Shatters
of Peace

- Shatters of Peace -

The Romulan Neutral Zone Campaign
Vol. II

LCARS FILE 39-K521883

STARDATE:
52012.9

FROM:
Captain Doleo, Starfleet Intelligence

TO:
All Starfleet Officers of the rank Lieutenant and higher operating along the Romulan Neutral Zone.

SUBJECT:
Romulan Operations in recent times

First of all let me say, that although Starfleet successfully managed to counteract the planned invasion of Psellus III, one should not let oneself assume, that the Romulan threat is overcome or ended only because the Romulan fleet retreated into its own territory.

The following decrease of fleet operations along the border is probably only the result of an increase of the use of the cloaking device rather than a lower amount of ship traffic. Additionally you can assume that Romulus increased the covert operations in the area, to compensate the loss of Psellus III.

The recent events on Psellus have additionally caused several political problems. Starfleet Intelligence found out that Senator Kassus, the driving force behind the Psellus Operation, had to suffer some political damage, but the real victim of the whole process was then Admiral Vekiron. He was demoted to Centurion and had to lose much of his fame when retreating his fleet. This makes him an unstable element in a dangerous situation, his failure will make him only more aggressive.

Another reason to worry are rumors about a new Dreadnaught of the

Romulans, probably called *Verelus*, which already has been introduced, or will be introduced in the near future. Another new ship of the Romulans is the *D'Valek*-Class Warbird. Intelligence tells that this craft is faster than older models and is definitely a match even against a *Galaxy*-Class Explorer.

To encounter this threats one should increase security measures in all departments and immediately react to any suspicions of a threat of any kind, be it an enemy agent, ship or something else.

End of Report

humans. This will lead to the destruction of the UFP even before it was founded, but far more important is that he wants to benefit the leader of the fleet one of his ancestors, so that he can become Praetor and so change his own position in the future.

Naturally this has to be prevented and that's where the characters come into play…

Continuing the Neutral Zone Campaign

To use these adventures you do not need the first volume of the Neutral Zone Campaign, as *Shatters of Peace* only loosely continues the events of *A Fragile Peace*.

In this campaign the characters will have to tangle with a former Romulan Admiral more or less gone rogue. Now Centurion Vekiron has a plan, to throw off his dependence of his leader, Kassus and maybe become Praetor himself but not after destroying the Federation. Vekiron convinced Kassus to engage in a new project, to drive his career forward and even level his way to the office of Praetor. Vekiron already had information about an unknown Iconian outpost at the edge of the Empire. There one of his away teams found a new technology on the planet, which is some kind of portal to travel through time.

Vekiron plans to use this technology not to benefit Kassus instead, but to travel through time into the year 2160 to the Battle of Cheron and take his Warbird with him. This would definitely change the course of events and give the Romulans the needed advantage to win the battle and afterwards destroy the

The Romulan Neutral Zone

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The Romulan Neutral Zone, founded in 2160 by Earth and Romulus after the Battle of Cheron, has not much changed since the failed invasion of Psellus III. Romulan policy of aggression, invasion and provocation remains the same.

History since the events of Psellus III

After the Romulan Fleet under the Command of Admiral Vekiron retreated into Romulan space, the whole situation seems to calm down. Nevertheless, Starfleet began to increase its presence in the area. Two additional tactical wings of ships were transferred to the Neutral Zone as well as an unknown number of Starfleet Intelligence and Federation Intelligence Service operatives.

Patrols are now primary made by newer and faster designs, for a quicker response in emergency situations. The older designs were moved to more stationary posts, like protecting starbases or outposts.

Although some Starfleet Officers believe this to be unnecessary means, Starfleet Command decided to keep this changes up – it learned of its mistakes, underestimating the possible threat by the Romulan Empire. Even the Klingons reacted and reinforced their troops at the Romulan border, alerted by their open act of aggression.

But events on Romulus were not less dramatic. As Senator Kassus was the driving force behind the 'Psellus Incident' as it was called by both governments, he soon was under heavy pressure to explain this move to the Senate and the Praetor, after all he had risked a war with the Federation without consulting his government. The consequence was failure and this certainly did not benefit the Romulan Empire at all.

But Kassus had plans for a result like this. He had 'proof' that his fleet's attack on Federation territory was actually Admiral Vekiron's impulsive plan, who had assembled his fleet for a war game and used the lucky hour to invade Psellus III. Tovik's part in this operation was kept secret – the Tal Shiar prefers to keep his operations out of the public as long as possible – although he prepared the planet for invasion by supporting a group of rebels. This impulsive plan cost Vekiron his rank of Admiral as he was demoted to Centurion.

Some month later, when Vekiron was on patrol with his ship, the *D'deridex*-Class Warbird *K'tara*, he discovered an ancient outpost of the Iconians. On this outpost his away teams found a new technology, some kind of time portal.

Vekiron told Kassus about this technology who now plans to use the possibilities of this equipment to still become Praetor. As a consequence, Kassus gave him some more ships and enough supplies to create a hidden research facility to make use of this technology. Kassus plans to either present this to the Senate and so become Praetor or to alter time and reach his goal through a changed timeline.

Worlds at the Neutral Zone

Additionally to the worlds presented in *A Fragile Peace* you can use the following planetary systems for your campaign, some of them obligatorily, some voluntarily.

Kohara

Kohara is located in the Romulan Neutral Zone, around 10 lightyears from any other system in the region. The system is dominated by a red giant star and holds three planets, all of them hot

rocks of different metallic and mineral composition. While the first two planets are uninteresting even for explorers – they are stereotypes of their class – the third one is far more remarkable. Although easily overseen by random visitors, Kahara III is home to an ancient outpost of the Iconians.

The planet itself is a bare rock with a red colour and few primitive vegetation and rare animal life, equally primitive. The outpost's major parts are hidden under thick layers of rock, which nearly de-stroyed it ages ago – Romu-

lan scientists believe this is the result of a heavy orbital bombardment – and have instead preserved it. The bombardment was probably also the cause for the catastrophic environmental conditions on the planet and its tectonic movements.

Only per accident the outpost was discovered. An earthquake uncovered the outpost partly and triggered some of its equipment which is powered by geo-thermal energy. This was caught on the sensors of the Romulan Warbird *K'tara*. It is a time portal, which the Romulans now try to take with them and incorporate into their technology.

The planet has two moons, which the Romulans use to hide two surveillance satellites which guard the planet and alarm the *K'tara* if any ships except Vekiron's approach the planet.

Zhalkor

Zhalkor is a typical Class M planet approximately 15 lightyears from Arteline. It belongs to the Federation

Kahara

Class: H
System Data: two moons
Gravity: 1.1 G
Year/ Day: 297/ 25
Atmosphere: Oxygen-nitrogen-helium (breathable)
Hydrosphere: 10% water
Climate: hot, dry
Sapient Species: none
Tech Level: Level 6 or higher
Government: none
Culture: unknown
Affiliation: neutral
Resources: Kahara has many minerals and metals, like ore and gold. More valuable items are rare, but there are areas with diamonds.
Places of Note: Kahara holds an ancient Iconian outpost with a Temporal Portal, similar to the Transporter Portal discovered by the *USS Enterprise* in 2366 only that it transports through time.
Ship Facilities: none

Zhalkor

Class: M
System Data: no moons
Gravity: 1 G, earth-like
Year/ Day: 354/ 23
Atmosphere: Oxygen-nitrogen
Hydrosphere: 65% water
Climate: moderate, humid
Sapient Species: different Federation species, around 200,000 inhabitants
Tech Level: Level 6
Government: Representative Democracy
Culture: different, dependant to species
Affiliation: UFP
Resources: Although Zhalkor has enough minerals and other natural resources to supply inhabitants, its primary resource are agricultural goods. The colonists plant different kinds of cereals and hatch cattle.
Places of Note: Zhalkor City is the only major town on the planet – 25,000 people live here. It is the capital of the planet and here one can find the parliament building and the governors house, actually only a larger farm.
The other inhabitants are scattered around the planet where they work on their farms.
Ship Facilities: Zhalkor City holds one small starport which is not much more than a landing field with a shelter. There is storage room for freight and cargo as well as some workshops for starship maintenance.

and holds a small colony of Federation citizens. Around 200,000 people, of different species like Andorians, Bolians and of course Humans, live there. The people live primarily of agriculture and get only small support by the Federation – they like their independence and the feeling of being pioneers.

The planet is led by a governor and a parliament. The planet has a small starport with some freighters and shuttles to travel to other systems.

Mantis Alpha

Mantis Alpha is a Lazarus Star around 5 lightyears from Zhalkor and 1 lightyear into the Neutral Zone. There are four planets, rich in heavy metals and radioactive isotopes and elements, like uranium and plutonium.

The planets are all Class F and do not have anything of interest with one exception. The fourth planet holds a hidden communications relay of the Romulans, which they use to contact ships in the Neutral Zone.

Starbase 332

In the Jovus System lies Starbase 332, a Federation outpost at the Neutral Zone. It orbits the only planet of the yellow giant star, a blue gas giant.

Starbase 332 has the typical Federation design of most starbases. It has a larger upper section with four docking panels below it. The lowest sections are the cargo holds.

Starbase 332 is commanded by Captain Winston Howards, a Starfleet veteran and expert for Romulan tactics.

The task of this outpost is to monitor the Neutral Zone as well as Romulan ship movements. There is a Rapid

Response team on the base, which is ready to counteract any possible threats. Additionally SI and FIS have both personnel on this station to perform reconnaissance missions and gain intelligence about the Romulans.

As support for the starbase there is the *U.S.S. Cheron*, a *Saber*-Class starship.

Type: Strategic (Omicron)
Commissioning Date: 2344
Hull Characteristics
Size: 6
Resistance: 6
Structural Points: 625
Docking: 8 Docking areas
for ships up tp size 7

Personnel Characteristics
Crew/ Passengers: 300/
4500 (7 pwr/ rd)
Entertainment: 3 (6pwr/rd)

Systems Characteristics
Computer: 5 (5 pwr/rd)
Transporters: 4p, 2c, 2e (4
pwr/ rd)
Tractor Beams: 1 on each
side (2 / rating used)
Power: 450

Sensor Systems
Long-Range Sensors: +2/ 15
lightyears (6 pwr/ rd)
Lateral Sesnors: +2/ 1
lightyear (4 pwr/ rd)
Sensor Skill: 5
Internal Security: 4

Weapons Systems
Type XI Phasers
  Range: 10/ 30,000/
100,000/ 300,000
  Arc: All (720 degree)
  Accuracy: 4/ 5/ 7/ 10
  Damage: 22
  Power: [22]
Photon Torpedoes
  Number: 2800
  Launchers: 2 in each
direction
  Arc: All (720 degree)
  Range: 15/ 350,000/
1,500,000/ 4,050,000
  Accuracy: 4/ 5/ 7/ 10
  Damage: 20
  Power: [5]
Weapons Skill: 5
Defensive Systems:
  Starfleet Deflector Shield
  Protection: 80/80/80/80
(120)
  Power: [80]
Ships: *USS Cheron*, *Saber-*
Class, 3 Runabouts, 15
shuttles of different types

The starbase was built in 2344 shortly after the incident at Narendra III but never took part in any combat or battle since then.

Nevertheless, Captain Howards' strict style of command ensures that the starbase is in best combat condition all the time.

Federation and Romulan Activities in the Neutral Zone

After what happened at Psellus III, the Romulans seemed to set up a new isolation. Warbirds or any other ships are only seldom seen at the border and diplomatic relations are miserable – at best. Instead they concentrated more on covered operations of the *Tal Shiar*. They primarily do reconnaissance missions, to get informed about Federation movements and reactions on the failed invasion of Psellus III.

The Federation has transferred two tactical wings to the area and the fleets at the Neutral Zone, e.g. the 16th fleet under the command of Admiral Necheyev, perform more war games than usual, to train behaviour in case of another emergency. Patrols have increased and Starfleet Intelligence has also strengthened its presence. It also concentrates on gathering information, sure that the decrease of action is only an illusion set up by the Romulans to create a false impression of the situation at the border.

Major Characters

As in *A Fragile Peace* these characters need not necessarily be involved in the episodes of this campaign, but they may be.

Starfleet

Fleet Admiral Elsa Keil
Admiral Keil is an ideal Starfleet Officer in many ways and chief of Starfleet Operations at the Neutral Zone. She is eager and capable – her knowledge is based upon years of experience and training in many different branches of Starfleet. She was an engineer, a scientist and diplomat during her career. The only thing she entrusts her advisors with is the security issue as she never served as security officer.

Image: Elsa Keil is a blonde woman of around 5 feet and 5 inches height and was born in the early 24th century.

Roleplaying: You are not arrogant or unfriendly because of your rank and like it if people are honest to you – unimpressed by your position.

Note: Admiral Keil is depicted in more detail in *A Fragile Peace* on page 18.

Attributes
Fitness 2
   Vitality +1
Coordination 2
   Reaction +1
Intellect 4
   Logic +1
Presence 4
   Empathy +2
   Willpower +2
Psi 0

Skills
Administration (Fleet Movement) 4 (5)
Athletics (Bowling) 2 (4)
Charm (Influence) 3 (4)
Command (Starship Command) 5 (6)
Computer (Research) 2 (3)
Culture (Human) 2 (3)
     (Romulan) (3)
Diplomacy (Federation Law) 3 (4)
Dodge 1
Espionage (Traffic Analysis) 1 (3)
Languages
   Arteline 2
   Federation Standard 3
   Harelian 3
   Klingon 2
   Romulan 3
Law (Starfleet Regulations) 5 (6)
Persuasion (Oratory) 4 (5)
Personal Equipment (Tricorder) 1 (2)
Prop. Engineering (Warp Drive) 3 (4)
Shipboard Systems (Conn) 3 (4)
Social Science (Sociology) 2 (3)
Starship Tactics (Federation) 3 (5)
       (Romulan)   (5)
Strategic Ops (Neutral Zone) 4 (5)
      (Invasion)   (5)
World Knowledge (Earth) 2 (3)

Advantages/ Disadvantages
Contact (Cpt. Vencour, *USS Ticonderoga*) +1
Contac (Admiral Jamison, Starfleet Command) +1
Promotion: Fleet Admiral +20
Courage: **5**
Renown: **105**
Aggression: -18   Discipline: 22
Initiative: 22 Openness: 25 Skill: 18
Resistance: **3**
Wound Level: 3/3/3/3/3/3/0

Captain Doleo
Captain Doleo is the head of a Special Investigation Unit investigating *Tal Shiar* activities at and in the Neutral Zone. His archenemy is a Romulan operative called 'Proteus' a Romulan agent always eluding him.

Doleo is almost paranoid considering enemy activities and believes nearly anybody he encounters to be a Romulan operative. But recent events seem to proof his opinion to be right – the Romulans are dangerous, as a consequence he was promoted to the rank of Captain.

Image: Doleo is one quarter Vulcan and as a consequence has slightly pointed ears. He has deep set eyes and short dark hair.

Roleplaying: Do not show friendly emotions or any weakness, but accuse others. Be aggressive!

Note: Captain Doleo is depicted in more detail in *A Fragile Peace* on page 20.

Attributes
Fitness 2
Coordination 2
  Reaction +1
Intellect 4
  Logic +2
  Perception +1
Presence 4
  Empathy +1
Psi 0

Skills
Administration (Logistics) 1 (2)
Command (Combat Leadership) 2 (4)
Computer (Research) 4 (5)
Culture (Human) 2 (3)
     (Romulan) (4)
Dodge 1
Energy Weapons (Phaser) 1 (3)
Espionage (Counterintelligence) 3 (4)
First Aid (Human) 1 (2)
Intimidation (Overawe) 3 (4)
Law (Federation Law) 4 (5)
  (Starfleet Regulations) (5)
Medical Science (Psychology) 1 (2)
Personal Equipment (Tricorder) 1 (3)
Planetary Tactics (Small Unit) 2 (3)
Search 4
Security (Security Systems) 2 (3)
Shipboard Systems (Tactical) 2 (3)
Strategic Ops (Tal Shiar Strategies) 2 (3)
Streetwise (N-Z Underworlds) 1 (2)
World Knowledge (Aldebaran III) 2 (3)

Advantages/ Disadvantages
Argumentative –1
Arrogant –1
Bold +1
Curious +1
Fanatic (destroy Tal Shiar) –3
Intolerant (Romulans) –2
Obsessive Tendencies –3
Strong Will +2
Promotion: Captain +10
Courage: **3**
Renown: **60**
Aggression: 13   Discipline: -6
Initiative: 20 Openness: -5 Skill: 16
Resistance: **2**
Wound Level: 2/2/2/2/2/2/0

Captain Winston Howards

Captain Howards is a Starfleet veteran and Commanding Officer of Starbase 332. He is a friendly and happy person – in private. On duty he is a professional and quite strict. He wants all regulations to be followed by the book, but nevertheless is open for any suggestions which might be more impulsive and he himself can be quite impulsive either if the situation allows innovation.

Since his first posting he is stationed at the Romulan Neutral Zone and took part in several skirmishes and became an expert on Romulan tactics. Additionally he is a good and charismatic diplomat, always eager to settle conflicts peacefully.

Image: Captain Howards is a tall and athletic man in his mid-fifties. He has short dark grey hair and a slim face.

Roleplaying: You are an open person, believing that regulations can prepare you for dangerous situations and reason and innovation make you survive it. The Romulans are a dangerous but no barbaric people and should be respected. They could be useful allies in the future.

Attributes
Fitness 3
Coordination 2
Intellect 4
  Logic +1
  Perception +1
Presence 4
  Empathy +1
Psi 0

Skills

Administration (Starship) 4 (5)
        (Starbase)   (5)
Athletics (Soccer) 2 (3)
Command (Starship) 4 (5)
      (Starbase) (5)
Computer (Research) 2 (3)
Culture (Human) 2 (5)
     (Romulan) (5)
Dodge 2
Diplomacy (Federation Frontier) 3 (5)
Languages
    Federation Standard 3
    Romulan 3
Law (Starfleet Regulations) 4 (5)
Personal Equipment (Tricorder) 1 (2)
Systems Engineering (Tactical) 2 (4)
Shipboard Systems (Command) 3 (4)
Starship Tactics (Federation) 4 (6)
        (Romulan)   (5)
Strategic Ops (Romulan) 2 (4)
World Knowledge (Earth) 2 (3)

Advantages/ Disadvantages

Innovative +1
Code of Honour: Starfleet -4
Tactical Genius +3
Promotion: Captain +10
Courage: 5
Renown: 66
Aggression: 8   Discipline: 14
Initiative: 16 Openness: 10 Skill: 18
Resistance: 3
Wound Level: 3/3/3/3/3/3/0

Lt. Commander Keith Marcus

Lt. Commander Keith Marcus is a Starfleet Intelligence Officer, with the specialization of extracting operations. A former team member of now Commander Reynaldo Harris (see *The First Line*) he learned a great deal from his mentor.

Marcus is a con artist and able to fast talk almost anybody to a state of unconsciousness. Although he might cause an impression of stupidness he actually plays a role to fool others. In reality he is an earnest professional with the aim to protect the Federation.

Image: Lt. Commander Marcus is a slim, black man with an easy demeanour.

Roleplaying: You can talk yourself out of nearly any situation and are a talkative person. But still you are a professional and can extract anybody out of any danger, but you are also self-conscious and show anybody your abilities.

Attributes

Fitness 3
   Vitality +1
Coordination 3
   Reaction +1
Intellect 3
   Perception +2
Presence 4
   Willpower +1
Psi 0

Skills

Administration (Intelligence) 2 (3)
Athletics (Running) 3 (4)
Command (Combat Leadership) 3 (4)
Computer (Hacking) 2 (4)
Culture (Human) 2 (3)
      (Romulan) (4)
Disguise (Romulan) 2 (4)
Dodge 2
Energy Weapons (Phaser) 2 (4)
Espionage (Covert Com.) 3 (4)
Fast Talk 4
Languages
    Federation Standard 3
    Romulan 3
    Cardassian 2
Law (Starfleet Regulations) 2 (4)
Pers. Equipment (Communicator) 1 (3)
Persuasion (Storytelling) 3 (4)
Planetside Survival (Urban) 1 (3)
Search 2

Security (Security Systems) 1 (3)
Systems Engineering (Computer) 2 (3)
Shipboard Systems (Sensors) 1 (2)
Starship Tactics (Romulan) 3 (4)
Unarmed Combat (S. M. A.) 1 (3)
Vehicle Operation (Shuttle) 1 (2)
World Knowledge (Rigel IV) 2 (3)
Advantages/ Disadvantages
Impulsive –1
Obligation: SI –2
Patron: Cmdr. Harris +2
Promotion: Lt. Cmdr. +6
Security Clearance +3
Shrewd +1
Courage: **4**
Renown: **26**
Aggression: 4   Discipline: 2   Initiative:
10   Openness: 2   Skill: 8
Resistance: **4**
Wound Level: 4/4/4/4/4/4/0

Romulan

Centurion Vekiron

Centurion Vekiron, born in the late 23rd century, is an ambitious man with an almost fanatic eagerness to rise up in ranks and maybe someday become Praetor himself.

He is the son of an once mighty soldier of the Empire. His father, Korus, had the best chances to become Praetor himself but before he could take his office, he was accused of being a dissident. After his execution it was found out that one of his rivals lied and so wanted to destroy his enemy – successfully. Although he was declared innocent afterwards, the damage was done.

Vekiron had to cope with suspicions and discrimination by his comrades since he entered the Romulan Star Navy but nevertheless was able to proof his value. Still only the influence of Senator Kassus made him Admiral after years of service in the Navy.

Admiral Vekiron led the fleet which was sent to invade Psellus III – this invasion should benefit Kassus' career and make him Praetor. The invasion failed and nearly destroyed Kassus' career instead. But the Senator was able to make the senate believe that the whole operation was Vekiron's impulsive idea and so he was demoted to Centurion again.

He serves now as Commanding Officer of the Warbird *K'tara*. Although he still belongs to Kassus' troops he plans to work for his own purpose. The discovery of an Iconian Time Portal gave him the chance to try and change time and possibly make him Praetor.

Image: Centurion Vekiron is a tall athletic man in his seventies. He has short black hair and a sharp featured face.

Roleplaying: You are calm but determined always knowing what you want. You are a strict leader but caring for you subordinates, the Empire and yourself.

Attributes
Fitness 3
   Vitality +1
   Strength +1
Coordination 2
   Reaction +1
Intellect 4
   Perception +1
Presence 3
   Willpower +1
Psi 0

Skills
Administration (Starship) 3 (4)
Athletics (Climbing) 1 (2)

Command (Starship) 3 (5)
Computer (Research) 1 (2)
Culture (Romulan) 2 (3)
Dodge 2
Energy Weapons (Disruptor) 2 (3)
History (Romulan) 1 (2)
Language
    Romulan 3
    Federation Standard 2
Law (Romulan) 1 (2)
    (Romulan Military Regulations) (2)
Pers. Equipment (Communicator) 1 (2)
Persuasion (Oratory) 2 (3)
Planetary Tactics (Small Unit) 1 (2)
Planetside Survival (Desert) 1 (2)
Shipboard Systems (Tactical) 2 (3)
Starship Tactics (Romulan) 3 (5)
                (Federation) (4)
Systems Engineering (Tactical) 1 (2)
Space Science (Astrophysics) 1 (2)
Unarmed Combat (Ch'vashrek) 2 (3)
Vehicle Operations (Shuttle) 1 (2)
World Knowledge (Romulus) 1 (2)

Advantages/ Disadvantages
Arrogant –1
Benefactor : Senator Kassus +4
Code of Honor: D'era –3
Code of Honor: Personal Honor -2
Impulsive –1
Shamed -5
Promotion: Centurion +10
Glory (Courage): **76**
Renown: **106**
Aggression: 18   Discipline: 24
Initiative: 16   Openness: -14   Skill: 34
Resistance: **4**
Wound Level: 4/4/4/4/4/4/0

Senator Kassus
    Senator Kassus is head of his house and and ambitious man – his aim is to become Praetor.

He is an aggressive tactician and a veteran Navy Officer, his success as military leader gave him his seat in the Senate.
    He plans to strengthen his position once he is Praetor and make his rulership unforgotten.
    Image: Kassus is a tall and noble man and has a charismatic view. His charisma make everybody listen to his calm voice.
    Roleplaying: To the outside you are a loyal Romulan citizen but your primary goal is to rule the Empire yourself. Although you seek to benefit the Empire, you want personal power in the first place. You do not tolerate failure or illoyality only absolute obedience.
    Note: Senator Kassus is depicted in more detail in *The Way of D'era Book 2* on page 41.

Attributes
Fitness 2
    Vitality +1
    Strength +1
Coordination 3
Intellect 3
    Perception +1
Presence 3
    Empathy -1
Psi 0

Skills
Administration (Star Command) 3 (5)
                (Government)   (4)
                (Starship)   (5)
Athletics (Running) 1 (3)
Command (Command) 3 (5)
Computer (Research) 1 (3)
Culture (Romulan) 2 (3)
Dodge 2
Energy Weapons (Disruptor) 2 (4)
History (Romulan) 1 (2)
Language
    Romulan 3
Law (Romulan) 1 (4)
    (Romulan Military Regulations) (2)
Pers. Equipment (Tricorder) 2 (3)
Planetside Survival (Desert) 1 (2)

Politics (Manipulation) 4 (5)
Shipboard Systems (Command) 2 (4)
Starship Tactics (Romulan) 1 (3)
                  (Federation) (2)
                  (Planetary Support) (2)
Strategic Operations (Invasion) 2 (3)
Systems Engineering (Computer) 1 (2)
Space Science (Astrophysics) 1 (2)
Unarmed Combat (RNMA) 2 (3)
                  (Tenalri)   (3)
Vehicle Operations (Shuttle) 1 (2)
World Knowledge (Romulus) 1 (2)

Advantages/ Disadvantages
Arrogant -1
Bold +1
Code of Honor: Ket-Cheleb -3
Cohort (Admiral Sojah)
Contacts (Senatorial Fleet) +3
Famous Incident (Suppression of Breen Pirates) +1
Obligation: Military –3
Power Hungry -1
Security Clearance +3
Glory (Courage): 126
Renown: 152
Aggression: 42   Discipline: 48
Initiative: -10   Openess: -16   Skill: 36
Resistance: 3
Wound Level: 3/3/3/3/3/3/0

Temporal Mystery

2

This episode starts the campaign in which the characters will have to stop a rogue Romulan from destroying the Federation and seizing power in the Romulan Empire. If the characters succeed they will certainly become famous Starfleet Officers, if not they will probably never come to existence.

Background

Some months ago, Centurion Vekiron, commanding the Warbird *K'tara*, perceived some strange sensor readings, showing some kind of fluctuating temporal signature on the remote and bare planet Kahara.

Further investigation revealed an ancient Iconian outpost, which was hidden under thick layers of rock, but set free by an earthquake. The Romulans received the signature of a Temporal Gate, which, although working the Romulans could not handle.

Seeing the potential, Vekiron immediately contacted Senator Kassus for further assistance, knowing that his own average scientists could not do any serious research on this technology. Together they had the idea, that this working technology could give them the needed fame to reach better positions. Kassus could become Praetor and Vekiron Chief of Star Command if they presented the gate to the Senate.

Since then the Romulans constructed a small research outpost on the planet and were able to dig some tunnels into the outpost to reach even more remote areas. Although they knew not how to actually work the gate, the Romulans were able to copy it and install a similar device on a small Science Vessel, which now performs some test flights.

Chapter Two

Synopsis

The adventure begins when the characters are on their way to Starbase 332, to resupply their ship. As they make their way to the Starbase, they receive a crippled distress call, obviously originating from a Romulan Science Vessel in Federation Space.

Strangely this distress call cannot be translated and additionally has a wrong temporal signature, one that is fluctuating all the time.

The characters' ship begins to investigate and gets to know about a secret Romulan project, which involves temporal technology.

But before they can get any valuable information a Romulan Warbird decloaks and tells the characters to back off the ship.

The characters have to work out the information they already got and learn about a hidden communication base in the Mantis Alpha System. Using a shuttle to reach the system unnoticed, the characters enter the outpost and get to know that the ship formerly communicated with the Kahara-System. Evaluating the stored data they also learn that there is a hidden Iconian outpost in the system providing the Romulans with new technology, which Centurion Vekiron plans to incorporate into Romulan ships.

When the characters try to leave the relay station, they recognize that a team of Romulan soldiers entered the station and began to erase any file concerning Kahara.

The characters have to escape with their only copy of the data and slip past the Romulan ship without being detected. After returning to their ship, they transfer the data to Admiral Keil.

LCARS 2.1

On the Road Again

The characters' ship is on its way to Starbase 332 to take up supplies of different types. They could use a new load of torpedoes after a struggle with a pirate vessel one week ago and also some new probes, which they used for some research missions in the past months.

The characters can do some basic roleplaying and enjoy their roles. They could talk about the secret report of Captain Doleo which they received in the last week or any other topical subject. Additionally they could do some routine checks and maintenance work with their equipment and working stations.

When the players begin to find the situation boring, you can have them

receive a strange signal. It is a communication signal which sounds as the following: "Ecnatsissa etaidemmi deen ew, draob no gnineppah era sgniht egnars. Ssertsid ni era ew oranoip lessev ecneics nalumor eht si siht." Due to the temporal fluctuations, the signal is turned upside down and actually means the following: "This is the Romulan Science Vessel *Pionaro* we are in distress. Strange things are happening on board, we need immediate assistance!"

When the characters scan the transmission to get to know what happened to it, a difficult Shipboard Systems (Sensors) roll is needed to detect the strange temporal signature, no matter the test result they get to know that the call comes from a position about half a lightyear from the Neutral Zone in Federation territory.

Anybody trying to translate the call, will definitely fail unless it is recognized that the signal is simply turned around.

No matter if the characters decode the call or not, the Captain of the ship orders to set course to the origin of the signal and the characters will get under way again.

LCARS 2.2

Who Is Knocking On the Door?

When the characters' ship arrives at the location of the distress call, they detect a Romulan ship, a small Science Vessel with around 35 crew members. Whatever the characters do, they only get incomplete scans of the ship, there are temporal fluctuation as if the ship exists in several times at once. Another point is that at the moment there are no life signs aboard the ship.

After consulting the Science Officer, the Captain orders the characters as away team on the Romulan ship. A moderate Sensor check is needed to check which parts of the ship are affected of the distortions.

Especially endangered are the following locations: the Bridge, Main Engineering and the Cargo Hold (which was transformed to hold the new Iconian technology).

The characters can visit the following areas without difficulties:

Captain's Quarters

The Captain's Quarters are on the 2nd deck below the bridge. It is sealed and has to be breached in with either a difficult Computer (Hacking) or Security (Security Systems) test.

The room is not very luxurious it has a head, a bed and a working area, as well as some storage room. On the desktop one can find a computer console. From here the characters can access the ship's main computer as well as e.g. the computer log. They can load it into their Tricorders with a moderate Personal Equipment test. The room itself is empty except of a few personal items. There is a frame with three Romulan commendations and a Romulan music instrument.

Physics Lab

The Physics Lab is also located on deck 2 and is the largest lab on the ship. Here were made simulations to model the reaction of the Iconian technology installed on the ship. Although the characters will not find any such technology here, they can download the lab's database into their Tricorders. A moderate Computer test is needed to do this.

The Bodies

When the characters move through the different sections of the ship, they will discover the dead bodies of the Romulan crew. If they want to beam

some of them aboard for further research, the ship's Chief Medical Officer argues against it, as it is not known what killed the crew. Although the Tricorders do not show a sign of an alien illness, it is no said, that there is none.

The Captain agrees to that unless the characters have some real good counterarguments. Nevertheless the characters can take some tricorder scans with them – for further review on their ship. Another option would be to take some sample into a sealed compartment and have the ship's scientists examine it.

LCARS 2.3

Unwanted Guests

Whenever you feel it right, have suddenly a Romulan Warbird decloaking. It immediately will hail the character's ship. The speaker is no other than Centurion Vekiron who will insist with calm voice, that the Federation ship leaves the Science Vessel alone and that no material is taken from the ship.

If the characters state that they were only answering a distress call, Vekiron will thank them but answer that it is now matters of the Romulan Empire. Further 'help' could easily be mistaken as espionage instead and would force him to take steps to prevent this.

The argument that Vekiron is now in Federation territory, will not hinder him to take the ship with him. He will tell the characters that it was an emergency he had to react on – they would have done the same he assumes.

After the characters left the ship and agree that Vekiron takes it with him, the Warbird will activate its tractorbeam and pull the vessel into Romulan territory.

LCARS 2.4

What now?

After the *K'tara* left with the Romulan Science Vessel, the characters only have the data stored in their Tricorders and sensor logs. The Captain orders an intense investigation and review of this material, which will keep the characters busy for some time.

Several Computer or Security tests are needed to decode the Romulan computer logs, downloaded from the ship. Depending on what the characters are in search of, they will get the following information:

1. The Romulan ship was a testbed for some new technology involving time travel
2. They made several 'temporal leaps' as they call it, when the problems began. Crewmembers got sick and several systems began to malfunction.
3. They regularly sent transmissions to the Mantis Alpha System.
4. There seems to be a secret communications relay in this system.

Investigating the Bodies

The ship's Medical Officer can additionally make some investigation on the tricorder readings of the dead Romulans or the sample taken aboard the ship. A very difficult Medical Science test is needed, to get to know that there seemed to exist a communication failure between the single body parts. The nerves did not work properly but cause false functions of the organs, which eventually killed the crew.

A moderate Space Science test will reveal that the cells of the victims seem to have different temporal signatures and this lead to the collapse of the nerve systems. An actual sample of the bodies could give the characters +2 to their test result, as they do not have to rely on the stored data alone.

The Physical Data

Last but not least the characters can do some research on the data found in the physics lab of the Science Vessel. Another time they have to pass some computer tests to reveal that they made some experiments with time travel. A very difficult Social Science (Archaeology) test lets the characters learn that the technology used seems to be Iconian.

The characters still do only know a small amount of what the Romulans are really up to. Either the Captain or if reported to, Admiral Keil order the Captain to investigate the matter even further and reveal were the Romulans got this technology from, especially if it is known to be Iconian.

LCARS 2.5

Once More onto the Breach

The only real option the characters have is to make their way to Mantis Alpha, where the hidden outpost lies. A moderate Space Science (Stellar Cartography) or Shipboard Systems (Conn) test is needed to extrapolate the location of the relay from the transmissions sent by the scientists.

To hide the Federation operation, the characters should take a shuttle to the relay station and do some research there. The voyage to the system should be uneventful and not too difficult. Let the characters do some moderate Vehicle Operations test, to fly a stealthy course and undetected of the Romulans.

Once the characters arrive in the system, they should make their way to the relay station on the fourth planet. A moderate Shipboard Systems test is needed to successfully dock with the station.

When the characters are aboard the station, they have to decide what to do next. As their mission is to get as much information as possible about the temporal technology they

should simply the operations centre of the station. Because there is no crew aboard the station, it is protected by automatic defence systems. When the characters try to enter the station's operations centre, they will notice, that an automatic disruptor gun guards it. They have one round to doge behind a corner or something before it opens fire. Roll two dice and add 4 for the skill of the gun, to hit any remaining characters. The gun's setting is Light Thermal. The disruptor is protected by a steady reinforced energy field, which makes it invulnerable to weapon's attack.

The only option to get past this gun is to cut it from the energy source, or to find a way through the maintenance tunnels into the operations centre.

To achieve this the characters have to get access to the engineering room of the relay. It is on the opposite side of the station. Instead of a gun, there is an energy field in front of the door and a panel where to enter a code to shut off the field.

A difficult Security System roll will get the characters access to the engineering room. Another option would be to overload the field with the help of phasers. The field will absorb a total of 200 damage points before it breaks down. But unfortunately this will trigger an alarm, which will shut off all computer systems within 5 rounds. The characters will have to act quickly and should pass a Computer System check of moderate difficulty to deactivate the security procedures.

When the characters get access to the engineering systems, they should pass a routine Systems Engineering test to cut off the gun from any power. Should the fail to get access they could use one of the maintenance tunnels in the engineering room, which leads to the Operations Centre. Only a small energy field protects the entrance and can be overloaded with 50 damage points.

Once in the Operations Centre the characters can copy all the data into their Tricorders, but this would take too long - the characters should hurry as they have to recon that there might be Romulans coming to the station, especially if they triggered the alarm.

Instead of downloading all data, the characters can search for files concerning the *Pionaro*, which takes a moderate Computer test.

When they have the data, they will notice, that there is a Romulan shuttle approaching the base. They can see this at a console, which reports the shuttle docking at the station or approaching the planet's surface. Another possibility would be that they notice new Romulan life signs on the planet.

The should sneak out of the station and leave the system as stealthy as they came in. If the characters hid their shuttle somehow, they will find it unharmed. Otherwise the Romulan Away Team sabotages it – they cut off the energy source from the rest of the shuttle. Additionally it alarms the Romulans of intruders – raise any tests to hide from them by one level and the characters will find two guards at their shuttle.

Should the characters have hid their shuttle and did not trigger the alarm, the Romulans are unaware of their presence, which makes it rather easy to sneak out of the system.

The Romulan Away Team
The Romulan Away Team consists of 6 persons. Uhlan Jorik, a young Romulan Officer, leads it. The others are simple troopers. The Romulans work in pairs - two of them guard the characters' shuttle unless it was

hid. Jorik and another trooper enter the Operations Centre to erase any files concerning Kahara. The rest of the team patrol the station.

To get away from the station, the characters have to sneak past the Romulans. They will need their Tricorders to locate their enemies and some Stealth test to get past them. Should they be discovered give them two round before one of the Romulans alerts Jorik, who then will call the Romulan ship in orbit, the *K'tara*.

Once the characters arrive at their shuttle, they can use it to get away from the system. A very difficult Vehicle Operations test is needed to hide from the Warbird by moving behind the planet while accelerating to warp speed. The star's radiation will hide the small shuttle afterwards. Within hours they arrive at their ship and are save.

LCARS 2.6

Epilogue

When the characters arrive at their ship, they will have to report to the Captain after reviewing the data they found. There they will find the following:

1. The *Pionaro* communicated several times with the planet Kahara
2. In some of the calls they spoke of temporal technology and experiments of time travel
3. Additionally the characters hear that this is Iconian technology from an Iconian outpost on Kahara, which the Romulans located some months ago

When the characters reviewed the data they can report to the Captain, who will transfer the information to Admiral Keil, who will decide about further steps.

Other Ends

Should the characters not be able to get the information for what reasons ever, this is not further dramatic as it actually only has the purpose to let themselves know what is happening. It will not change the other episodes drastically.

If the characters actually manage to kill Vekiron, this is not too important. You can simply exchange him by someone different as the characters do not know him yet or anything about his past.

Uhlan Jorik

Jorik is the leader of the Away Team of the *K'tara*, which arrives at the relay station on Mantis Alpha IV. He is an eager man, willing to follow orders by the book and do anything needed to serve the Empire. He is the youngest son of his family and proud to be a member of the Navy.

Image: Jorik is a young man and has a bald head.

Roleplaying: You are an eager Romulan Officer and impulsive. You react quickly and want to impress your superiors.

Attributes
Fitness 2
   Strength +1
Coordination 2
   Dexterity +1
Intellect 3
   Perception +1
Presence 2
   Empathy -1
Psi 0

Skills
Athletics (Climbing) 1 (2)
Computer (Programming) 1 (2)
Culture (Romulan) 1 (2)
Dodge 3
Energy Weapons (Disruptor) 3 (3)
History (Romulan) 1 (2)
Language
   Romulan 2
Law (Romulan) 1 (2)
   (Romulan Military) (2)
Pers. Equipment (Tricorder) 1 (2)
Planetary Tactics (Small Unit) 1 (2)
Planetside Survival (Artic) 1 (2)
Physical Science (Maths) 1 (2)
Primitive Weaponry (Knife) 1 (2)
Shipboard Systems (Tactical) 2 (3)
Sys. Engineering (Weapons) 1 (2)
Unarmed Combat (RNMA) 2 (2)
            (Tenalri) (2)
Vehicle Operations (Shuttle) 1 (2)
World Knowledge (Romulus) 1 (2)

Advantages/ Disadvantages
Bold +1
Curious +1
***Glory (Courage):* 4**
***Renown:* 4**
Aggression: 4   Discipline: 0
Initiative: 0 Openness: 0 Skill: 0
***Resistance:* 2**
***Wound Level:* 2/2/2/2/2/2/0**

Iconian Trip

3

Chapter Three

Captain's Log, Stardate 52301.5 : After the exciting events with the Romulan Science Vessel we now have quite an easy mission. We are on our way to the planet Zhalkor, where a conference of archaeologists takes place. Our famous guest, Dr. Muris, will hold several speeches about Iconians on this conference. Due to the prominence of Dr. Muris we are ordered to escort her to the meeting and protect her while she is on the planet. All in all certainly a quiet task – who would endanger an archaeologists?

Background

Dr. Muris is a famous Centauran scientist, especially well-known because of her essays about the Iconian culture.

Because of its central location, Zhalkor was chosen to be the site of a scientific conference, concentrating on archaeological research of worlds at the Neutral Zone.

Dr. Muris is one of the most prominent visitors of this meeting, although not the only one. The characters will meet the famous Captain Picard and Lt. Commander Data at this conference, due to their experiences with Iconian technology in the past. Another guest is Fleet Admiral Keil, who is simply privately interested in the matter.

Of course the Romulans have heard of this meeting as well and actually sent a group of agents with the task to capture Dr. Muris and take her to the *K'tara.*

The Romulans need the scientist to help them work on Iconia itself. They have problems with the computer systems on Kahara and need Dr. Muris to extract parts of computers on Iconia and install them on Kahara.

Synopsis

The episode begins, when the characters fetch Dr. Muris from Starbase 332 and take her to Zhalkor.

When they arrive there, they can check the security measures and correct them if necessary. First the conference works fine nothing of importance happens, until an alarm is triggered. A shuttle crashed around one kilometre from the conference hall and the characters move there to investigate.

Of course this is a distraction and when the characters leave the site a team of Romulans in black clothes enters the hall and takes Dr. Muris captive.

In the meantime the characters have to locate the Romulan agent, who destroyed the shuttle and take her into custody instead.

The characters now have to interrogate the agent and get to know what the Romulans plan to do with Dr. Muris. Admiral Keil orders the characters to get Dr. Muris back and when the Romulan agent reveals the aim of her fellows, Admiral Keil gives the advice to include Lt. Commander Data into the rescue team.

The characters' ship makes its way towards Iconia itself and beams down the characters together with Commander Data. When the characters arrive on the planet's surface, the *K'tara* decloaks. The characters' Captain orders them to rescue Dr. Muris and contact the ship afterwards – it will return and rescue them. Next it leaves the system at maximum warp.

The characters have to get past some Iconian Security Systems, before reaching the Command Centre of the heavily damaged base – where the Romulans hide. After a quick fire fight, they can free Dr. Muris and get off the planet.

A quick skirmish with the Warbird is needed to get away safely.

Escort Duty

The episode begins with some basic roleplaying of the characters. They can do some routine controls of their working areas and something like this. During a briefing the Captain explains that they have orders to make their way to Starbase 332 and take a passenger onboard. This passenger is a well known scientist, Dr. Muris. She is a relatively young Centauran who is since her childhood interested in the Iconians.

She takes a small bag with her and one of the characters is ordered to welcome her aboard and guide her to her quarters. She will be friendly and charming, making a good impression on the characters.

Later on the day there will be a dinner, which the characters will attend – as they are responsible for the scientist's security. All department heads and of course XO and CO will be present, either. Dr. Muris will talk a bit about her work and the Iconians, telling the characters that there are two theories about them, one assuming they were brutal invaders others believe them to have been explorers. She favours the later one. She will make compliments about the meal and the characters and will be pleased to answer any questions. All in all she is a very sympathetic person.

The way towards Zhalkor takes two other days that the characters can use to discuss their security measures and work out some additional plans if they like.

Once the characters arrive on the planet, they can install their ideas concerning security. They can work together with the local 50 security officers or do their work alone. They should guard the government building, which will be the location of the conference. It has two levels. The first level holds the conference room, a dinner hall, the kitchen and a food

What if the characters do not react to the explosion?

Actually it is highly unlikely that the characters will not react to this incident as it is their task to protect the conference. Should they nevertheless do not intend to act on the situation, have Admiral, who also attends the meeting, order them to do so.

The only thing which could get problematic is that not all the characters move away. This is actually even better, because so nobody can say they made a mistake. Have the Romulan intruders simply be too overwhelming so that the remaining characters cannot successfully drive them away. The capture of the Romulan Agent should show the characters' abilities sufficiently so that their superiors cannot complain about their decisions.

What if the characters do not capture the agent?

It should hardly be possible that the characters do not catch the Romulan. The Warbird has only a short time to beam her aboard as the orbiting ships (at least the *Enterprise* and the characters' ship) will force it to cloak.

Should the characters nevertheless do not find her, an NPC could suggest that the Romulans took Dr. Muris to Iconia, as they already worked on Kahara for a long time, which would make it unlikely that they need now a translator or expert. Additionally Dr. Muris only knows Iconia from Starfleet reports not Kahara.

storage. The second, upper, level holds several quarters for the participants of the meeting.

The conference has a duration of three days and the characters have to protect all of the scientists. Have some of them being arrogant and unfriendly towards the characters, maybe one of them orders a glass of water or something.

LCARS 3.2

Guardian Angel

When the whole situation begins to get boring let the characters have some action. At the third day during lunch, the characters are alarmed that a shuttle crashed at a location only some kilometres away. As it is not clear what this accident means, the

characters will probably go there to investigate.

When the characters leave the conference, a team of several Romulan Special Agents transports into the room and stun the rest of the security officers. They take Dr. Muris with her, a Romulan Warbird decloaks, beam the team onboard and leaves the system. The Romulans used personal transports to beam into the room as well as a dampening field created by their Tricorders to prevent others to be in.

All this the characters will probably get to know later than it happens.

The Crash Site

The crashsite is about 3 kilometres from the meeting hall, near the starport. The characters can start their investigation immediately. Next to the crash site there is a small farm – the inhabitants heard the explosion and alarmed the security forces. Investigation will reveal the following information:

1. Scans will reveal that there is no body in the shuttle
2. The shuttle has no owner, it is not registered
3. Scanning the area with Tricorders will reveal a Romulan life-sign in a shed of the farm
4. A difficult tricorder test shows that there are traces of ultritium, an explosive in the shuttle
5. There are no signs of a crash on the surface

The Agent

The characters will soon see, that the shuttle actually never crashed but was landed at this point and then detonated. The characters will probably soon scan for life-signs in the area if they suspect that there is an enemy agent. The problem is that the agent lost its communicator when exiting the shuttle and it was

destroyed in the explosion. Therefore the Romulan Warbird cannot locate her fast enough so that the characters can probably capture her.

The characters can stun her and then take the agent captive for interrogation.

Returning To the Conference

When the characters return to the conference, they will soon learn what happened. Admiral Keil orders the characters to get Dr. Muris back – but she will not criticise their actions nobody could have foreseen such an open attack. The Admiral herself will contact the Romulans and complain about these events.

The characters can interrogate the agent to get to know what the Romulans plan. Some difficult interrogation tests are needed, as well as a clever tactic, to make her talk. They could threat her that they would let the Empire know she is a traitor, which would probably make her killed.

She will tell the characters that she only made a distraction to enable the team to capture Dr. Muris. She is taken to Iconia to help the Romulans extract some computer systems to built them into the Kahara's outpost. There is nothing more she can tell the characters.

After the characters get to know this, they will have to go to Iconia to rescue Dr. Muris. Either the Captain or Admiral Keil will suggest to take Lt. Commander Data with them as he will be able to translate for the characters and is actually the only Iconian expert the Federation has in this area and

the characters will probably need one if they travel to Iconia.

LCARS 3.3

To the Rescue

The characters' ship gets under way as soon as possible. While flying towards Iconia, the characters can make some preparations, e.g. review the data they have on Iconia and pack the equipment they will need.

Once the characters near the planet, the Captain will order a scan of the area and the planet.

A nearly impossible Shipboard Systems test will reveal the *K'tara* in orbit around the planet – cloaked. Nothing else of interest is nearby. On the planet, the characters can detect a deep shaft in the rocky area, which holds the Iconian base, after passing a moderate Sensor

check. Another such roll, lets the characters know that it was burned in the surface with the help of heavy disruptors, probably ship mounted.

This shaft makes it possible to beam into the outpost and communicate through it.

The Captain orders the characters down to the planet together with Lt. Commander Data. Additionally the characters will take with them a doctor, if not already one of the characters has

this role – Dr. Muris maybe needs medical care. They will carry standard equipment, meaning Tricorders and Type II Phasers. Data has an Engineering Tricorder and any character may additionally carry a Type III Phaser. Last but not least the characters will get a mobile communications array – around backpack size – which they will need to contact the ship through the thick rock layers.

Once the characters materialize on the planet, they can begin their work. Only seconds later their ship will hail them and the Captain tells them fast that they are attacked by a Romulan Warbird and have to retreat. The characters are ordered to rescue Dr. Muris and afterwards contact the ship, which will then come to beam them aboard.

Iconia

The characters find themselves in a large cavern, around 50 meters in each direction. At one end there is a tunnel, which leads downwards the right direction to Dr. Muris, according to their Tricorders.

The whole outpost is severely damaged. The tunnels are partly destroyed and here and there the characters will find them blocked by rock at some parts. Have them make some climbing tests to overcome these obstacles.

Another problem are the Romulan patrols. All in all there are 25 Romulans on the planet, led by Uhlan Jorik, or another similar officer. Five of the Romulans are in the outpost's Command Centre, including Jorik and Dr. Muris. The other twenty are guarding sensitive areas except 8 of them who patrol the corridors in pairs.

The First Riddle
After a while the characters will reach a small room, with a door. The Door itself is locked – a computer console next to the door can deactivate the lock. The console has four keys. On one key is a dot, another one has a cube, the next a plane and the last one a straight. The characters have to touch them in the right order. If they ask, Data will tell the characters that it is typical for Iconians to begin with an accumulation with the object of the least value and the more simple an object the better.

Obviously the characters have to bring the four mathematical figures into the right order. According to the dimensions of the object, the starting point would be the dot, followed by the line and the plane and ending with the cube. But has the Iconians preferred simple objects, the order has to be reversed. When the characters touch the keys in the right order, it will open the door.

Behind the door, there is another corridor the characters have to follow and two Romulan soldiers with disruptors ready. They will not listen to any arguments but open fire as soon as they realize what happened.

The Second Riddle

When the characters follow the passage behind the door, they soon reach a room, which leave three other tunnels. The outer tunnels lead to a large amount of crew quarters of Iconians, of course they are empty. All of them have some kind of beds and tables, but no seats. At the wall the characters will find a lever, which will extract seats from the floor.

No matter which way the characters take at its end the characters will reach a large hall, with several tables and benches as well as some sort of computers, which are not powered. Data suggests this is some kind of meeting room and maybe here the Iconians ate their meals. Behind one of the tables is another pair of Romulans who will open fire when the characters are surprised most.

The hall can be entered by two other ways – the other tunnels that the characters could have chosen. At the other side there is a large

lift tube, but it is empty. In front of it there is another console, which the characters have to use to handle the lift.
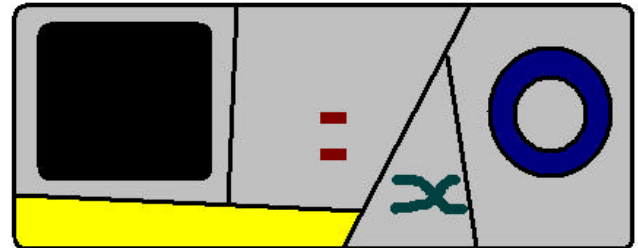
At the right side, there is a circle and next to it an Iconian sign, which Data explains, means something like 'this is'. Then there are two keys with which the characters scroll to a number of pictures shown on a screen on the left side. At the bottom is another key, which engages the console.

The characters have to set up a correct equation. The circle is a symbol for something, which has no end and no beginning. Now the characters have to find something similar. There are the following pictures: A plant looking like a tree, an animal, a building, an atom, and stars.

The right picture is the stars, as they are a symbol for the endless universe.

Once the characters have chosen the right picture and engaged the console, a lift platform comes down from an upper level. The characters can use it to follow the Romulans to the Command Centre.

After around 2 minutes, several large rocks block the way up. At one side of the wall, there is a hole burned in by disruptors. Behind this hole, there is some kind of maintenance tunnel, which the characters can climb up in. After around 20 metres they come to another door – this time guarded by two Romulan soldiers. The

characters have to overcome them while not falling down. After the Romulans are finished off, the characters can climb through the door and are directly in front of another one. It is large and a sign reveals as the entrance to the Command Centre.

LCARS 3.5

Showdown

When the characters enter the Command Centre, they will see Jorik and three other Romulans standing with their Disruptors ready behind Dr. Muris, who works on a computer console. Next to her lies a Romulan soldier, some lightnings moving over his body.

Dr. Muris caused an overload of one of the consoles, which knocked out the Romulan but is now threatened by the remaining Romulans.

As the characters come in by surprise, they are in advantage and can easily deal with Romulans.

Once they have rescued Dr. Muris, they can hail their ship, which comes to their rescue. Now they can retreat to the extraction point at the shaft burned through the rock – the same one that they used to beam in.

During their way back nothing of importance happens, but when they arrive there, the remaining Romulan guards starting to fire as soon as they see one of the characters welcome them.

Only minutes after they defeat the Romulans, their ship will beam them up or so they believe. Instead they are beamed onto a shuttlecraft, as their own ship was not able to reach the planet. Now the characters have to evade the enemy fire with several Vehicle Operations tests and then get through their ships shields in time. Their Captain will lower the aft shields of the ship for one round, which the characters will have to use with difficult Vehicle operations test, to slip through fast enough. Now they can land and their ship warps out the system – to fast for the Warbird to pursue.

LCARS 3.6

Happy End

The characters' Captain, Captain Picard and Admiral Keil all want a detailed of the events on Iconia and congratulate the characters for their solved mission. The Romulans lost their Iconian expert and now the whole project seems to be thrown backwards concerning the schedule. Additionally Admiral Keil will explain, that she contacted the Romulan Ambassador who neglects that the Romulan government knows anything about the capture of Dr. Muris or any experiments with Iconian technology.

Of course Dr. Muris will thank the characters extensively. She is happy to be rescued and says she owes the characters something.

What if...

If the characters did not manage to rescue Dr. Muris, she will die, as she is not willed to help the Romulans by installing the Iconian computer systems. The result will be the same, the Romulans fall back behind schedule, but there will be a severe blow to the Federation either – it lost one of its best archaeologists.

Dr. Taria Muris

Taria Muris is a famous Centauran scientist. Born on the colony world of Farana, she actually lived most of her youth on starships, as her parents were scientist, who travelled from one planet to another for scientific work and the like.

While she first did not follow her parents' career and became an artist, but soon she decided otherwise and became a scientist. She studied history and archaeology and made her doctor grade on Iconian architecture.

Taria Muris is a friendly and happy person. She likes to talk with others about scientific subjects as well as arts.

Image: Dr. Muris is a blond haired woman, athletic and in her late twenties.

Roleplaying: You are a friendly and intelligent person. You have a good sense of humour and are willed to help those in need.

Attributes
Fitness 2
Coordination 2
   Dexterity +1
Intellect 5
   Perception +1
Presence 4
   Empathy +1
Psi 0

Skills
Artistic Expression (Singing) 2 (4)
Charm (Seduction) 2 (3)
Computer (Modelling) 2 (3)
Culture (Centauran) 2 (3)
         (Iconian)   (3)
History (Centauran) 1 (2)
         (Iconian)   (2)
Language
     Centauran 3
     Federation Standard 3
     Iconian 1
Pers. Equipment (Tricorder) 2 (3)
   (Archaeological Instruments) (3)
Persuasion (Debate) 2 (3)
Physical Science (Math) 2 (3)
Shipboard Systems (Sensors) 1 (2)
Social Science (Archaeology) 3 (5)
                (Anthropology) (4)
Sys. Engineering (Computer) 2 (3)
World Knowledge (Centauran) 1 (2)

Advantages/ Disadvantages
Curious +1
Sexy +2
Pacifism: Self-Defence -3
Courage: 3
Renown: 25
Aggression: 0   Discipline: 6
Initiative: 2 Openness: 8 Skill: 9
Resistance: 2
Wound Level: 2/2/2/2/2/2/0

Captain Rana Kitan

Rana Kitan is a Romulan Agent, serving onboard the *K'tara*. She is the daughter of a relatively unimportant family, but still with a long tradition in military service. She is an eager but intelligent person with one dark secret. Her father actually was a Starfleet Officer and she has a twin sister in the Federation, who also became a Starfleet Officer. Her mother fled from the Federation when she was still a child and returned to her grandfather. Although she is a disciplined Romulan, she still questions the necessity to attack the Federation.

Image: Captain Kitan is an athletic and attractive young woman.

Roleplaying: You are eager and capable but still question some orders of your superiors although certainly not openly.

Attributes
Fitness 2
   Strength +1
Coordination 2
   Dexterity +1
Intellect 3
   Perception +1
Presence 3
   Empathy -1
Psi 0

Skills
Athletics (Running) 1 (2)
Behaviour Mod. (Brainwash) 1 (2)
Computer (Research) 1 (2)
Culture (Romulan) 2 (3)
Dodge 1
Energy Weapons (Disruptor) 2 (3)
Espionage (Covert Ops) 2 (3)
History (Romulan) 1 (2)
Intimidation (Bluster) 2 (3)
Language
   Romulan 2
Law (Romulan) 1 (2)
Pers. Equipment (Tricorder) 1 (2)
Physical Science (Physics) 1 (2)
Security (Security Systems) 2 (3)
Shipboard Systems (Tactical) 1 (2)
Unarmed Combat (RNMA) 1 (2)
Vehicle Operations (Shuttle) 1 (2)
World Knowledge (Romulus) 1 (2)

Advantages/ Disadvantages
Dark Secret: Federation Relatives -2
Mixed Species Heritage (Human/ Romulan) +6
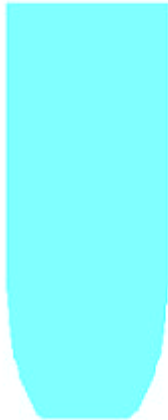Security Clearance +3
Sexy +2

Glory (Courage): 26
Renown: 32
Aggression: 8   Discipline: 10
Initiative: -4 Openness: -2 Skill: 8
Resistance: 2
Wound Level: 2/2/2/2/2/2/0

Enemy Within

4

Background

Since the begin of their political career, Senator Tomek and Senator Kassus are enemies. Both are eager politicians who want to gain personal influence, the difference is that Kassus is more interested in his own benefit and Senator Tomek wants the best for the Empire and the Romulan people.

Since the events of the last episode, the interrogation of Captain Katina has revealed the whole plan of Senator Kassus and Vekiron. She told Starfleet that Vekiron seems to plan using the temporal technology to influence the Battle of Cheron and so benefit his own ancestor who led the Battle. A change of this battle would destroy the Federation before it even existed and change the history of Romulus' leaders.

This would certainly destroy any plans of Tomek to become Praetor and will change the whole line of the history of the Romulan Empire – who knows what will happen to it?

Synopsis

The characters get the order to infiltrate the Romulan Empire and to make their way to the residence of Senator Tomek, as Starfleet now knows the whole plan. Starfleet hopes that Tomek will take steps against Kassus and Vekiron as he endangers the Romulan Empire by provoking a war with the Federation and because Vekiron tries to take the lead of the Empire.

SI knows that Tomek is at the moment at one of his holiday residences on Genar IV.

The characters get the order to board the freighter *Kilta* of a Orion informant of the SI. The freighter, an old Federation design, is equipped with a Klingon cloaking device. What is unknown to Starfleet is that

the freighter Captain is actually a double-agent. He works for the Romulans and especially for Centurion Vekiron.

Only shortly after the characters leave the Romulan Neutral Zone on the enemy's side, he decloaks the ship and alarms the *K'tara*, which decloaks and sends a team of soldiers onboard the freighter.

When the characters awake in the brig of the Warbird, they begin to create an escape plan but are soon interrupted by guards who begin to question them and want to know how much they know about the plans of the Romulans.

Additionally they get to know that they were transported to a labour camp on Tuvia, a desert planet, where the characters have to mine dilithium.

But fortunately Starfleet learns of it and send Lt. Commander Marcus to the characters' rescue. He infiltrates the outpost and bails the characters out. They steal a shuttlecraft and continue their way towards Genar IV and Senator Tomek.

They meet the Senator who agrees to discuss the matter with them and the characters get the chance to persuade them of Vekiron's betrayal.

But Vekiron ends the meeting by sending down troops on the planet, but the characters can escape narrowly.

LCARS 4.1

Unwanted Guests

The episodes starts with the characters' ship docked at Starbase 332. They have to deal with a guest onboard, who investigates the Romulan operations of the recent times. The guest is Captain Doleo, who begins right when he sets foot

on the ship to accuse the characters. He asks aggressive question, e.g. how the characters could be distracted from Dr. Muris during the conference, or why they allowed the Romulans to take the Science Vessel away. Should anything have went wrong in the earlier episodes, he will question their loyalty to the Federation.

When the characters have dealt with Captain Doleo and gave him a complete report of the recent events,

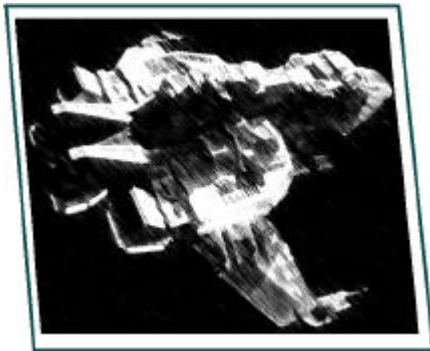they will be briefed by their Captain and Admiral Keil.

They will inform the characters that the Romulan agent who sabotaged the shuttle told SI that Vekiron actually plans to use the technology against the Empire, by manipulating history and make himself Praetor. Additionally Kassus plans to risk a war with the Federation and take the role of Praetor for himself. Now it is known that Senator Tomek from Romulus, is Kassus' nemesis since they started their political career.

The characters' mission will be to enter the Romulan Empire, make their way to Genar IV and Senator Tomek with the help of a cloaked freighter and then persuade Tomek to oppose Kassus and reveal his plan to the Senate, who will hopefully not approve it as Kassus took actions without informing the Senate. Additionally Tomek will maybe stop Vekiron because he will not let him change history.

LCARS 4.2

Orion Betrayal

The characters can choose their equipment and then soon start their flight towards Genar IV. They meet Danir Keris, the Orion merchant who will transport them, at the docking bay. His ship is an old Federation courier but equipped with a cloaking device as SI often uses him for secret reconnaissance mission within the Romulan Empire.

He will welcome the characters onboard and tell them that it hopefully will become a short and lucky travel. Without an further problems the characters get underway.

Keris cloaks the ship soon after it left the starbase and the characters can use the time onboard to discuss their mission and strategy to convince Senator Tomek.

Those who want to check the cloak will have to make a difficult Shipboard Systems test to recognize, that it does not completely hide the ship's warp signature and so make it detectable by other ships. Keris tells the characters he will handle this.

When the ship leaves the Neutral Zone, Keris will deactivate the cloak – without the characters noticing as you cannot see a cloak working or not from a ship's inside.

Only moments later, a group of Romulans boards the freighter and stuns the characters.

LCARS 4.3

Captives

When the characters get conscious again, they are in a small dark brig. There is some basic foodstuff on a plate but nothing else.

One after the other is brought into a small interrogation chamber. They are asked by a Romulan soldier, e.g. Jorik, about what they know about Vekiron's plans and what their mission is. Have them make some Behavior Modification and willpower tests, while interrogated and see if they tell anything or not. When the interrogation ends, with which result ever, the interrogator tells the characters that they will stay here for the rest of their lives, which will not be too long.

The next day they are taken into the open field, where they will recognize that they are actually in a Romulan labour camp. This camp is full of criminals of every kind, e.g. murderers, thieves, but no political ones – Vekiron did not want the characters to find any allies among the prisoners. The planet they are on is called Tuvia, actually the Romulan word for hell. It is a desert planet with few valuable resources except of some metals and dilithium.

Have the characters get problems with the other prisoners, similar to the events in *Star Trek: The Undiscovered Country*. The Romulans made promises to those who kill them.

During their stay in the camp they have to work in a dilithium mine. They will get only few breaks and few meals. When things get boring or too difficult the characters will be contacted by a Romulan guard with dark skin, who tells them to meet him at midnight in the mine. The guard is actually Lt. Commander Marcus, disguised as a Romulan.
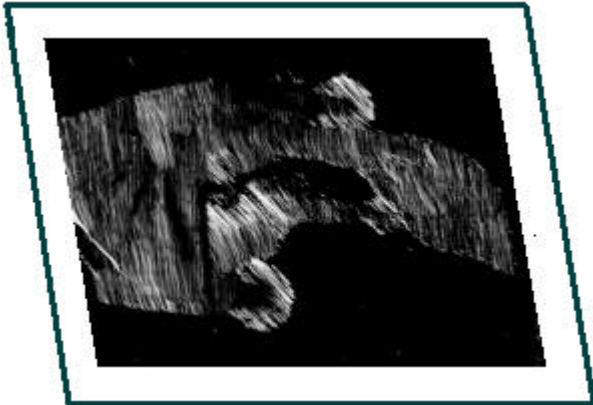
Starfleet heard of what has happened after they captured Keris. He was eager to help them, when he was threatened to be imprisoned for the rest of his life. As a consequence SI sent Lt. Commander Marcus to get the characters out and end their mission.

LCARS 4.4

Escape

When the characters leave their shelter at midnight, they have to sneak past the guards and patrols. Some stealth tests should cover that. In the mine, they will find Marcus near the entrance, carrying several Disruptors and the characters equipment – except the phasers.

He tells them his true identity and that he plans to get them out here quietly. His research has revealed that next to the mine there is a tunnel, which leads to a small hangar for emergencies. Here are stored several shuttles for the guards

to get off planet. He plans to steal such a shuttle and get to Tomek with it.

The way towards the tunnel is rather eventless – maybe the characters encounter some guards, maybe not. When the characters arrive at the tunnel, they can force a whole in the wall with the help of their disruptors, the actual entrance is not in the mine, but too heavily guarded. The wall can take up to 150 points of damage, before it gives way to the tunnel.

In the tunnel, the characters have to cope with six Romulan guards, which keep a watch on the shuttles. Should the situation become to critical, Marcus will tell the Romulans he tracked down the characters and tried to arrest them – only to attack the Romulans surprisingly.

Once the characters enter the hangar, they have to break in one of the shuttles. A difficult Security test is needed to open one of the shuttles. In the meantime a group of four Romulans have to be overcome, they are in a guard room in the hangar.

When the shuttle is open the characters have to get under way with a moderate Vehicle Operations test. The shuttle is also equipped with a cloaking device. The characters need it to escape the *K'tara*, which

orbits the planet. The characters will have to evade the Warbird's fire while getting the cloaking device working, which needs a difficult Shipboard Systems test. Once the shuttle is cloaked, the characters are safe and can make their way towards Genar IV and Senator Tomek.

LCARS 4.5

Senator Tomek

When the characters arrive at Genar IV, Marcus suggests he contacts the Senator and asks for an audience. He tells them he has interesting information about one of his rivals. The characters will get the permission to land.

When the characters are on the surface they will encounter Tomek with four guards. Tomek will be very angry, seeing that his guests are actually Humans. The characters have to convince him to hear what they have to say. Depending on what the characters say, they will need a Persuasion or Presence test to win Tomek's trust.

Once he is willed to hear what they have to say, the characters have to convince him to oppose Kassus and Vekiron. They can use basically the following points:

1. Vekiron will change the timeline, not only making him possibly Praetor, but nobody knows what the new timeline will bring and change.
2. Tomek's career will definitely end, as neither Kassus nor Vekiron will leave him on office.
3. Kassus provokes a war with the Federation without informing the Senate

When the characters finished their talk, an aide of Tomek informs him, that a Warbird has entered the orbit and wants to beam down an Away Team. The characters should leave at once.

The characters can leave the planet under cloak and accelerate to warp speed.

LCARS 4.6

Epilogue

When the characters arrive at Starbase 332 they can get to sickbay for any needed medical care and afterwards have to report to Admiral Keil and their Captain. They have to evaluate their impression of Tomek and if he will help or not.

After some further roleplay the episode ends.

Denir Keris

Denir Keris is an Orion Merchant travelling between the Federation and the Romulan Empire, not seldom smuggling illegal products like Romulan ale and the like.

He is a greedy man but often works for the Federation as scout and does reconnaissance mission with the help of the cloaking device on his old courier ship. In exchange Starfleet is willed to tolerate his illegal goods.

Keris is also a friend of an Orion trader called Smug (see *A Fragile Peace, Chapter Two*) who was imprisoned by the Federation, which made him change sides unknown to Starfleet. He now works for the Romulans and those who pay most.

Image: Keris is a heavy man with long black hair, green skin and is in his late forties.

Roleplaying: You never show you true feelings or intentions but are greedy and only interested in your welfare. You hide your thoughts behind a mask of happy jokes and talking.

Attributes
Fitness 3
    Strength +1
Coordination 2
Intellect 2
    Perception +1
Presence 3
Psi 0

Skills
Artistic Expression (Acting) 1 (3)
Bargain (Bribery) 2 (4)
Charm (Seduction) 2 (3)
Culture (Orion) 2 (3)
Dodge 1
Energy Weapons (Disruptor) 3 (4)
Espionage (Traffic Analysis) 2 (3)
Fast Talk 3
Gaming (Poker) 2 (3)
Language
    Orion 3
    Federation Standard 2
    Romulan 1
Merchant (Smuggling) 2 (4)
Persuasion (Storytelling) 1 (3)
Shipboard Systems (Conn) 3 (4)
                (Tactical) (4)
                (Sensors) (4)
Sleight of Hands (Pick Pocket) 2 (3)
Stealth (Stealthy Movement) 2 (3)
Streetwise (Locate Contraband) 2 (4)
        (Orion Syndicate)   (4)
World Knowledge (Rigel VII) 2 (3)

Advantages/ Disadvantages
Greedy -1
Shrewd +1
Weak Will -2
Courage: **3**
Renown: **8**
Aggression: 4   Discipline: 0
Initiative: 2   Openness: 0   Skill: 2
Resistance: **3**
Wound Level: 3/3/3/3/3/3/0

Senator Tomek

Jaan Tomek is an eager politician and knows his own abilities too well. But although he wants personal power he does not want it for his own sake, but to serve his people best. He is integer and loyal to the Empire and has a great military record. While he is not such a good commander of a ship, he is a brilliant tactician and strategist.

He has a calm demeanour and an aura of respect. He is cool and intelligent, analysing every situation logically he acts never impulsive.

Image: Tomek is an athletic man, well over one hundred years. He has short grey hair.

Roleplaying: You are cool and analyse every situation before acting. You rarely show emotion and are loyal.

Attributes
Fitness 3
    Strength +1
Coordination 2
    Reaction +1
Intellect 5
    Perception +1
Presence 5
    Empathy -1
Psi 0

Skills
Administration (Government) 2 (3)
Athletics (Running) 1 (2)
Charm (Influence) 1 (2)
Computer (Hacking) 2 (3)
Command (Starship) 2 (3)
Culture (Romulan) 2 (3)
Dodge 2
Energy Weapons (Disruptor) 2 (3)
Espionage (Counterintelligence) 1 (2)
Fast Talk 2
History (Romulan) 2 (2)
Intimidation (Bluster) 1 (2)
Language
    Romulan 3
Law (Romulan) 3 (4)
Persuasion (Oratory) 2 (3)
Personal Equipment (Com) 1 (2)
Planetside Survival (Urban) 1 (2)
Planetary Tactics (Mechanized) 3 (4)
Politics (Maneuver) 4 (5)
Shipboard Systems (Tactical) 2 (3)
Starship Tactics (Romulan) 3 (5)
Strategic Ops (Invasion) 4 (5)
Social Science (Anthropology) 1 (2)
Systems Engineering (Tactical) 1 (2)
Unarmed Combat (N'Delrek) 2 (3)
Vehicle Operations (Shuttle) 2 (3)
World Knowledge (Romulus) 1 (2)

Advantages/ Disadvantages
Code of Honour: Fidelity -3
Cohort: Admiral Pavik +3
Contacts: Several Senators +3
Hides Emotions –2
Security Clearance +3
Shrewd +1
Strong Will +2
Promotion: Senator +10

Glory (Courage): 108
Renown: 124
Aggression: 24   Discipline: 42
Initiative: 2   Openness: -6   Skill: 50
Resistance: 3
Wound Level: 3/3/3/3/3/3/0

Battles of Cheron

5

Background

After the incident at the Romulan labour camp and the Federation's obvious incursion of the Romulan territory, relations between the two entities are tense, at best. Starfleet has ordered more ships into the area and created a special Task Force, consisting of 56 ships, of different kinds, the most prominent is certainly the *U.S.S. Enterprise*.

The Romulan are still isolating themselves and do not react to the whole situation militarily, at least not in the public. But Vekiron and Kassus have decided to act quickly now and accelerate their plans. Vekiron has ordered the only prototype of a 'Temporal Generator' to be installed on his ship.

The Senate has instead ordered Senator Kassus onto a diplomatic mission to Starbase 332 and meet with a Federation delegation, as he was accused to attack Federation ships with his fleet. The Senate has doubts about these facts, but wants to calm down the relation to the UFP – the Empire is not ready for a war at the moment.

Vekiron has decided to use the situation and Kassus' absence to start the operation and travel back in time to change history.

Synopsis

The characters are ordered to escort the Romulan Warbird *Hakara* with Senator Kassus onboard to Starbase 332.

They meet him again on the Starbase when they are invited to a dinner, which shall start the talks.

Next day the characters get informed, that SI has learned of intensified movements in the Kahara System, as well as several temporal signatures. Sensor scans show that Vekiron obviously plans to fulfil his

of planning to change the Battle of Cheron.

Admiral Keil orders the fleet to depart immediately and set course for Kahara. Kassus offers to follow the fleet and stop Vekiron, who he says is acting on his own.

When the characters arrive at the site together with the rest of the fleet, Kassus secretly hails Vekiron and orders him to stand down as this was not part of their plans. He then orders him to lower his shields so that the Federation ships do the same and the cloaked fleet of Kassus can attack them surprisingly.

Vekiron agrees but shortly after the Battle begins, when Kassus' fleet attacks the Federation ships. The characters get the orders to bombard the outpost on Kahara and destroy the Iconian technology as well as to stop Vekiron.

When the odds get miserable for the Federation, a large group of Warbirds decloaks and attacks Kassus' fleet. It's a fleet under the command of Senator Tomek who convinced to stop Kassus as he works only for his own benefit and not that of Romulus.

But Vekiron activates the 'Temporal Generator' and opens a temporal tunnel into the year 2160. The characters have to follow him and save the original timeline and stop Vekiron before he can influence the course of the Battle.

LCARS 5.1

Senator Kassus

The characters' ship patrols along the Neutral Zone, when they are informed by Admiral Keil that the Romulans agreed to a meeting to discuss the accusations made by the Federation. They send Senator Kassus to Starbase 332 to meet with the Admiral. The characters get the order to escort Kassus' ship *Hakara* to the Starbase.

When the characters arrive at the meeting point, a Warbird decloaks and hails the Federation vessel. Senator Kassus thanks for the escort and declares to look forward on the meeting to erase any misunderstandings.

The travel to the Starbase is uneventful and as soon as the ships arrive at their destination, Kassus beams over. At the same evening a dinner will take place in of the station's conference rooms, the characters are invited and can meet Kassus personally.
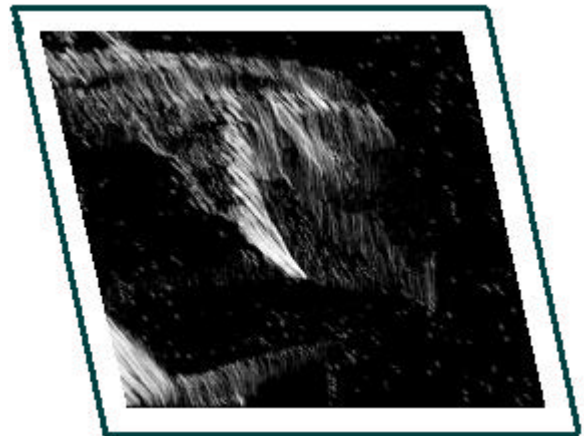
The dinner is very luxurious and Kassus arrives with two guards and the leading officers if the *Hakara*. They will openly tell the Starfleet Officers that they regard the Romulans more potent than Humans and will probably defeat the weak Federation in the future. Only Kassus has a moderate opinion, or so he wants the characters to believe. He will show his culture and intelligence but let the characters know that he is not interested in a conflict with the Federation.

LCARS 4.2

Vekiron Moves

The next day, shortly before the diplomatic meeting starts, Admiral Keil orders the characters and the Captains of the Task Force's ship for a meeting. Before it she can begin, Senator Kassus enters the room, raging, and demands to know why the meeting was postponed.

Admiral Keil ignores him and begins her explanations. SI has detected increased Romulan actions in the Kahara System as well as several temporal signatures. Sensors show that the *Kahara* is involved here.

Admiral Keil orders the fleet to intervene immediately to stop Vekiron from changing history. Kassus offers to go along with the
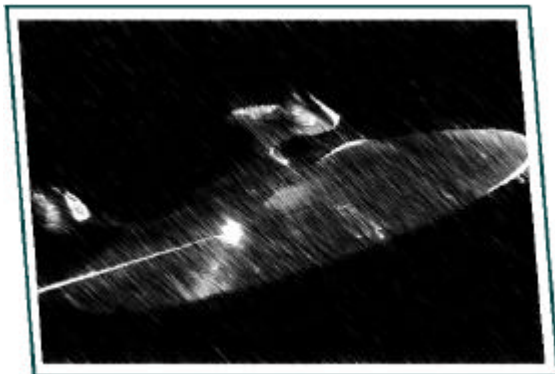
fleet and stop Vekiron. Admiral Keil tells him she will not stop him and then the fleet departs, under the lead of the *U.S.S. Enterprise*.

The travel to the Kahara System is short and uneventful. When the fleet arrives in the system, there are only three Warbirds present and some smaller science ships. A very difficult Shipboard Systems test is needed to detect a transmission that Kassus sends to Vekiron. He tells him to stop what he is doing as this was not part of the plan and instead he orders Vekiron to deactivate his ships' shields to make the Federation believe he surrenders and deactivate their weapons systems either. He knows that his own fleet is under way and will arrive shortly and then surprise the Federation with an attack.

If the characters do not listen to this hail, they can detect the *K'tara* deactivate its weapons systems and shields it surrenders. The Captain orders to end the Red Alert as does Admiral Keil with the rest of the fleet.

The characters are ordered to secure Vekiron's ship, but before they can act, several Romulan ships decloak and attack. Kassus' ship turns and begins to battle the Federation ships as well.

LCARS 4.3

The Battle of Kahara

The Battle begins immediately after Kassus' fleet arrives. Depending on the fact if the characters detected Kassus' hail or not, they are surprised or expect the attack. The later would be better, as they would still have powered up their shields and weapons. The Federation fleet consists of 56 ships, most of them cruisers and frigates, only few explorers. It is lead by the *U.S.S. Enterprise*.

The Romulan fleet has around 25 Warbirds and another 45 smaller ships, definitely outnumbering the Federation ships.

Troubleshooting:

How to handle the battle? In this Battle there are more than one hundred ships involved, far too much to deal with. The best option is to simply take only a small part of the battle and describe it in full detail.

You can describe five or six ships in detail and make the result of the battle dependant to the achievements of the characters. If they do well the whole fleet does, if not, Starfleet is loosing the battle.

Nevertheless Admiral Keil orders no retreat, as this would mean the end of the Federation. She orders the characters' ship to attack Kahara itself and destroy the Iconian outpost along with its technology, to prevent the Romulans to ever use it again.

Several very difficult Shipboard Systems tests are needed to destroy the outpost. To detect it, the characters need not the usual 8 but 10, as it is hid under a large massive layer of rock. The outpost can take 200 points of damage, before it is destroyed, counts as size 10 and has a resistance of 5.

At this point the Battle goes not to well for the Federation. Once the characters have dealt with the outpost, Admiral Keil orders them to attack the *K'tara* itself and so destroy the only prototype using the temporal technology.

To get to the *K'tara*, the characters have to fly past three other Warbirds. They can attack them or instead evade their fire and move past the with several Shipboard Systems tests.

But nevertheless the Federation should get problems with the Romulan Forces, they are simply overwhelming. When the characters move towards the *K'tara*, they recognize that the *Enterprise* is in trouble. She is attacked by 4 ships and cannot stand them much longer. Should the *Enterprise* be destroyed, the fleet would loose its leader and flagship, this has to be prevented. So the characters should help their allied ship out.

LCARS 4.4

Senator Tomek

Should the character be in real distress, have them receive a hail from an unknown source. On the screen appears no other than Senator Tomek. He says the following:

This is Senator Tomek, from the Romulan Star Empire. Senator Kassus you are hereby ordered to cease fire and stop any aggressive moves. By the order of the Romulan Senate you are under arrest as well as your troops. Surrender or be destroyed.

When he ends, another fleet of 20 Warbirds decloaks and attacks Kassus' fleet. The battle rages on.

Now that the Romulans are busy, the characters can concentrate on the *K'tara*. When Vekiron's ship lost half its shields, it will begin to create a temporal distortion and leave through this anomaly one round later. The last the characters have on their sensors is how the *Hakara* is destroyed, before everything vanishes and they are dragged into the anomaly.

LCARS 4.5

The Battle of Cheron

When the characters leave the anomaly, a routine Shipboard Systems check, will show that the *K'tara* is on a direct course for the Cheron System, the site of the last battle in the Romulan-Earth War. A more intensified scan and a difficult test will reveal that there is an unusual energy source on the ship. A difficult System Engineering test lets the characters know, that the temporal technology is obviously protected by an energy field, which needs too much power to activate the cloaking device.

A scan of the anomaly will tell the characters that it has been triggered to activate and will not close on its own. Although it can be destroyed with the help of torpedoes. As they want to use it to return home, they

should destroy it after dealing with Vekiron.

The characters have to stop the ship before it reaches the site of the battle and best stay out of sensor range of the battling parties at Cheron, which is 8 lightyears. As Warbirds are not too fast, they should easily catch up with the *K'tara*. As Vekiron will not surrender, the characters have to destroy the Warbird and with it the temporal technology.

This is the showdown of the campaign, the characters have to deal with Vekiron's ship. Although already damaged, the Warbird will certainly be a match for the character's ship.

When the ship is destroyed, have the characters make a difficult Shipboard Systems check, to detect a small shuttlecraft with one life sign on board. It goes to warp speed into Romulan space. The shuttle is piloted by Vekiron, with another prototype of the temporal technology, but it is not working. Additionally he has the data about

200 years of history, which definitely gives the Romulans an advantage.

Should the characters not detect the shuttle, another scan of the wreckage can reveal the warp signature of the shuttle, which will be easy to catch up with.

The characters should destroy the ship and with it its data.

LCARS 4.6

Epilogue

When Vekiron is destroyed and defeated, the characters have to hide any hints left. That means they have to destroy any debris remaining from the Romulan ships, as there are enough pieces of modern technology to change the timeline.

Several very difficult Shipboard Systems tests are needed to destroy all remaining debris.

After dealing with this issue, the characters can retreat into their own time.

Once arrived there, the characters can destroy the anomaly, which takes three torpedoes. Admiral Keil thanks Senator Tomek for his help, who will tell her to take her ships and leave the Romulan territory, as he did not help the Federation but his own people. Vekiron had not the right to change history without consent of the people nor did Kassus hade the agreement of risking a war with the Federation. Kassus will be taken captive by Tomek and the Romulans cloak afterwards.

Back at the Starbase, the characters will earn commendations according to their achievements and a celebration takes place. The characters can meet Captain Picard, who thanks for their help and congratulates them.
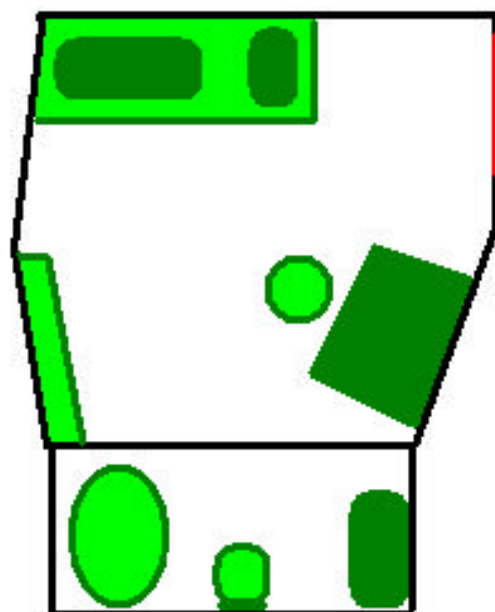
Other Ends

If the characters do not manage to stop Vekiron, the whole story could end differently. If they return home into their own time, they will see that there really is no Federation but also no Klingons or Romulans who have destroyed each others. The dominant power are now the Cardassians, who will not welcome the characters and will definitely oppose any plans to recreate the original timeline.

Another option might be that the characters remain in the 22nd century. Here they could set up a guerrilla war and oppose the Romulans. They could try to win the help of the future members of the Federation and free Earth, which will certainly be invaded by Romulan troops.

Appendix

Locations – Shatters of Peace

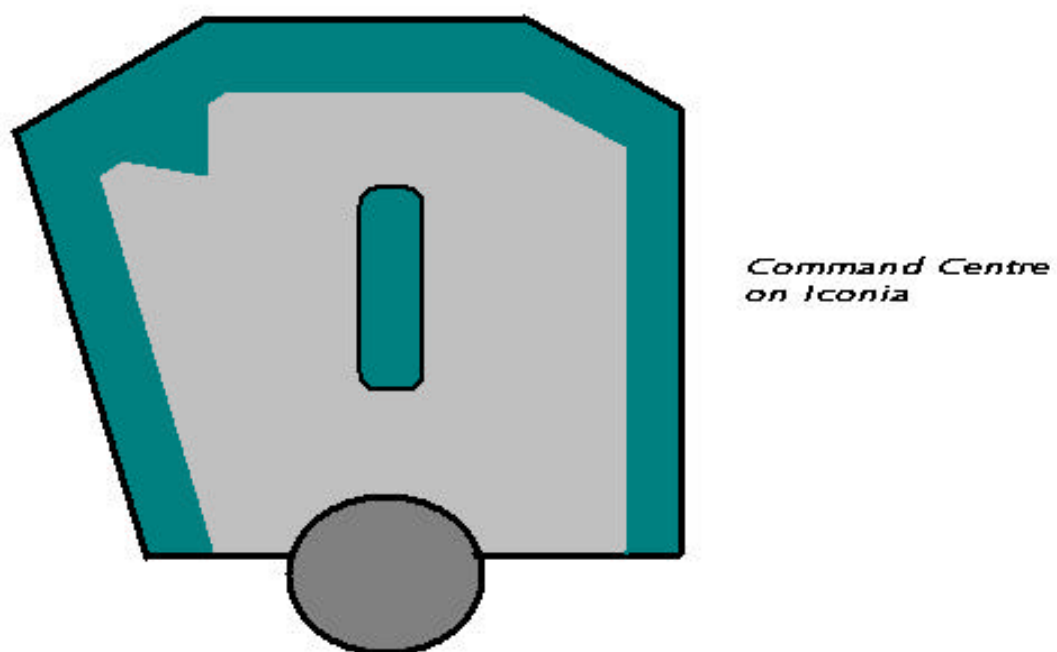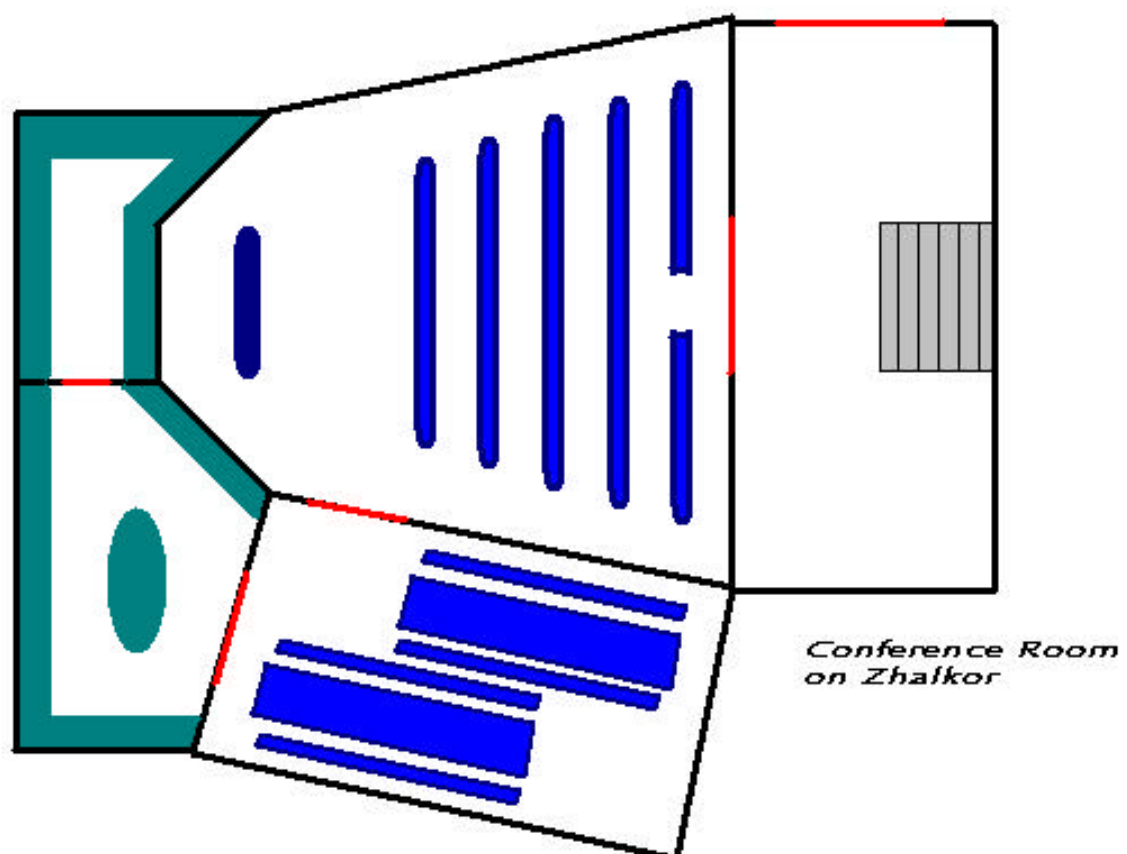CO's Quarters on
the Pionaro
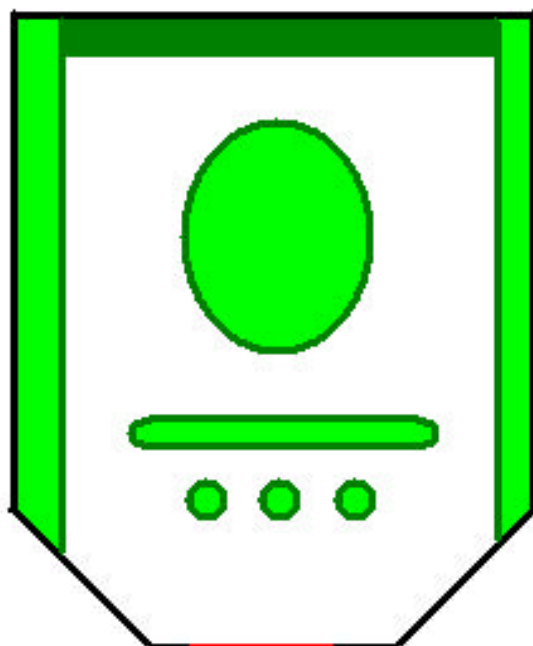
Physics Lab of the Pionaro

Communication Relay
on Mantis Alpha IV

Engineering

OPS

Shuttlebay

Workshop

Conference Room
on Zhalkor

Command Centre
on Iconia

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