (port and starboard): These two forward compartments contain the sensor arrays of the vessel used for navigation and planetary surveys, etc. They are rarely visited except for routine maintenance and repair.

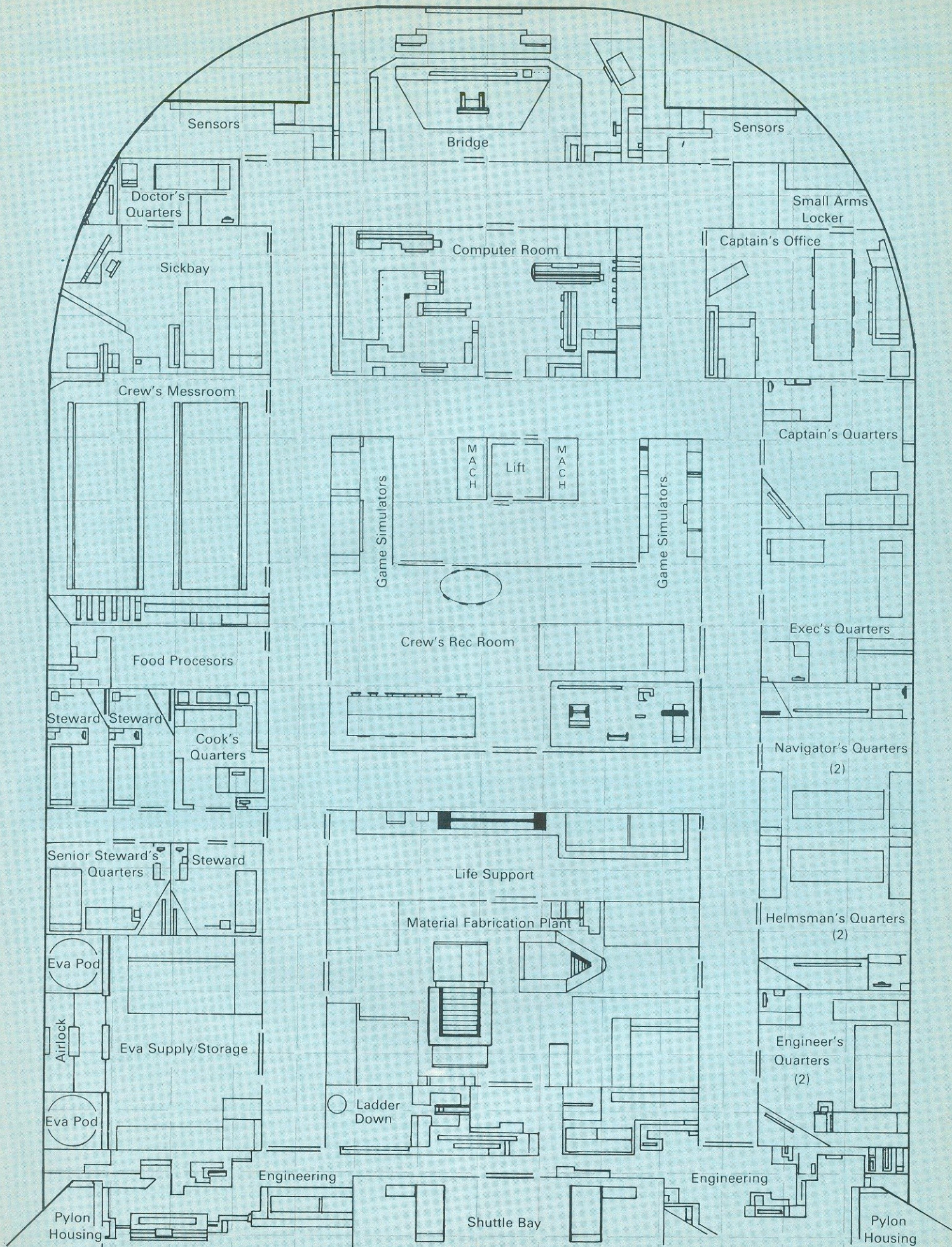
Small Arms Locker: Small compartment containing the ship's complement of six Phaser I's and three Phaser II's, each with four extra power packs. There is also a small weapons repair workbench. At present, there are only four Phaser I's still here, as the hijackers have the rest of the weapons.

Computer Room: Contains the hardware and memory banks for the ship's computer, which does most of the general and routine work aboard (equipment calibration, monitoring, etc.).

Sickbay: The medical section of the ship, it contains the usual equipment in the form of two medical scanner couches, operating equipment, drugs, etc. The small compartment forward of the Sickbay is the quarters for Dr. H'Lisset, who has been known to complain loudly about the cramped conditions she is forced to endure.

Captain's Office: The area where the Captain can usually be found when he is not on the bridge. This office doubles as a briefing room when necessary and has a 10 console briefing table for this purpose.

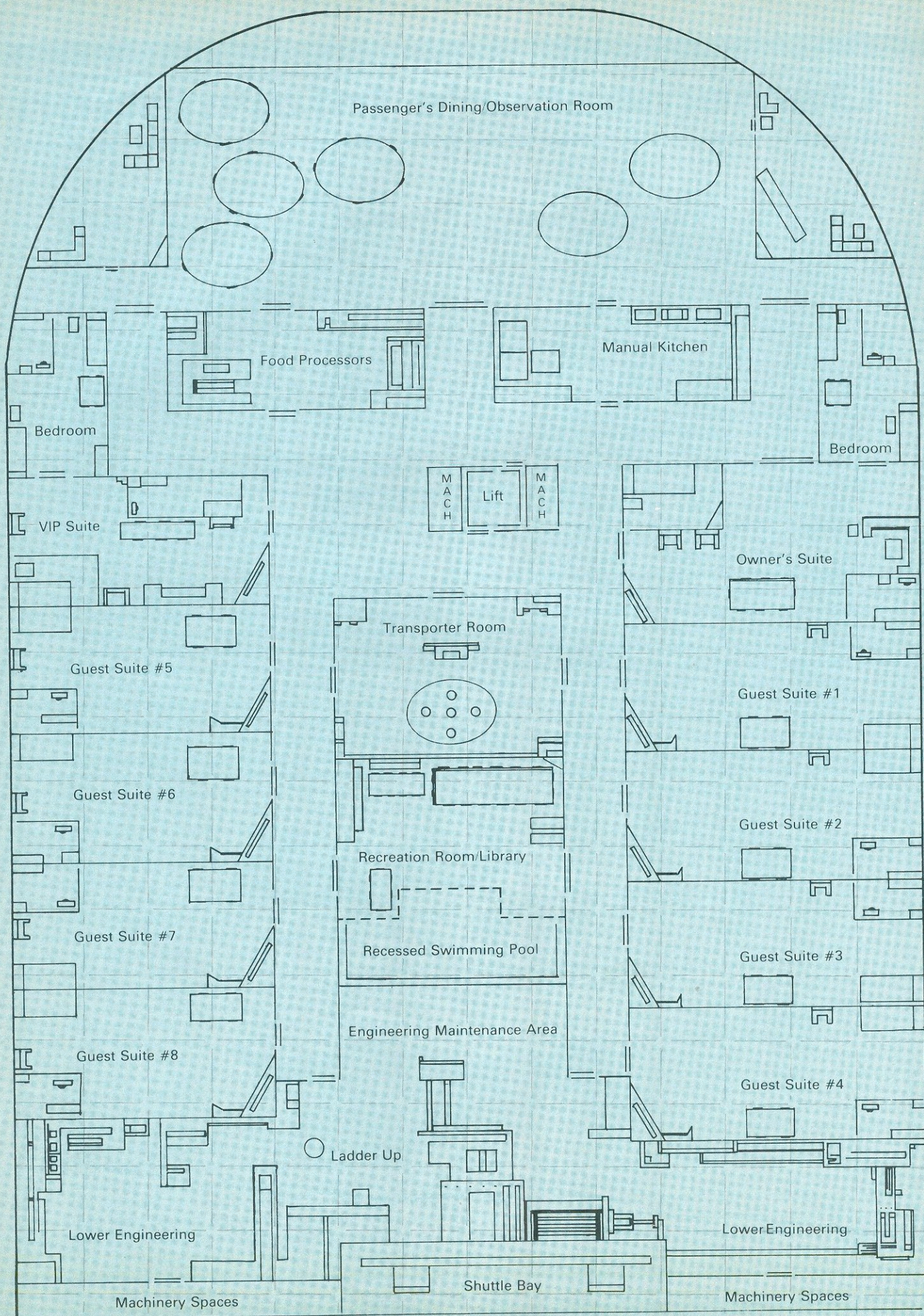
Lower Engineering contains the machinery spaces rarely visited except when the ship is in the repair yards for overhaul, etc. These machinery spaces are a high radiation area full of dangerous equipment. It is here that *Onto Rantera* is located along with Dr. H'Lisset. Both are in the Engineering Maintenance area. H'Lisset has a Phaser I attached to her belt.



IMMACULATA CLASS

Upper Deck

1/2 inch = 1.5 meters



IMMACULATA CLASS
Lower Deck

1/2 inch = 1.5 meters

Gamemaster's Information

As in most situations of this kind there is far more here than meets the eye at first glance. The main mystery that the player characters face is that the important deception in "Deneva Deception" is, of course, that Onto Rantura is not being held for ransom at all (did you guess it?). After a number of years struggling to keep his Shipping Line afloat as a going concern, mostly by putting the remains of his family fortune in it, Onto has come to the conclusion that there is nothing that can save Rantura Shipping Line (or his home planet of Deneva for that matter) from a slow progression into oblivion. He therefore has come up with a scheme that he hopes will recoup some of his expenditures and allow his business, and the Denevan economy with it, to collapse, a situation he feels is inevitable anyway. Followed by some of his most loyal, trusted subordinates and a few others which were needed for the plan to succeed but are little more than opportunists, Onto came up with this plan of a fake takeover of the *Immaculata* and the kidnapping of himself, knowing full well that the other board members of Rantura Shipping Line would consider him irreplaceable to the company (mainly due to his alleged wealth rather than his business acumen). Instead of him being dropped off at some inhabited system after payment is made to the kidnappers as these instructions suggest, Onto and his followers intend to go to the more populated area of the Federation and assume new identities with their wealth. Those just in it for the money (such as Alover H'Unkle and Mylon Zinder) will be paid off and sent on their way. The other crew members would actually be released where it was intended that Onto would be (some system nearby that the *Immaculata* would stop at once they were sure that they were not being followed) and they could shed some light on the real story (more ruthless players or gamemasters may wish to tie up all loose ends and simply have these innocent victims "disappear", thus leaving the whole plot a mystery with Onto and the money never heard from again). Of course, if the players who will be boarding the yacht succeed all this will never occur.

The first important item the players will have to decide is where within the *Immaculata* they will beam into. Sensor data regarding the whereabouts of all the lifeforms on the vessel should give some hints, but not many, since the identity of these individuals are still unknown. It is hoped that when the players are informed of some of the crewmember's backgrounds some ideas will come to them concerning which of the crewmen have mutinied and taken over the ship. This idea will probably be incorrect in the long run, another deception in the situation. As evidence mounts up concerning who is in control of the yacht (things like all junior members of the crew are shut up in their quarters) a slight inconsistency might be noticed regarding crewmember's background information and the present situation (is paycuts and benefit cancellations enough to make such men as the reportedly loyal Captain Rendell commit such an act as extortion, for instance?). Because of this, some uneasiness about the goings on aboard the *Immaculata* should be felt by the players (of course, it is hoped that the whole situation isn't too apparent at the outset as that would spoil a number of nasty surprises that could be waiting for the group later). In any case, the players should examine the deck plans of the

Immaculata but not be given any specific information about the compartments except for the location of the various lifeforms around the ship. The best choice of beaming location to "rescue" Onto Rantura would be the lower deck aft near the engineering section (since that is where he is with Doctor H'Lisset nearby). Even if this is performed Onto will feign relief and happiness but insist that the rest of the ship must be retaken or that "madman" Rendell will crash the ship into the planet as he threatened. A bridge assault would therefore be in order. While this is being attempted and the other "kidnappers" are being neutralized Onto will take every opportunity to eliminate his rescue party. Gamemasters must be on the lookout for opportunities in which the players leave themselves open to debilitating or deadly attack from Rantura (who has no weapon in the beginning but will try to get one – even ask his benefactors for one – as soon as possible). If Rantura is found out in these attempts he will try to escape to the transporter room where he has set coordinates for Deneva so that he may beam down and loose himself in the population, thus abandoning his ship and crew.

If the players decide to beam into the ship on the upper deck they will have to search through the ship to find Onto and neutralize the other armed officers who are part of his plot. If the opportunity to free some of the other crewmembers comes up the players should be allowed to do so, although the crew prisoners think an actual takeover and kidnapping has taken place. They are more familiar with the ship, however, and can add more muscle to the boarding party. If the bridge is alerted to their presence the boarding party might fear that the ship will be sent spiralling down to crash on the planet, but of course, Captain Rendell has no intention of doing this.

A look at the NPC character sheets included in this adventure should show that, as with most merchant crews, the *Immaculata's* Officers are certainly not as experienced with weapons as Star Fleet personnel are. For any average boarding party from a Star Fleet vessel the mop up of the merchant crew should not be such a difficult task. It is therefore recommended that the Gamemaster feel free to put any stumbling blocks in the way of a party who is having too easy a time of it. Besides the deception that Onto Rantura is attempting, etc., there are also a number of other possibilities. Alover H'Unkle in conjunction with Mylon Zinder or working alone, could get greedy and decide that the entire ransom should be his (or theirs). Alover is waiting for the shuttle to drop off the negotiable credit sachel, and it then intends to depart with all haste (the pilot did not like this assignment much). All the Andorian would have to do is eliminate Elena Davis, the Engineer, and the money would be in his possession. What he would do next is up to the Gamemaster (beam down to the planet or simply jump in one of the *Immaculata's* shuttlecraft, hide the money on board and claim they were betrayed, etc.). Of course, if the players have decided that they are more interested in securing the credits that have been brought on board than getting to Onto Rantura in the beginning perhaps that is where they beamed into. In any case some sort of treachery by the less loyal members of the hijacking officers could cause some confusion and it should be noted that these ruthless individuals would probably be interested in phasers set on disintegrate to leave no

loose ends. Other problems for the boarding party could center around damage done to the yacht during part of their firefight through the corridors which is bound to happen sooner or later. This could open certain sections to vacuum, or throw the ship out of control, perhaps spiralling down to the planet anyway. Other changes and modifications can be brought into the situation at the Gamemaster's discretion.

Players should not feel restricted to only Star Fleet characters for the boarding party if their campaign situation does not warrant this. Another interesting way to play this adventure is with another group of merchant characters generated with FASA's **Trader Captains And Merchant Princes** supplement. These could have been retained by the board members of Rantura Shipping Line to attempt a rescue of Onto Rantura since there was no Star Fleet vessel in the area at the time. Or, better yet, they are personal friends of Onto Rantura or are another crew of a Rantura vessel who know that if he is killed they might have no jobs. With this idea of nothing but good intentions for their boss and possibly a little desire for revenge on his "kidnappers" it could lead to

many interesting outcomes. Players could also decide to play the senior officers of the *Immaculata* and stage the bogus kidnapping their own way, while the Gamemaster decides what the boarding party (if any) will do to attempt rescue. Many different situations can be brought up with a little creative thought and foresight.

The "Deneva Deception" adventure can also be a good starting point for a campaign with the player characters the crew of the *Immaculata* after a successful escape with the loot. This would entail just what they want to do with the money, some possible chase situations, planetary encounters, as well as the usual activities in a merchant campaign, all as they make their way to what they consider safety. The disposition of the yacht could be considered (does the party sell her, hide her, destroy her?) as well as what they intend to do with the rest of the crew not in on the plot (try to enlist them, kill them?). Some sort of double cross by Rantura or other members of the plot could also be considered. This would be a good means to introduce the Federation's seamy side not discussed very often.

ENDGAME

This adventure has the possibility of being a bloody one if things get out of hand. A bit of caution when using your favorite characters is definitely in order. Probably the most likely outcome of this situation is the capture of Onto Rantura and his surviving conspirators, the saving of the Rantura Shipping Line and the Denevan economy, and commendations for the players all round. This is not the only outcome however, and Gamemasters should not be reticent to reward or penalize players for their actions. A successful escape of the kidnappers could be grounds for a reprimand for all in-

involved and the possibility of transfer or demotion for those seriously at fault. The shadow of a failure here could be with your campaign for a long time and lead to other adventures in its wake. To be sure, an escape of the "bad guys" in this situation would not automatically insure the bankruptcy of the Rantura Shipping Line (perhaps the Federation Trade Commission would step in with a bailout A LA' Chrysler Corporation) or the downfall of the Denevan economy but it definitely wouldn't help matters.

Good Gaming!



SHE'S DEAD JIM.