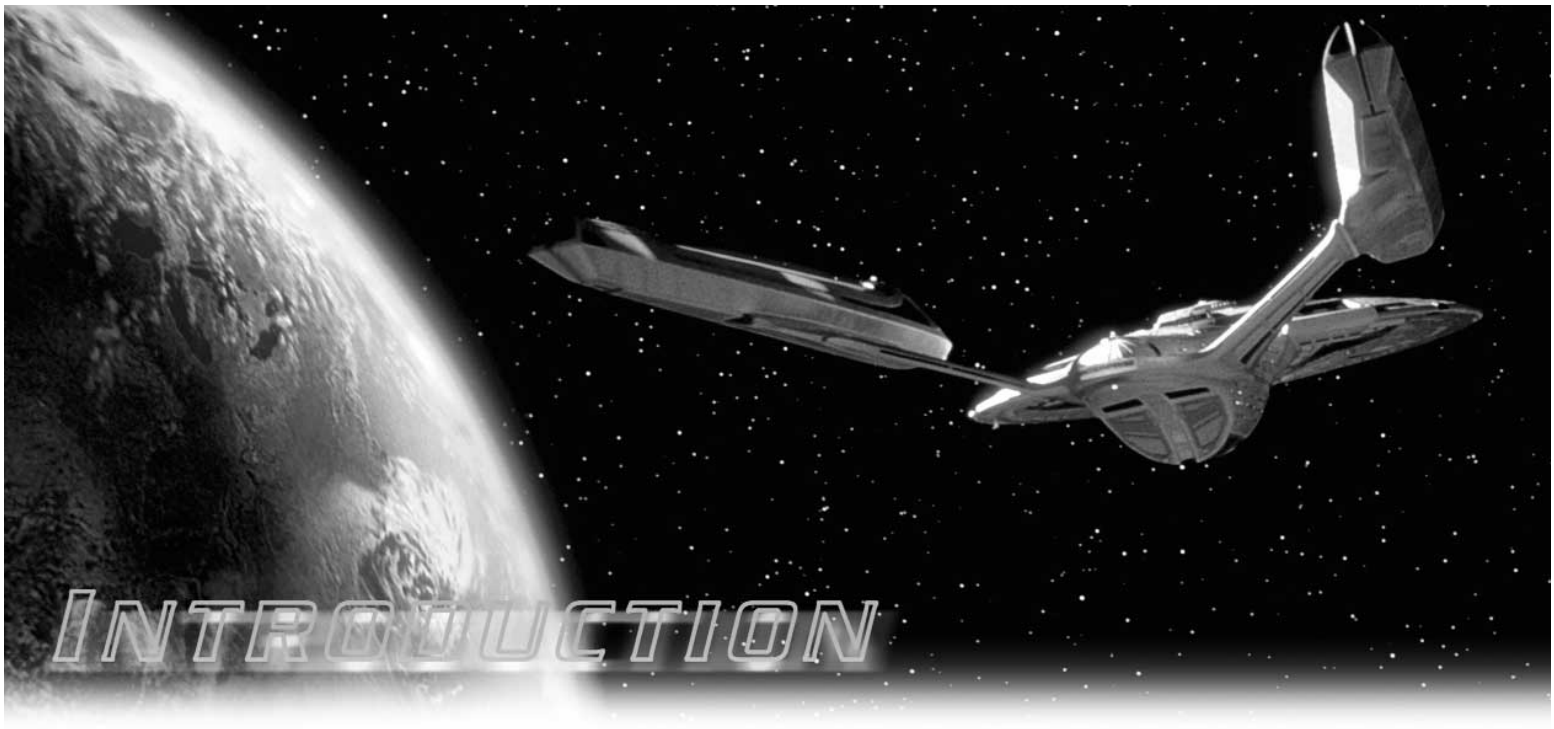
STAR TREK™
ROLEPLAYING GAME
QUICK-START ADVENTURE



INTRODUCTION

WHAT IS ROLEPLAYING?

It's a lot of things. Here are a few of them…

IT'S FUN FOR YOU AND YOUR FRIENDS. Roleplaying games are a group experience; everyone works and plays together to have a good time. Unlike chess or baseball, there's no winner or loser; if you all have fun, you all win. All but one of the players takes on the role of a character, a hero who sets forth on fantastic and dangerous adventures. One of the players, the Narrator, acts as referee; she comes up with the adventures and plays the roles of all the other people your heroes meet during their journeys.

IT'S A SHOW YOU WRITE AS YOU GO ALONG. The Narrator is like the director, the person who sets the scene, describes the action, and speaks the dialogue for the extras and villains; the rest of you are like the actors who play the star characters! Like Patrick Stewart playing Captain Jean-Luc Picard in an episode of *Star Trek: The Next Generation*, you play your character's part in the game—but unlike Patrick Stewart, you get to make up your own lines and make Captain Picard do anything you can think of. How many times have you watched *Star Trek* (or any show or movie, for that matter) and thought a character should have done something else—something much cooler? Well, roleplaying is your chance to do all those cool things the scriptwriters never thought of. And the rules of the game along with those numbers on your character sheet help the Narrator determine whether you succeed or fail at whatever actions you attempt.

IT'S "COPS AND ROBBERS" WITH RULES. When you were a kid, you'd run around the backyard playing "cops and robbers," making pistols with your fingers and shouting "Bang! I got you, you're dead!" Then, you'd argue over whether you were dead until you had the energy to start running around the backyard again. In the *Star Trek Roleplaying Game*, the roll of the dice tells you whether you're dead, or whether the robber—a hostile alien bent on the destruction of your ship—dies instead. This makes the game more fun and more challenging, and cuts down on the arguments.

IT'S A COMPUTER GAME RUN ON THE BEST VIDEO SOFTWARE EVER. In a roleplaying game, there's no graphics budget; all the alien worlds, beautiful starships and exotic lifeforms, all your weapons and high-tech equipment come from your imagination and from the descriptions of the Narrator. You still have wound points, weapons, and special abilities on your character sheet, just like the stat bar in a video game. But you can use them in any combination, not just those the programmer thought would be useful. And best of all, you're not restricted to a glowing computer monitor to see that Borg cube explode into atoms when you defeat it; you use your imagination to envision its death throes.

The rules presented here and the accompanying adventure, "Ordeal on Gamma Elster IV," give you more specifics about roleplaying, including some examples and hints to guide you through the adventure. Your Narrator can use this material to help make your first experience of the *Star Trek Roleplaying Game* easier and to introduce the rules in small, manageable pieces. "Ordeal on Gamma Elster IV" will introduce you to the rules of the game as you play it through; so by the time you solve the final encounter, you will be confident roleplayers ready to develop your own adventures in any era of the vast *Star Trek* universe. Welcome to the grand adventure that is the *Star Trek Roleplaying Game*, and set out on your own bold voyage to where no one has gone before!

HOW TO USE THIS PRODUCT

In the year 2371, the civilizations of the Alpha Quadrant have taken their first tentative steps into the Gamma Quadrant. The Bajorans, now free from the Cardassian yoke, have established the colony of New Bajor. Federation vessels have begun to explore Gamma Quadrant space, and one of them left a team of scientists on the planet Gamma Elster IV to set up a research station there.

But the winds of war have also begun to stir. The previous year, the *Odyssey* was ambushed and destroyed by three warships manned by the Jem'Hadar, the shock troops of the Dominion, the vast empire that controls almost all of the rest of the Gamma Quadrant. By the end of the year, they will destroy New Bajor and purge the Gamma Quadrant of all non-Dominion presence. Within two years, the Dominion and their Cardassian allies will attack Deep Space 9, officially launching the cataclysm known as the Dominion War.

Now, however, Starfleet has dispatched your ship, the *Olympia*, to check in on the research station at Gamma Elster IV and deliver supplies. When you beam down to the planet, you find catastrophe. Jem'Hadar are swarming through the station; you see flashes and swirls of motion and the still bodies of Federation citizens scattered on the ground. Without waiting for orders, your comrades draw their phasers and open fire. Somewhere behind you, you hear the *Olympia's* Executive Officer say something that sounds like a quip about "another quiet day in the life of a Starfleet officer…."

Welcome to the Fast Play rules for the *Star Trek Roleplaying Game* and its accompanying adventure module, "Ordeal on Gamma Elster IV." This product is designed to introduce you to the *Star Trek Roleplaying Game,* as well as roleplaying games in general.

The Fast Play rules themselves cover concepts that are important to understanding how the game works, and they are just detailed enough to get you through the adventure module.

Next, you will find 3 pre-fabricated, beginning-level characters designed for use with "Ordeal on Gamma Elster IV." Each requires a little bit of customization before they are ready for play—just enough to give you a taste of the character creation process.

The adventure module requires a Narrator and 1-3 players, with each player taking the part of one character. For their part, the players must summon all the skill, cunning and daring at their disposal to extricate themselves from this tangle with the Jem'Hadar and make it back to their ship alive. Only the Narrator should read this section before play begins, however, as it would ruin the players' fun to know in advance the exact nature of the challenges they will face.

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Special Thanks:
Decipher salutes our loyal fans and product champions worldwide.

Disclaimer:
While Decipher Inc. has researched extensively to make this the most authentic Star Trek Roleplaying Game possible, the depth of information necessary for a fully-realized roleplaying game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of Star Trek, we have taken some liberties and players should remember that only the events, characters and places that appear on the show or in films are canon.

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Produced by Decipher Inc.
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12240 Venice Blvd.
Suite No. 15
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Printed in Canada
First printing — 2003

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FAST PLAY RULES

These Fast Play Rules represent a condensed version of the more extensive game rules you will find in the *Star Trek Roleplaying Game (RPG)* core rulebooks. Everything you need to play "Ordeal on Gamma Elster IV"is explained here, but the *Star Trek RPG: Player's Guide* and *Narrator's Guide* will provide you with more detailed rules governing every aspect of the game, as well as tools for extending your game experience into a full-fledged series containing many exciting adventures.

Time

"Ordeal on Gamma Elster IV" should provide you with up to an afternoon's worth of gameplay, depending on how many player characters (the "Crew members") are involved. This time, the time you and your friends experience as you play, is called "real time." During those few hours of real time, your characters could spend several days adventuring. That time, the time your characters experience, is called "game time." Game time falls into one of two categories: action time and narrative time.

Action Time

Action time passes in "rounds." A round represents about six seconds of game time. Each character and villain gets to act twice each round. During action time, it is important to keep track of who goes when, what everyone is doing, and how long it takes. Life and death can hang in the balance of how long it takes to draw a weapon, for instance. Since time plays such an important role during combat, character location and movement become crucial. That's why every combat encounter has an accompanying tactical map, to help you keep track of where everyone is from one moment to the next.

Narrative Time

Narrative time isn't measured in rounds. It's basically "the time between combats." Narrative time can pass quickly or slowly depending on what the players do. It could take you 10 minutes of real time to decide how you want your characters to respond to an encounter, even though they take their actions within a few seconds of narrative time. Likewise, if you tell your Narrator that you and the rest of the party are resting for the night, he might determine that nothing happens while you rest. So, in just a few moments of real time, you skip over an entire evening of narrative time to awaken the next morning and continue on your journey.

Action Sequence

During a combat scenario or action sequence, all characters make initiative tests to determine who acts in what order. Each player rolls 2d6 and adds their character's Quickness reaction modifier. The Narrator makes one roll for all the villains and adds the highest Quickness modifier belonging to a villain in the group. Once every player totals their result, characters begin acting in order, from highest to lowest initiative results. They maintain this order every round until the combat or action sequence ends.

Skill Tests

Most of the things you'll want your character to do require particular skills, such as knowing something about Bajoran religious traditions (a Knowledge skill), retrieving information from a computer system (Computer Use skill), or firing a phaser (Ranged Combat skill). Look at the skills listed on your character sheet. This list represents those things your character knows, or can do well, and make up your basic options during play. The numbers behind the title are called "levels" and represent how skilled the character is (higher levels being better). Any time you want to use a skill, do the following:

1) Roll 2d6.

2) Add your skill level.

3) Tell your Narrator the total.

Your Narrator knows the number you need to beat in order to succeed at your skill test. That number is called the "target number," or "TN". Situations can modify the target number; it's harder to track someone at night than it is during the day. These modifiers are accounted for by predetermined target numbers included in the encounter instructions; as the Narrator, you don't have to worry about them unless you decide to alter the conditions surrounding a particular dice test.

Attribute Tests

Occasionally, you'll want to do something simple, like carrying a heavy object or remembering something that happened earlier in the adventure. There are no

skills for these basic tasks; instead, you use your attribute modifier in place of your skill level. During attribute tests, your Narrator will tell you which attribute is being tested so you know which modifier to apply to your roll. To make an attribute test, do the following:

1) Roll 2d6.

2) Add your attribute modifier.

3) Tell your Narrator the total.

Attribute modifiers tend to be lower than skill levels. This is because skill levels happen to include attribute modifiers; you don't see them because we've already factored them into the character skill levels to keep things simple.

Reaction Tests

Skills and attributes play a role when determining the outcome of actions initiated by the character. But some circumstances may force your character to react; and in these situations, you make reaction tests. Your Narrator will tell you whenever you need to make a reaction test. When making the test, do the following:

1) Roll 2d6.

2) Add the appropriate reaction modifier.

3) Tell your Narrator the total.

You'll know which is the right reaction modifier because your Narrator will tell you. He'll say "make a Quickness reaction test," meaning "roll two dice and add your Quickness reaction modifier."

Natural Twelve

Any time you make a skill test, an attribute test, or a reaction test and roll sixes on both dice (called a "natural twelve"), you get to roll another die and add it to your total. If you roll another six, you get to add 6 to your total and roll again. Keep rolling and adding until you roll something other than a six; add the last number rolled, then stop. Through this open ended rolling method, you could achieve very high scores indeed!

Melee Combat

Whenever you try to hit someone with a weapon during close combat, you need to make a skill test just like any other. Check your character sheet for skills that let you use weapons; these include "Armed Combat: Simple (Knife)" or "Armed Combat: Traditional Klingon Weapons (*Bat'leth*)." As with any other skill test, you must roll 2d6, add your skill level, and tell the Narrator your total. He will then tell you if you hit, based on the established target number (your opponent's Defense rating).

Ranged Combat

Shooting someone with an energy weapon like a phaser (or for that matter, a missile weapon like a gun or a bow) requires skill just like attacking with a melee weapon. Like all skill tests, you roll two dice and add your skill. The target number for ranged attacks is your target's Defense, just like melee combat, but you have to account for range modifiers based on the distance to your target. In general, you add +2 to your roll if your target is within 5 meters, subtract 2 if your target is more than 50 meters away, and subtract 4 if it's more than 100 meters away. The range increments for the disruptor rifles used by the Jem'Hadar are 5/80/160 meters. To make a ranged attack, do the following:

1) Roll 2d6.

2) Add your Ranged Weapon skill level.

3) Add your range modifier (penalty or bonus).

4) Tell your Narrator the total.

Inflicting Damage

If you hit with a melee weapon, you need to roll dice to determine how much damage you inflict. Damage varies by weapon type. Look on your character sheet to find the damage inflicted by your weapons. For example, 1d6+2 means roll one six-sided die and add 2 to the result. The double sixes rule does not apply to damage rolls, but you get to add your character's Strength modifier to damage caused by melee attacks.

The damage caused by a phaser or other ranged energy weapon varies according to the setting set by the user. Firing such a weapon expends charges depending on the desired effect. It's unlikely that you will spend all the charges in a Starfleet-issue phaser within the bounds of "Ordeal on Gamma Elster IV," but we provide the numbers here anyway, in case you're curious.

Wounds

Your character sheet also lists a Wounds rating to represent how much damage your character can suffer before dying. Every time an opponent does damage to your character, reduce your Wound points accordingly. When your character's Wounds reach zero, he dies. The same holds true for the villains.

TABLE 1: RANGED ENERGY WEAPON EFFECTS

Setting	Charges	Damage	Notes
Stun	2	Stun	Stun a humanoid for 15 minutes (Klingons only 5 minutes)
Thermal	8	2d6+6	Cut a 1 m hole in 10 cm of steel in 3 minutes
Light Disrupt	15	5d6+18	Kill a humanoid; cut a 1 m hole in a duranium bulkhead in 10 minutes
Medium Disrupt	40	Kill	Vaporize any substance
Heavy Disrupt	100	Kill	Explode 600 cubic meters of rock into rubble

YOUR CHARACTER SHEET

Look at your character sheet. The first thing you'll notice is the picture of your character along with a bunch of terms and numbers. Here's a brief explanation of all these elements to help you understand your character and his abilities.

NAME/RACE/PROFESSION

Your character's name appears at the top of your sheet. His race and profession are listed underneath. To take two famous examples from *Star Trek*, Jean-Luc Picard is a Human and a Starship Officer with the elite profession Command Officer, while Spock's father Sarek is a Vulcan and a Diplomat with the elite profession Ambassador (for more on elite professions, see the *Star Trek Roleplaying Game Player's Guide*). Your character's race confers certain strengths and weaknesses, just as his profession makes him skilled in some areas and unskilled in others.

ADVANCEMENTS

As your character completes adventures he gains "experience points," which you may then use to purchase "advancements." The beginning-level characters that the players will run in "Ordeal on Gamma Elster IV" have yet to earn any experience points. But some of the foes (or potential foes) that they will encounter have gained advancements thanks to their previous exploits, and that fact is duly noted in their statistical blocks.

ATTRIBUTES

All characters are described using six basic attributes: Agility, Intellect, Perception, Presence, Strength, Vitality.

- **AGILITY** represents how fast and agile your character is.
- **INTELLECT** reflects how smart your character is and how fast he thinks on his feet.
- **PERCEPTION** measures your character's ability to notice things in the world around him.
- **PRESENCE** describes how inspiring or imposing your character seems to others.
- **STRENGTH** represents how much your character can lift or how much extra damage he does when he hits someone with a melee weapon.
- **VITALITY** measures your character's health and endurance.

Each of these attributes has an associated level or "value" and derived modifier ("mod."). Some rules use the level, others use the modifier. The following chart shows attribute levels and modifiers.

TABLE 2: ATTRIBUTE MODIFIERS

LEVEL/VALUE	MODIFIER
0-1	–3
2	–2
3	–1
4-7	0
8-9	+1
10-11	+2
12-13	+3
14-15	+4
16-17	+5
18+	+1 for every 2 levels

REACTIONS

Reactions work like attributes, determining your character's ability to react to situations or cope with certain predicaments. Reactions are usually derived from one of two attributes, then elevated through edges. There are four reactions: Quickness, Savvy, Stamina, and Willpower.

- **QUICKNESS** lets you dodge incoming attacks or falling rocks, and perform other actions requiring you to move or act quickly.
- **SAVVY** lets you perceive deception and see things for what they are. It also enables you to realize the folly of actions you or your companions are about to take.
- **STAMINA** allows you to resist poison and disease as well as tolerate extreme pain or fatigue.
- **WILLPOWER** lets you resist temptation, mental control, and social domination, including psionic powers and brain-scanning interrogation.

DEFENSE AND WOUNDS

All characters, heroes, and villains have a Defense rating and Wounds capacity. Your Defense rating serves as the target number (TN) your enemies need to beat with their attack rolls. When you roll to hit and add your bonuses, you're trying to overcome your enemy's Defense rating.

Whenever your character takes damage, reduce your Wounds by the amount of damage you sustain. When your Wound point total reaches zero, your character dies.

RENOWN

The Renown score measures a character's fame (or notoriety)—how likely it is that a complete stranger will recognize him by reputation. A high Renown score can prove helpful in situations that require Social skill tests. Since beginning-level characters have Renown scores of 0, it will not play much of a role in "Ordeal

on Gamma Elster IV," but more advanced characters will find it useful.

Courage

Your character is, by definition, an extraordinary individual, whether in fact or potential. To reflect this, he receives a number of Courage points that he may spend to increase a single test result. After you make a test, you can choose to improve your result by +3 for each Courage point spent. A Courage point spent is lost to you until the end of the scene in which you spend it.

Profession & Racial Abilities

Your character's profession and race may grant special powers and test bonuses during the game. For example, Merchants (like Quark) may select the "Business Acumen" professional ability to give them a bonus when performing any Business skill test. Racial abilities, such as the "*Brak'lul*" ability possessed by Klingons also confer special bonuses and abilities during specific situations in play.

Traits: Edges and Flaws

Edges are special abilities that grant a specific bonus over the course of the game. For instance, Doctor Li Fala has the edge Curious, which gives her a +5 bonus when spending a Courage point on Computer Use, Knowledge, and Medicine tests, instead of the usual +3.

All characters begin with at least one edge. You may begin with more than one if you choose a number of flaws equal to the number of extra edges. Flaws are notable shortcomings that may hinder you in performing specific tasks or otherwise make life difficult for you. For instance, the flaw "Weak-willed" gives you a –2 penalty to all of your Willpower tests.

Skills

Skills define the areas in which your character excels, including knowledge, socializing, and actions. Each skill comes with a number, or "level." Some characters also possess skill specialties noted by parentheses. For instance, Telok has the skill "First Aid +3." This means he adds 3 to his die roll whenever he uses that skill to treat someone's injury. Some skills also list a specialty in parentheses, such as "Debate (Negotiate)." If a skill test calls for a specialty that the player possesses, he may add +2 to his dice roll. If a test only calls for the skill or the skill (no specialty), or for a specialty that the character doesn't have, then the player just adds his skill level normally.

Health and Fatigue

Health and Fatigue monitor your character's physical state and give you an idea of how much harder you can push him before he collapses altogether. The Health score tells you how many Wound Points he can take before he drops to the next lower Wound Level. As a general rule, characters may drop 5 Wound Levels ("Dazed," "Injured," "Wounded," "Incapacitated" and "Near Death") and remain alive; if they drop a level from Near Death, they die. If your character drops from a Healthy state to Dazed, he suffers a –1 penalty to all tests. He suffers an additional –2 penalty for every Wound Level he drops after that.

Fatigue measures your character's level of fatigue. Characters may lose 4 Fatigue Levels ("Winded," "Tired," "Fatigued," and "Exhausted") without becoming completely helpless. If they drop a level from Exhausted and become "Spent," they may take no actions at all until they have rested enough to recover a Fatigue Level. Winded characters suffer a –1 penalty to all tests; Tired characters a –2 penalty; Fatigued characters a –3 penalty; Exhausted characters a –8 penalty. Characters may recover a Fatigue Level by resting: 10 minutes of narrative time for a Winded character; 1 hour if Tired; 2 hours if Fatigued; 4 hours if Exhausted; 8 hours if Spent.

Equipment and Weapons

Your character owns certain equipment he takes with him on his adventures; if he belongs to an organization such as Starfleet or the Obsidian Order, much of it will be standard issue gear and weapons for his service. The "Equipment" and "Weapons" portions of your character sheet list all of the equipment your character carryies with him during the adventure.

CHARACTERS

Here are three characters that you can play in "Ordeal on Gamma Elster IV." We present them not to restrict your options as a player, but to get you playing the *Star Trek Roleplaying Game* quickly. For the most part, they are ready to go. The passages in italics indicate choices that you need to make before the character is finished; just follow the instructions to round them out.

The characters represent three of the species living in the *Star Trek* universe, and each follows a different profession. If you wish to play through the adventure with fewer than three characters, it doesn't really matter which you use. Each has been designed with skills and abilities that will prove helpful in the adventure. Even if you try to play with only one character, you should be able to follow a reasonable course of action in each encounter, making use of at least one of the character's strong points.

The names of character skills are largely self-explanatory. Racial abilities, professional abilities, and character traits are noted in parentheses.

MICHAEL PORTER

Species: Human

Personal Development: Political Upbringing

Professional Development: Starship Command Officer

Species Abilities: Adaptability, The Human Spirit, Skilled

Attributes: Agility 8 (+1), Intellect 9 (+1)*, Perception 8 (+1), Presence 8 (+1)*,

Strength 8 (+1), Vitality 7 (±0)

Reactions: Quickness +3, Savvy +2, Stamina +1, Willpower +1*

Profession: Starship Officer, Command Officer

Professional Abilities: Commanding Presence (roll 3d6 and keep the highest 2 when performing a Willpower test), Starship Duty: Command

Advancements: 0

Skills: Computer Use (Retrieval) +4, Enterprise: Administration (Starfleet) +3, Knowledge: Culture (Human) +6, Knowledge: History (Starfleet) +5, Knowledge: Specific World (Earth) +5, Language: Federation Standard +6, Negotiate (Bargain) +5, Persuade (Oratory) +3, Ranged Combat: Energy Weapons (Phaser) +4, Repair (Computer) +2, System Operation (Command) +3, Tactics (Space) +3, Unarmed Combat: Wrestling +3

Add +1 to any 5 of the skills above.

Edges: Confident (+5 bonus when you spend a Courage point on an Influence, Negotiate or Persuade tests) **–or–** Bold (+5 bonus when you spend a Courage point on Ranged Combat, Repair, System Operation or Unarmed Combat tests)

Flaws: None

Health: 8

Defense: 8

Courage: 4

Renown: 0

Equipment: Starfleet communicator badge, personal access display device (+7 bonus to any Knowledge skill test, as long as you spend a full minute looking up the information)

Weapons: Type II phaser (1,000 charges)

Background: Mike Porter grew up in the Earth city of San Francisco, quite literally in the shadow of the Federation Council building, where his father served for many years in the Earth delegation. As a youth, he read voraciously of the legendary deeds of Starfleet officers such as James T. Kirk and Jean-Luc Picard, and dreamed of commanding a Starfleet vessel himself one day. Now, he finds himself a young Lieutenant J.G. on the command track aboard a Starfleet vessel, dreaming of bigger and better things to come.

TELOK

SPECIES: Klingon

PERSONAL DEVELOPMENT: Military Brat

PROFESSIONAL DEVELOPMENT: Basic Security Officer

SPECIES ABILITIES: Bonus Edge: High Pain Threshold (reduce by 2 the test penalty caused by loss of Wound Levels), Brak'lul (halve duration when hit by a weapon's stun effect), Ferocity (+2 to Armed Combat and Unarmed Combat tests, and temporary +1 to Health when enraged; may use this ability once per day)

ATTRIBUTES: Agility 10 (+2)*, Intellect 8 (+1), Perception 8 (+1), Presence 6 (±0),

Strength 10 (+2)*, Vitality 8 (+1)

REACTIONS: Quickness +2, Savvy +1, Stamina +4, Willpower +1*

PROFESSION: Starship Officer, Security Officer

PROFESSIONAL ABILITIES: Security Ops (+2 bonus to all Investigate tests), Starship Duty: Security

ADVANCEMENTS: 0

SKILLS: Armed Combat: Traditional Klingon Weapons (d'k tahg) +4, Athletics (Jump) +6, Computer Use (Retrieve) +2, First Aid +2, Inquire (Interrogate) +3, Investigate (Forensics, Inspect) +2, Knowledge: Culture (Klingon) +4, Knowledge: Specific World (Qo'noS) +4, Language: Federation Standard +6, Language: Klingon +6, Ranged Combat: Energy Weapons (Phaser) +5, Repair (Computer) +2, Tactics (Ground) +2, Unarmed Combat: Klingon Martial Arts +4

Add +1 to any 5 of the skills above.

EDGES: Bold (+5 bonus when you spend a Courage point on Ranged Combat, Repair, System Operation or Unarmed Combat tests) **AND** High Pain Threshold (see "species abilities" above)

FLAWS: None

HEALTH: 10

DEFENSE: 9

COURAGE: 3

RENOWN: 0

EQUIPMENT: Starfleet communicator badge

WEAPONS: Type II phaser (1,000 charges), D'k tahg (1d6+2 damage)

BACKGROUND: To facilitate better relations between the Federation and the Klingon Empire, the officer exchange program was born. Telok is one such officer, a Klingon warrior temporarily assigned to a Starfleet vessel so that the two cultures can learn from one another. A Starfleet career was not his choice, however; his House, hoping to establish business relationships with Federation interests, wants one of their own to have a record of service to the UFP so as to foster better business relations with their new partners. Nevertheless, Telok resolves to make the best of his situation and, if nothing else, uphold his House's good name.

By special permission of the captain, Telok carries a notable piece of non-regulation equipment—the traditional Klingon dagger known as the *d'k tahg*, which he wields with considerable skill.

LI FALA

Species: Bajoran

Personal Development: Religious Upbringing

Professional Development: Medical Doctor

Species Abilities: Artistic, Faithful, Pagh

Attributes: Agility 8 (+1), Intellect 10 (+2)*, Perception 8 (+1), Presence 9 (+1)*,

Strength 6 (±0), Vitality 8 (+1)

Reactions: Quickness +1, Savvy +2, Stamina +1, Willpower +1*

Profession: Scientist

Professional Abilities: Focus (ignore all distraction penalties on skill tests)

Advancements: 0

Skills: Computer Use (Retrieval) +5, First Aid (Bajoran) +4, Investigate (Forensics) +4, Knowledge: Culture (Bajor) +6, Knowledge: Culture (Human) +4, Knowledge: Religion (Bajoran) +6, Knowledge: Specific World (Bajor) +5, Knowledge: Specific World (Earth) +6, Language: Bajoran +6, Language: Federation Standard +6, Medicine (Pharmacology) +5, Persuade (Debate) +3, Science: Life (Exobiology) +4, Science: Physical (Chemistry) +3, System Operation (Medical) +3, Unarmed Combat (Bajoran Martial Arts) +1

Add +1 to any 5 of the above skills.

Edges: Curious (spending a Courage point on any gives you a +5 bonus on Computer Use, Knowledge and Medicine tests)

Flaws: None

Health: 8

Defense: 8

Courage: 4

Renown: 0

Equipment: Medical kit (dermal regenerator: restore 1d6 wound points per injury sustained; 50 doses Chlromydride hypospray: TN 15 First Aid or Medicine test to restore 3 wound points; 50 doses Terakine hypospray: TN 10 First Aid or Medicine test to reduce effects of injury by one level for 1d6+2 hours), Starfleet communicator badge, tricorder (+5 to all tests that use the device's sensors)

Weapons: Type II phaser (1,000 charges)

Background: Doctor Li Fala is a child of the Cardassian occupation of Bajor, but not in the way that one might think. The daughter of a prominent Vedek who went underground after running afoul of the Cardassian authorities, most of her family managed to spirit itself off the planet when she was barely a year old. She has spent almost her entire life, therefore, as an adopted citizen of the Federation, attending medical and graduate school on Earth. She studies pharmacology, in particular, the therapeutic uses of chemicals that occur naturally in alien lifeforms.

Strictly speaking, Doctor Li is a civilian, but Starfleet invited her to come along on this mission to serve as a special technical liaison, and to assess the researchers' preliminary data.

ADVENTURE: ORDEAL ON GAMMA ELSTER IV

You're never supposed to run into any trouble on these resupply missions. There are friendlies already on the ground; you just contact them from orbit, send down an away team to assure them you're for real: "Doctor Livingston, I presume?" and all that. Then beam down their supplies, accept their deepest thanks, and off you go. It doesn't always go that smoothly, but you don't expect to run into anything like *this*….

In 2371, in the relatively quiet days before the Dominion make their unholy alliance with the Cardassian Union and unleash the full fury of war against the Federation, the *U.S.S. Olympia* (a *Nebula*-class starship) stops at Gamma Elster IV to check in on the UFP research station. These scientists have been there for less than a year, but they need supplies and their mission is important enough to warrant Starfleet keeping an eye on them. They are there to follow up on initial survey data suggesting that flora native to the planet secrete chemicals that might prove useful in treating Terellian Death Syndrome. It was a bit of a gamble sending an unarmed research team into the unknown like this, but the stakes were high enough to justify it: a cure for this terrible disease would be a boon for the entire Federation.

This is where your players and their characters—the Crew—come in. No matter which combination of pre-set characters is participating, all three of them beam down to the planet as part of the six-member away team. The *Olympia*'s Executive Officer, Chief Engineer and another Security Officer round out the team.

The away team materializes in a small clearing in the middle of the settlement. A well-kept jumble of prefabricated structures surrounds them. That much they expected from their mission briefing. But they did not expect to land in the midst of a din of disruptor rifle fire punctuated by shouted commands and cries of fear, agony, and the exaltation of battle—not nearly all of them Human. They see flashes all around them—they seem to come from everywhere at once—and blurs of motion. Several Humans in white jumpers lie still on the ground, with conspicuous scorch marks on their bodies. Then, about a dozen figures resolve themselves: thickly set humanoids with scaly gray skin, heads capped by a bony crown. They are wearing gray military uniforms with a tube that leads from the high, tight collar to just above the left breast. They're Jem'Hadar! They're too close for you to feel comfortable about it, and they're getting closer.

Operating on instinct, the away team draws their phasers and opens fire. Then the Executive Officer yells for everyone to take cover. But where? They've beamed down in the middle of a clearing. While the rest of the away team scatters, the characters spot the nearest doorway and make for it. It's unlocked. They waste no time and duck inside….

Please note that this swirling firefight is not, strictly speaking, an encounter because your players should have no control over the sequence or outcome of events. It's really the set-up for the adventure proper, which presents them with the dilemma of being trapped on an alien planet, beset by hostile forces, and having to use their wits to return to friendly environs. Once you've got them out of combat and into this sheltered area, then the adventure really begins.

NOTE: *Only the Narrator should continue to read beyond this point, as the remainder of the text explains the challenges that the players will face, and knowing what they are ahead of time would ruin the surprise. Consider this an emphatic spoiler alert.*

GAMMA ELSTER IV RESEARCH STATION: MAP KEY

A. Generator Room. See Encounter 1.
B. Main Storeroom. See Encounter 3.
C. Main Laboratory. See Encounter 3.
D. Residential Buildings. These are quarters for the station crew, and miscellaneous structures. Searching them will yield basic equipment such as PADDs (personal access display devices), binoculars and tricorders, as well as personal items such as clothes, private diaries, mementos, and so on. Among these may be items of sentimental value that can be returned to next of kin or other loved ones for a reward.

Encounter 1: Taking Stock of the Situation

This is where the characters' ordeal on Gamma Elster IV really begins, once the door behind them closes, muffling the sounds of weapons fire from outside. The sound of several polaron blasts hitting the wall and door follows their hasty retreat, and they hear something shorting out in the door as it closes. They find themselves on the landing of a staircase that leads down to another door that opens into a basement-level room. The second door is unlocked and opens easily; they can (and should) lock it behind themselves, using the control panel inside the room.

The room is quite spacious, but the station's power generator occupies a full half of it. Chain-link fencing that reaches all the way up to the ceiling bisects the room, restricting access to the generator so that you can only get

to it through a gate built into the fencing. On the near side of the chain-link is a desk with a computer terminal.

The key point that your players should understand about this scene is that they will be stuck in this room for at least a little while, so they might as well check out their surroundings. If they try to use their communicators to contact the *Olympia* (and this is one of the first things that anyone who has watched a lot of *Star Trek* would attempt), they will find that they can't get a clear signal no matter how hard they try. A Systems Operation test (TN 10) will determine that the communicator is undamaged; it's just jammed by some outside interference. (None of the sample characters have the Science: Planetary skill, so they won't be able to figure out that it's caused by atmospheric interference, but they can guess at this—or they might think that the Jem'Hadar are jamming their communications.)

Similarly, a heavy-handed hint is also in order if they try to leave the room before properly exploring it. The weapons fire of the battle outside has damaged the door lock, so if the Crew examine the door, they'll find that it won't open. Anyone who wants to try to repair it will easily hear the sounds of further weapons fire from outside. You should point out that their mission is to gather information and get out safely, not to fight all of the Jem'Hadar by themselves. This should encourage them to look around and see what they can use in the room—which will hopefully prompt them to investigate the terminals. If the players insist on repairing the door and escaping before exploring the room, have them make a Repair test (TN 10) to fix the door's circuits. As soon as it opens, a hail of polaron blasts hammers the wall. If they insist on charging out, they face a full group of 20 Jem'Hadar arranged behind cover (+2 to the TN on all rolls to hit them because of the cover—effectively, treat the Jem'Hadar behind cover as if their Defense score is 2 points higher). This will probably be more than enough to finish off the Crew if they don't take the hint! The Crew needs to explore the room, specifically the computer terminal.

This terminal is part of the information network that controls all of the station's basic functions (it does not, however, provide access to any scientific data, as all of that is kept on a separate network accessible only from the main laboratory). Any of the characters can figure this out if they decide to sit down at the terminal and play around with it a bit, and make a successful Computer Use test (TN 5). If they play around with it some more and make a tougher Computer Use test (TN 15), they can crack the password that controls access to the station's basic data. They now have access to a map of the layout of the station identical in substance to the one on the inside back cover of this product. They'll also find an inventory of the supplies in the station's main storeroom, which is located above ground and just to the north of this room. For the most part, it's just a list of sundry items, from food and bottled water to toothpaste and toilet paper (if they're curious, it is indeed the case that the scientists here were running low on most everything). The storeroom also holds two Starfleet standard-issue emergency beacons. Given that the Crew's communicators won't work, those beacons are probably their best bet for getting themselves back to safety. They can properly assume, given their training in Starfleet standard operating procedure, that as soon as the *Olympia* picks up a signal from a Starfleet beacon, it will lock its transporter on the spot and beam up anyone in a 10-meter radius. If your players haven't figured this point out, don't be afraid to emphasize it to them. Keep the story moving along.

If they play around some more and make another Computer Use test (TN 20), they can crack the password that allows them to control the station's electricity supply, as well as its rudimentary plumbing and climate control systems—not that this would accomplish much within the scope of this adventure. (The Crew could presumably turn out all the lights in the station; this would make it harder for anyone to shoot, adding +5 to the TN to hit anyone with a ranged weapon. This would also make stealth easier, giving the Crew members a +5 bonus to any Stealth roll to sneak past the Jem'Hadar.)

Once they have discovered the existence of the emergency beacons, prepare to walk your players through the next encounter.

Jem'Hadar Warrior

Species Abilities: Bonus Edge: Exceptional Fortitude (reduce test penalty caused by loss of Fatigue Levels by 2), Bonus Edge: High Pain Threshold (reduce test penalty caused by loss of Wound Levels by 2), Innate Fighting Instincts, Early Battle Training, No Mercy (-4 penalty to Influence or Persuade test against them), Species Flaw: Addiction 2 (Ketracel-White)

Attributes: Agility 9 (+1)*, Intellect 4 (±0), Perception 7 (±0), Presence 5 (±0), Strength 11 (+2)*, Vitality 10 (+2)

Reactions: Quickness +2*, Savvy +1, Stamina +3, Willpower +2

Advancements: 0

Skills: Armed Combat: Simple +2, Athletics +2, Knowledge: Culture (Jem'Hadar), Knowledge: History (Battles) +2, Language: Dominion Standard +2, Language: Jem'Hadar +2, Observe (Track) +2, Ranged Combat: Energy Weapons +4, Survival (Desert) +3, Tactics (Ground) +2, Unarmed Combat: Jem'Hadar martial arts +4

Edges: Exceptional Fortitude (+2 to Stamina reaction tests), High Pain Threshold (ignore the first 2 points of Wound penalties), Weapon Mastery (Jem'Hadar polaron rifle) (+3 to tests when using Jem'Hadar polaron rifles)

Flaws: Addiction 2 (Ketracel-white)

HEALTH: 12

DEFENSE: 8

COURAGE: 0

RENOWN: 0

EQUIPMENT: Jem'Hadar armor (absorbs 7 points of energy weapon damage, or ignore single shot at "stun" or "kill" setting; destroyed if used for the latter), Dominion transporter device, personal cloaking device (+10 to Stealth (Hide) tests)

WEAPONS: Jem'Hadar Polaron Rifle (1,200 charges). Use the same settings as the phasers (earlier), but you shouldn't use the various "disrupt" settings—the Jem'Hadar want to capture Starfleet personnel, not kill them.

Encounter 2: Meet the Vorta

Once your players have discovered the existence of the emergency beacons in the storeroom and understand that their best bet for survival is to get them and signal the *Olympia*, it's time to toss the second challenge of their ordeal at them.

Until now, muffled sounds of combat have filtered through to the characters, even though they have sealed themselves into what is, essentially, a reinforced basement. But after a while, those sounds drift away and it becomes strangely quiet. Before they can decide on what to do next, however, they hear someone fiddling at the ground-level door, and then they hear it open and footsteps coming down the stairs. If any of them wish to determine how many pairs of feet are making this noise, have them make a Observe (Listen) test (TN 10)—none of the stock characters have the Observe skill, but they may use it untrained, adding only their Perception modifier to the roll. A successful test reveals that two humanoid bipeds are coming this way.

Regardless, the characters also hear voices. Even with the universal translator in their communicator badges, they can only make out the tail end of what is being said—a husky female voice saying, "We should investigate this place." They also hear someone working with the inner door's controls. At this point, allow your players the opportunity to decide what they will do. You should also have them declare the power level at which they set their phasers, as they may not have the chance to reset them later. Also, note that all Ranged Combat tests against targets in this room or the stairwell suffer a –2 penalty because of the dim lighting (or –5 if the Crew turned out all the lights earlier, using the terminal).

If they decide to barricade the door—and the table on which the computer terminal rests is the only thing handy—make a Strength attribute test (TN 8) for the Jem'Hadar on the other side. If he succeeds, the table topples over to one side as he bursts into the room. If he fails, however, he will fire his rifle into the door at Medium Disrupt, effectively blowing it apart. If the players decide to throw their weight against the door, they must make an opposed Strength test against the Jem'Hadar. Have one player make the test roll, adding the combined Strength modifiers of all characters participating. Then make a Strength test for the Jem'Hadar. The higher test result wins. If the Jem'Hadar loses, however, he will simply use his disruptor rifle on the door, as above. (The Crew will be thrown back from the force and each take 1d6 wounds if they're against the door when it's blasted.)

The characters may also conceal themselves by standing flat against the wall to one side of the door, so that they are not immediately visible; or they may hide behind the generator. They see a Jem'Hadar enter the room, along with a slightly built humanoid female dressed in a bodysuit with short sleeves and a v-neck, and carrying a large pouch slung across her body. The latter is a Vorta, a member of the race cloned by the Dominion to do their subtler forms of dirty work, as well as to command the Jem'Hadar. Her name is Tamoun, and she commands the Jem'Hadar unit that has attacked the research station. At this point, make one Observe test (TN 15, or 20 if the lights are out) for both of the intruders, using the higher skill level between the two. If it is successful, they sense the presence of the characters and turn to face them. If it is unsuccessful, the characters retain the advantage of surprise over them, and they may act for one full round without any response from Tamoun and the Jem'Hadar. In either case, action time starts at this point, and you and your players should roll to determine initiative.

Both Tamoun and the Jem'Hadar come into the room intending to kill any remaining Federation personnel before looting the station. However, they have already spent so many charges from their disruptors that they will use them at the Thermal setting to conserve power, so that a hit will only cause 2d6+6 damage.

Your players must decide what tactics they will use in this encounter, and they have several options. Surrender is one, although hardly the best. Tamoun will order the characters stripped of their weapons and gear, and bound. They will be held at rifle-point until the Jem'Hadar unit has finished exterminating the survivors on Gamma Elster IV and looted the station of its research data. Then they will be evacuated off-planet, interrogated using methods both dispassionate and ruthless, and executed when they are of no further use. You could construct another adventure based on this premise, but it is beyond the scope of this one.

If your players try to parlay with them, the result is more or less the same as surrendering to them. The Jem'Hadar do not negotiate.

If your players choose to fight it out, they have two basic tactical options: they can fight to kill, or to take prisoners. In the former case, no holds are barred; all three characters are equipped with fully charged phasers, and Security Officer Telok has his *d'k tahg* as

well. In case of a firefight, you may want to note the effect of stray energy weapon shots on the immediate environment (holes in the wall, and so on) just to add some narrative flavor. You can make the players nervous by commenting about shots hitting the generator (behind them), but it's more likely to shut down than to explode if it's hit several times. If the players want to subdue either foe or both, they can do so by using their Unarmed Combat skill or phasers set to stun. Allow them to make an Unarmed Combat skill test opposed against their opponent's Agility attribute or Unarmed Combat skill. If the Crew member wins, he successfully grapples his opponent (if he fails, the opponent avoids being grappled and may act freely). With his next action, the grappling character may immobilize that opponent (pinning his arms and forcing him to the ground or against a wall) with another such opposed test.

If either Tamoun or the Jem'Hadar is immobilized and threatened with a weapon, he will drop his weapon and cease resisting. If your players choose to interrogate the prisoners, the Jem'Hadar will not speak—not just out of warrior's pride, but because he really knows very little about the mission, except that he is supposed to kill the enemy. Tamoun, however, may be persuaded to talk with a successful Inquire, Negotiate, or Persuade test (TN 10). Use whichever skill is appropriate, depending on the character doing the talking and how your player describes his course of action. She reveals that her Jem'Hadar unit was ordered to destroy the research station and confiscate all experimental data after Dominion surveillance determined that the scientists on Gamma Elster IV had found substances that the Dominion's own researchers could develop into biological weapons.

If the characters confiscate her pouch, they find about 100 vials of a milky liquid. Doctor Li may use her Life Science, Physical Science (Chemistry) or Medicine skills to try to identify this substance. A successful TN 15 test reveals that it is Ketracel-white, the addictive enzyme that the Vorta use to control the Jem'Hadar. Without frequent and regular doses of the drug (administered solely by their Vorta commanders), Jem'Hadar die horribly and painfully. A successful interrogation of Tamoun (TN 10 Inquire or Persuade test) also reveals this information.

Skill tests in this encounter play a crucial role in completing the adventure successfully. Any single failure could mean the difference between life and death for the characters. Feel free to remind your players that if test rolls don't go their way, they can improve them after the fact by spending Courage points.

Tamoun, Vorta Controller

Species Abilities: Bonus Edge: Confident, Bonus Edge: Skill Focus (Keen Hearing), Dominion Expert, Nearsighted, Quisling, Unrefined

Attributes: Agility 5 (±0), Intellect 8 (+1)*, Perception 9 (+1), Presence 8 (+1)*,

Strength 4 (±0), Vitality 7 (±0)

Reactions: Quickness +1, Savvy +1, Stamina +1, Willpower +3*

Advancements: 2

Skills: Athletics +1, Computer Use +2, Influence +2, Inquire (Interrogate) +5, Investigate (Search) +4, Knowledge: Culture (Jem'Hadar) +2, Knowledge: Culture (Dominion) +5, Knowledge: History (Dominion) +5, Language: Dominion Standard +6, Language: Federation Standard +4, Observe (Listen) +9, Ranged Combat +2, Repair +1, Stealth +2, Unarmed Combat: Jem'Hadar Martial Arts +2

Edges: Command (Jem'Hadar from her unit may add +1 to any combat test once during the course of this adventure), Confident, Skill Focus (Keen Hearing)

Flaws: None

Health: 7

Defense: 7

Courage: 0

Renown: 0

Equipment: Dominion transporter device

Weapons: Polaron Rifle (1,200 charges)

Tamoun commands the Jem'Hadar unit attacking Gamma Elster IV. Leading a small unit of soldiers—even if they are the Jem'Hadar, the Dominion's finest—is not a terribly prestigious job among the Vorta, but it nonetheless requires experience and savvy.

Encounter 3: The Road Home Goes Through This Storeroom

Once the characters learn that the Jem'Hadar are after the research station's data, they are ready for the final tasks of the adventure. It should be clear to your players at this point that they must recover the data from the main laboratory as well as grab an emergency beacon from the storeroom. This extra task makes things more difficult for them and none of their superiors would blame them terribly much if they gave it a skip and just made it back to the *Olympia* alive. But you and your players should remember that their characters are supposed to be heroes, after all! What fun is it if they shy away from deeds of high daring?

Fetching both the research data and the emergency beacon requires leaving the safety of the generator room. Before the characters can do anything, however, Tamoun makes a subtle gesture, evading any restraints on her just enough to activate a small device attached to her body. It's a signal to the Jem'Hadar in her unit, ordering them to rally around her. If the characters decide to kill her (a not unexpected reaction to a hostile act in such circumstances), a simple phaser blast or *D'k tahg* thrust (TN 5) is sufficient. If she has been

stunned or killed, the disabling of her built-in Dominion communicator similarly causes the Jem'Hadar to become alert.

In any event, when the characters do leave the generator room, they find a dozen Jem'Hadar rushing through the clearing at them, with more to come as they break off search/pursuit operations away from the station. Among them is a Jem'Hadar First, who is minimally qualified to take command in the absence of the Vorta controller. There are more bodies in the clearing than when the characters first landed; among them three in Starfleet uniforms—the remainder of the away team.

If your players decide that shooting it out with them is an appropriate course of action, you may fight out such a battle. As with the previous encounter, the Jem'Hadar polaron rifles will be set on Thermal to reflect the fact that their charges have run down by this point in the larger battle. Two more Jem'Hadar will arrive every six rounds thereafter, until a total of 12 reinforcements have come. Using the Vorta as a hostage may work; a successful TN 20 Negotiate or Persuade test convinces them to back off. The most effective way to keep the Jem'Hadar at bay is to hold the pouch of ketracel-white hostage (no skill test required).

There is nothing terribly special about the storage room; there are some boxes on the floor and various items filling the shelves that line three walls. A successful TN 5 Investigation (Inspect) test uncovers the emergency beacons (characters without levels in this skill may use it untrained; simply add their Perception modifier to the roll). The characters only need to activate one to draw their ship's attention, and no skill test is required.

As for the main laboratory, the Crew members find it pretty much untouched. Apparently, the Jem'Hadar, in their haste to slay the enemy, have yet to fulfill the actual objective of their mission. A successful Investigate (Inspect) test (TN 10) will reveal a cache of notebooks and computer media with most of the station's existing data. A successful Computer Use (Retrieval) test (TN 15) allows a character to access the computer media through the station's information system (which still works, more or less).

In a corner is a freezer containing the station's pathogen cultures. Unfortunately, the freezer's power supply was disrupted by the Jem'Hadar attack, and the cultures have been thawing for a while. Anyone opening the freezer door runs a small chance of exposure to one or more of the stored pathogens; the player must make a TN 5 Stamina reaction test. If unsuccessful, that character may, at the Narrator's discretion, contract a disease. If a character survives that Stamina test and actually unseals one or more of the cultures, he must make another Stamina test (TN 15). If this test is unsuccessful, then that character may contract the disease that corresponds to the culture opened. While the disease can easily be treated if the characters make it back to the *Olympia* and her advanced sickbay, the character will quickly grow feverish and sore, and will suffer a –2 penalty to all tests for the rest of the adventure.

If the characters wish to restore power to the freezer, they may do so through the computer terminal in the Generator Room. It requires a successful skill test in one of the following: Computer Use, Repair, or System Operation (TN 15 in all cases).

Doctor Li may recognize the freezer as a culture container with a Science: Life test (TN 10), and may also recognize the danger of virulent cultures if it's opened (TN 5 Science: Life test).

EMERGENCY BEACON

SPECIFICATIONS: 30 cm tall x 5 cm diameter cylinder; 2 kg

DESCRIPTION: Standard equipment in shuttlecraft and many survival kits, the emergency beacon emits an invisible pulse signal at an effective range of 1 light-year. The unit also transmits positioning telemetry and an intermittent distress signal in case other means of communication have been lost. When linked through the subspace transmission assembly found on most shuttlecraft, the range of the beacon extends to 5 light-years.

RULES: Anyone can activate an emergency beacon and record a short distress message; its telemetric instrumentation automatically transmits its position and message every half hour to conserve energy. Altering the device to encrypt a distress code or overriding the frequency protocols requires an Intellect attribute test (TN 10; add Intellect modifier to the dice roll) or Computer Use or Repair skill test (TN 5).

DURATION/ENERGY: 2 weeks at half-hour intervals, 1 week at 15-minute intervals, etc.

RANGE: 1 light-year, extendable to 5 light-years via shuttlecraft transmitter assemblies.

Beyond This Adventure: Where No One Has Gone Before

Within minutes of the emergency beacon going off, the characters find themselves in the *Olympia*'s transporter beam, which whisks them to safety. They rematerialize in the ship's transporter room, and although they are greeted by the red alert siren going at full blast and a crowd of security personnel with phasers at the ready (they don't know exactly who activated the beacon, after all, and they are taking no chances), they are home. Their crewmates receive them with relief, although tinged with sorrow over the apparent loss of the Executive Officer and Chief Engineer. The captain commends them for their courage and ingenuity in such a difficult situation, and promises to cite their extraordinary conduct in his official dispatch to Starfleet.

At this point, the adventure comes to its formal conclusion: The player characters have made it back to their ship and been debriefed on what happened to them. But the tale of their deeds need not end there. The *Olympia*'s work at Gamma Elster IV is not done, misfortune or no, for the Captain is determined that a Starfleet vessel should not turn tail and run. Before he makes his formal report to Starfleet, he expects to send another away team to the planet to accomplish at least some of the following tasks:

- Either confirm the losses from the original away team and retrieve their remains, or locate and rescue the survivors.
- Confirm the fate of everyone from the research station. Identify remains, locate and rescue survivors..
- Militarily defeating the Jem'Hadar force currently on the planet is probably not possible, but a swift, skillfully conducted raid might net some prisoners. Starfleet could use the intelligence data they would yield.
- The follow-up away team would, of course, feature more security personnel and carry heavier weapons and equipment, such as compression phaser rifles.
- The captain may also wonder about the atmospheric disturbance that prevented the first away team from contacting the ship. Its exact cause is beyond the scope of this adventure, but it warrants a proper scientific investigation.

Moreover, the action need not stop for these characters. The known history of the *Deep Space Nine* era tells us that the pace of events around the border between the Alpha and Gamma Quadrants will accelerate, not slow down. Clashes against the Dominion and their Jem'Hadar shock troops will continue and, if anything, become more aggressive and violent. Within the next year, Dominion spies will make their presence felt in Klingon political life, prodding the Second Klingon Empire into war with the Cardassian Union and sowing chaos for the Federation, as well. Starfleet—and the other enemies of the Dominion, for that matter—will place a premium on those who have first-hand knowledge of the Jem'Hadar, their capabilities, and their tactics. Having fought them and lived, the characters should find themselves in demand for many missions in the future, some perhaps coming from quarters other than Starfleet Command. As Narrator, you may design further adventures that will take your Players through any number of these possibilities.

Consider also how the outcome of the mission to Gamma Elster IV will affect the careers of your players' characters. Perhaps Lieutenant Porter and Security Officer Telok will be promoted within the *Olympia*, especially given the loss of two senior officers. Or perhaps they will be promoted and transferred to a larger vessel that will have a more prominent role to play in the coming war, such as a *Galaxy*-class explorer or even a *Defiant*-class warship. Consider also that Doctor Li Fala, who might otherwise be expected to return to her civilian life as a research scientist, might find herself with a field commission as a Starfleet doctor. Perhaps the nature of Ketracel-white captures her interest as a pharmacologist, or perhaps she simply wishes to help defend the Federation from the Dominion threat however she can.

"Ordeal on Gamma Elster IV" describes a short version of what we call an "episode" of the *Star Trek Roleplaying Game*, since it should resemble in scope and narrative structure an episode of *Star Trek*. We present it to you as a self-contained introduction to the game, but as you can see from the possibilities for future episodes that we've just discussed, there's no reason why you couldn't use it as the first in a series that follows these characters deeper into their careers. Just remember to consult the rules regarding experience points and character advancement in the core rulebook before you go any further. You can find those rules in the core rulebooks, the *Star Trek Roleplaying Game Player's Guide* and *Narrator's Guide*. Then go back through what your players accomplished on Gamma Elster IV and reward them with experience points accordingly. They'll be well on their way to adding to their characters in ways that will prepare them for greater challenges to come!

The *Star Trek Roleplaying Game Player's Guide* and *Narrator's Guide* will provide you and your players with more detailed treatments of the rules (including rules that allow characters to improve their attributes, abilities, and skills through gaining experience as they make their way through episodes), and advice for running an entire series. Rules supplements such as the *Starships, Aliens,* and *Creatures* sourcebooks and the *Starfleet Operations Manual* provide a wide array of options for enriching your series with details from the various generations of the *Star Trek* universe, including rules for starship combat based on character skills, statistics and background information on the more prominent alien races, as well as the most notorious monsters. You'll even find statistical information for prominent individuals, so if you want Captain James T. Kirk or the clone of Emperor Kahless the Unforgettable to make a guest appearance, you'll have the tools you need to make it happen! Also, although "Ordeal on Gamma Elster IV" takes place during the *Deep Space Nine* era, it doesn't matter which *Star Trek* generation interests you the most. Whether it's the original *Star Trek* series, *Star Trek: The Next Generation*, *Star Trek: Deep Space Nine*, *Star Trek: Voyager*, or *Enterprise*, we cover it all, including useful information from all of the movies, from *Star Trek: The Motion Picture* to *Star Trek: Nemesis*. Taken all together, *Star Trek Roleplaying Game* allows you to explore the richness and wonder of the vast *Star Trek* universe in any time period and every corner of the known Galaxy, making up your own adventures as you go along.