

DENEVA DECEPTION CHARACTER ERRATA

The information below was accidentally omitted during the printing of Issue Number Two of **STARDATE**. We regret any inconvenience this has caused.

Name: Rolf RENDELL	Significant Skills	Rating
Rank/Title: Captain	Computer Operation	54
Current Assignment: Rantura Yacht <i>Immaculata</i>	Computer Technology	25
Position: Captain	Leadership	57
Race: Human	Marksmanship, Modern	40
Age: 44	Personal Combat, Unarmed	27
Sex: Male	Space Sciences	
Attributes	Astrogation	56
STR — 49	Astronomy	46
END — 55	Starship Helm Operation	67
INT — 71	Starship Sensors	28
DEX — 60		
Combat Statistics:		
To-Hit Numbers	Bare-Hand Damage: 1D10 + 2	
Modern: 50	AP: 10	
HTH: 44		

Name: Alover H'UNKLE	Significant Skills	Rating
Rank/Title: First Officer	Computer Operation	59
Current Assignment: Rantura Yacht <i>Immaculata</i>	Marksmanship, Modern	29
Position: Helmsman	Personal Combat, Unarmed	47
Race: Andorian	Small Vessel Piloting	37
Age: 39	Space Sciences	
Sex: Male	Astrogation	28
Attributes	Astronomy	55
STR — 81	Starship Helm Operation	67
END — 61	Starship Sensors	30
INT — 58	Trivia, Andorian History	62
DEX — 65		
Combat Statistics:		
To-Hit Numbers	Bare-Hand Damage: 2D10 + 2	
Modern: 47	AP: 10	
HTH: 56		

Name: Mylon ZINDER	Significant Skills	Rating
Rank/Title: Second Officer	Computer Operation	42
Current Assignment: Rantura Yacht <i>Immaculata</i>	Marksmanship, Modern	45
Position: Navigator	Personal Combat, Unarmed	27
Race: Human	Space Sciences	
Age: 31	Astrogation	55
Sex: Male	Astronomy	30
Attributes	Starship Helm Operation	28
STR — 65	Streetwise	38
END — 49		
INT — 61		
DEX — 51		
Combat Statistics:		
To-Hit Numbers	Bare-Hand Damage: 1D10 + 5	
Modern: 48	AP: 9	
HTH: 39		

Name: Elena DAVIS	Significant Skills	Rating
Rank/Title: Engineering Officer	Astronautics	68
Current Assignment: Rantura Yacht <i>Immaculata</i>	Computer Technology	27
Position: Engineer	Deflector Shield Technology	32
Race: Human	Marksmanship, Modern	26
Age: 26	Personal Combat, Unarmed	20
Sex: Female	Small Vessel Engineering	59
Attributes	Starship Sensors	25
STR — 59	Transporter Operation Procedures	28
END — 54	Warp Drive Technology	46
INT — 66		
DEX — 54		
Combat Statistics:		
To-Hit Numbers	Bare-Hand Damage: 1D10 + 5	
Modern: 40	AP: 9	
HTH: 37		

Name: H'LISSET
Rank/Title: Doctor
Current Assignment: Rantura Yacht *Immaculata*
Position: Ship's Doctor

Race: Caitian
Age: 44
Sex: Female

Attributes

STR — 46 CHA — 63
END — 45 LUC — 30
INT — 71 PSI — 00
DEX — 74

Combat Statistics:

To-Hit Numbers Bare-Hand Damage: 1D10 + 1
Modern: 52 AP: 11
HTH: 46

Significant Skills	Rating
Computer Operation	38
Leadership	25
Marksmanship, Modern	30
General Medicine	
Human	69
Caitian	59
Personal Combat, Unarmed	17

Name: Onto RANTURA
Rank/Title: Owner
Current Assignment: Rantura Yacht *Immaculata*
Position: Chairman of the Board: Rantura Shipping Line

Race: Human
Age: 49
Sex: Male

Attributes

STR — 52 CHA — 39
END — 47 LUC — 22
INT — 64 PSI — 17
DEX — 55

Combat Statistics:

To-Hit Numbers Bare-Hand Damage: 1D10 + 5
Modern: 48 AP: 9
HTH: 39

Significant Skills	Rating
Administration	47
Bribery	38
Carousing	23
Computer Operation	32
Federation Law	28
Leadership	35
Marksmanship, Modern	40
Negotiation/Diplomacy	46
Personal Combat, Unarmed	23
Trade and Commerce	65

Sensor Compartments

These two forward compartments (port and starboard) 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 ten console briefing table for this purpose.

Captain's Quarters

Off duty living area for the Commanding Officer. Has small computer desk, bed, couch, etc.

Executive Officer's Quarters

Similar arrangement to the Captain's Quarters but for the Second Officer.

Navigator's Quarters

Living area for the two Navigators aboard. Assistant Navigator Soric has been locked in these quarters where he is doing Vulcan meditation rituals, attempting to devise a plan to stop the other crew members who have taken over the ship.

Helmsman's Quarters

Same arrangement as the above, Assistant Helmsman Bobby Snark is locked in this room. He is unconscious on his bunk due to a phaser stun he received from the Captain when he tried to alert Orbital Traffic Command of what was going on. He can be brought out of it easily by any character with some Human Medical skill (roll saving throw).

Engineer's Quarters

Same arrangement as above. This compartment has Assistant Engineer Alvarez Salado locked up in it. He has been pacing the floor constantly trying to figure a way to escape his confinement. Several of the machinery wall panels have been opened up by him but the entire crew quarters area seems to have been deprived of power to any of the door mechanisms.

Lift

This is a five person elevator (seven people maximum or the lift will not operate) that leads to the lower level. Machinery for the lift is located on either side of it.

Crew's Recreation Room

Large compartment in the center of the ship, used by off duty crew personnel for relaxation and hobbies, etc. A fairly sophisticated Game Simulation area is located here, as well as holofilm projectors, etc.

Life Support

Area of engineering that controls all atmosphere, gravity, and temperature conditions in all compartments of the vessel. Any or all of these can be regulated for any particular compartment on the ship.

Material Fabrication Plant

Compartment where new linen and garments are constructed as well as general fabrication of everyday supplies (napkins, toiletries, etc).

Crew's Mess

Dining area for the entire ship's crew has four food processor outlets on the after wall and three five setting round tables. This room is also used for general meetings of the crew when the Captain's Office is in use or too small for all participants.

Food Processors

Machinery compartment containing the food processor equipment used in the Crew's Messroom.

Steward's/Cook's Quarters

Five compartment area plus a short corridor where the living quarters of the ship's cook and the four ship's stewards are located. At the present time, all five of these crewmen have been locked in their rooms and most are sitting at their small desks or laying down in their bunks. Outside this area in the double wide corridor Navigating Officer Mylon Zinder is patrolling with a fully charged Phaser II taken from the Small Arms Stores. He has been ordered to ensure that the cook and stewards cause no trouble but has also been patrolling fore and aft along the long corridor.

EVA Supply and Storage Room

Area of the ship in which the airlock is located along with 35 Environmental Suits for use if the ship depressurizes (if enough warning is given) or for some extra vehicular activity. Two EVA pods are also located in this compartment for the use of passengers in various zero-G sports or for general repair and maintenance inspections of the exterior of the hull.

Upper Deck Engineering Section

Area of Engineering where the Impulse Engine machinery is located along with the various Warp Drive control units connected with the warp engines through the engine nacelle pylons port and starboard. The entrance to the shuttle bay is also located here, as is the ship's two standard Federation shuttles. A ladder is located in the forward port corner of Upper Engineering leading down into the Lower Engineering spaces. Note that the Engineering/shuttle area leads a further 28 meters back to the rear of the ship but this is not shown on the deck plans as most of the area is full of equipment, etc., and rarely inspected. At this time First Officer Alover H'Unkle is waiting outside the shuttle bay preparing to enter when the shuttle coming from Deneva docks. He has a Phaser II taken from the Small Arms Locker. Engineer Elena Davis is with him waiting for the docking shuttle. She is standing by the shuttle bay door controls and has a Phaser I attached to her belt. She was originally patrolling the starboard double size corridor (along the officer's quarters area) but came to the shuttle bay when she was told that the shuttle had left Deneva.

LOWER DECK

Passenger's Dining and Observation Room

Largest compartment on the *Immaculata* this area is used for meals and meetings of the passengers. The entire outer wall of this compartment can be made transparent so that passengers can see the panorama of the spatial void outside the ship. Holo screens are incorporated into the rear bulkhead so that presentations or entertainment can be seen easily.

Food Processors

Machinery for the food processor outlets that line the outside wall of the Passenger's dining room. Rarely visited except for maintenance and recalibration.

Galley

The work area of Chef Ole Smith, in charge of any gourmet dining that is considered too complicated or unknown to the food processors. Even in these days of synthetic everything, food prepared by individuals still has its place, even if it takes a discerning palate to tell the difference.

Lift

Lower deck area for the elevator already discussed.

Owner's suite

The living quarters of Onto Rantura. They are immaculate and expensively decorated. An adjoining bedroom con-

tains the latest in zero-G floatbeds and other technological wonders. Rantura is not in his quarters.

VIP Suite

A passenger compartment similar but slightly smaller than the Owner's Suite. It is used usually for the most important passenger aboard (the head of a planetary trade delegation, powerful stockholders in the company, etc.).

Guest Suites 1 - 4

Large Passenger accommodations located on the starboard side of the ship near the Owner's suite. On the *Immaculata* these are all standardly equipped with just some furniture positioning differences. These suites are the most used of them all, housing executives and officials of companies using a lot of merchant shipping, etc.

Guest Suites 5 - 8

Similar yet smaller passenger accommodations than those located on the starboard side. These suites along the port double sized corridor are used mostly for junior officials and staff members of the executives, etc. that are housed in the larger, more extravagant suites. As of this adventure, none of the passenger accommodations are occupied or in use since the *Immaculata* is between trips.

Transporter Room

Central compartment where the machinery and five person beaming pad of the ship's transporter is located. At present there is no one here but the equipment is functional and the control console has been preprogrammed for a beamdown to certain specific coordinates on the planet Deneva below.

Passenger's Recreation Room and Library

This compartment contains thousands of entertainment and informational data tapes for use here or in the passenger's staterooms. In addition, a well equipped workout area as well as a number of game simulations are located here. For swimming a small pool is located under the retractable floor in the rear of the compartment.

Lower Engineering

Additional warp and impulse machinery is located here as well as the engineering maintenance area where smaller equipment is repaired. The lower area of the shuttle bay is in the center of this section although there is no way to enter the bay on this level. The rear of 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 Rantura is located along with Dr. H'Lisset. Both are in the Engineering Maintenance area. H'Lisset has a Phaser I attached to her belt.

