

STAR TREK THE NEXT GENERATION

Roleplaying Game Adventure

“HONOR AGAINST GLORY” Written by Allen Shock

INTRODUCTION

This scenario is designed to be played by the crewmembers of a Starfleet ship on a diplomatic mission. It can be played by Romulan characters by reversing the situation.

BEGINNING

The characters are contacted by Starfleet Command on a priority channel and ordered to go to a particular set of coordinates. Once they get there, they find another Federation starship, the Niagara Class U.S.S. FEDERATION. As the characters will know, this is the personal ship of Federation President Jaresh-Inyo. The characters will be hailed, and the Captain and First officer will be asked to beam over with their senior staff. Once there, they will meet Captain Adamson and his First Officer Commander T'Lor, a female Vulcan. They will be told that the FEDERATION is experiencing serious technical problems that will prevent them from accomplishing their present mission. The PC's ship is the only Starfleet vessel close enough and fast enough to get President Jaresh-Inyo to a very important conference on the potential Dominion threat, being held on a neutral planet near Romulan and Klingon space. There will be delegations from most of the Alpha Quadrant's political entities-excepting the Cardassians, who refused to attend. While there, the characters will also be responsible for assisting with conference security and providing staff for the President. The characters will then be taken to meet President Jaresh-Inyo; he is a Grazerite, and is friendly and cordial.

The characters will make arrangements and then the President and his small staff will beam over to their ship. Since their vessel is more of an exploration/military ship than a diplomatic vessel, they may be concerned about whether the accommodations will prove suitable for the President. He will be a very good guest, although preparations for the conference will keep him in his room much of the time.

Captain Adamson will provide the characters with coordinates for a rendezvous with the ship that will be carrying Chancellor Gowron of the Klingon Empire; it is felt that the Federation and Klingon delegations should arrive together, to demonstrate the solidarity of the Alliance.

ENTER THE KLINGONS

When the Ship arrives at the rendezvous coordinates, they will see nothing initially; if someone checks the sensors for a cloaked ship (which will require sensor recalibration), they will detect something on a Shipboard Systems (Sensors) roll of 11 or greater. If they don't do this, a ship will decloak off the forward bow. It is a very large Klingon ship; computer banks list it as the I.K.S. Qo'nos, a Kahless class Battleship, one of the largest ship classes in the Klingon Defense Force. As soon as it materializes, it will contact the ship; they were expecting the FEDERATION, not a smaller ship. President Jaresh-Inyo, who is present on the Bridge, will explain the situation.

President Jaresh-Inyo then formally invites the Klingon Chancellor and his retinue to the PC's ship for a dinner that evening, and the two ships get underway.

The dinner is somewhat informal, and this gives the opportunity for some roleplaying, and for the characters to meet and interact with Klingons. In addition to Gowron and his security force, the senior officers of the Qo'nos will be present. The Klingons are as polite as they can be and still be Klingons. Traditional Klingon dishes will be served at the meal, thus affording some of the characters their first chance to try *gagh*.

ARRIVAL

The ship arrives at Galga VI, a planet located outside the Federation, Klingon and Romulan spheres. It is a neutral world which has been used before for diplomatic conferences, although this is the first time the Romulans have been present. In addition to the Federation and Klingon ships, the characters will see a Romulan ship, one of the new Swift Warbird class; ships from the Ferengi, Breen and Gorn races can also be seen orbiting the world, as well as numerous smaller ships. The characters can beam down once their ships have been given orbital berths.

The President and the characters are assigned quarters in the area where the diplomats will be staying. The characters should check these rooms carefully for surveillance devices; this will involve Security (Security Systems) at a Moderate level (7). None will be found. The characters and the President will have a few hours to relax and to check out the security of the meeting area before a reception for the delegates that evening.

THE RECEPTION

The reception is held in the Main Dining Area, and is a sumptuous dinner. The Galgans pull out all the stops, serving cuisine from all the cultures present...except the Tholians, because they have no idea what they eat. The various delegates and ambassadors will be present; there are Breen, Naussicans, Romulans, Gorn, Ferengi, Orions, and a scattering of other races. Also present is the Tholian Ambassador, who is wearing a rather bulky encounter suit, supposedly due to life support needs. Any attempt to scan him with a Tricorder would be a serious breach of protocol.

At one point, Chancellor Gowron asks for attention. He makes a brief speech about the Federation-Klingon Alliance, then presents President Jaresh-Inyo with a present; a bottle of Blood Wine, vintage 2323. Jaresh-Inyo opens the bottle, pours a glass for himself and Gowron, and then toasts the Alliance. Shortly after emptying his glass, Jaresh-Inyo goes into convulsions and falls. The Medical Officer should rush forward. A Personal Equipment (Medical Tricorder) roll can determine that he has been poisoned (Difficulty 4) but not what specific poison it is. The President will be dead very shortly unless the characters have him beamed immediately to their ship's Sickbay; the conference center does not have adequate medical facilities.

Chaos breaks out among the delegates. If any of the characters attempts to apprehend Gowron, the other Klingons will intervene, and a brief hand-to-hand skirmish will erupt between the Klingons and the Humans. Gowron will stop this after a couple rounds and surrender to the Crew.

Hopefully, one of the Crew will have the presence of mind to grab the bottle of Blood Wine and the cork as evidence. If they fail to do so, the bottle will be missing when they return, but a search will turn up the cork, which had been kicked under a couch in the scuffle with the Klingons.

INVESTIGATION

Chancellor Gowron will flatly deny that he tried to kill President Jaresh-Inyo. He will point out that destroying the Federation-Klingon Alliance would be a foolish act with the threat of the Dominion looming so near, and that he has always supported that alliance. He will tell the characters that he purchased the bottle of Blood Wine from the Ferengi "Ambassador", Glerk.

Examination of the bottle will reveal that the poison used was Kitali, a poison harmless to Klingons and Humans but lethal to Grazerites. Examination of the cork will show that a micro-needle was used to inject the poison into the wine.

If the characters follow up on the lead about the Ferengi, they will find him in his quarters in the diplomatic compound. They will have a few rounds to talk to him; he freely admits selling Gowron the bottle of Blood Wine, but adamantly denies having anything to do with putting poison in it; the Alliance has been very good for business, and destroying it would be an act of idiocy.

Suddenly, a shadowy figure steps out from behind the curtains in the room and throws an object at the Ferengi. If the characters can make Perception checks of 5 or higher, they can see this quickly enough to push the Ferengi out of the way. Their assailant is a highly skilled Romulan assassin. The object he threw is called a Kailune, something like a throwing star, coated with a lethal neurotoxin; it does 18+1d6 damage to anyone it hits, in addition to the damage of the Kailune itself. He has six such Kailune, plus a Disruptor Pistol, although he prefers not to use this due to the noise it makes. (If it appears that the characters might win this battle too easily, have there be up to three such assassins involved.)

If the assassin is captured, it will require an immediate Medical Sciences (Trauma Aid) roll of 6 or better to keep him alive, due to a device implanted in his body that will try to kill him if he is rendered unconscious.

It will then require Interrogation of Difficult (12) to get any information out of him. If this is successful, they will discover that the Tal Shiar are behind the attempted assassination of President Jaresh-Inyo; the leader of the Tal Shiar mission is a woman called Major Sela, presently located in the suite where the Romulan delegation is staying. If the assassin escapes, the characters can follow him back to the suite if they can make

two Stealth (Stealthy Movement) Opposed Rolls of 6 or better. If the assassin defeats the characters, they will awaken in the suite, guarded by Tal Shiar guards; the antidote was administered just in time, and they were beamed here by a special portable transporter.

They will then be interrogated by Major Sela herself, who will divulge her plans to them; since they foiled her first attempt with the poisoned blood wine, she will resort to plan two; Romulan assassins, surgically disguised as Klingons, will attack and kill the President during his opening speech. Apparently, President Jaresh-Inyo and Chancellor Gowron have returned to the Conference Center and have ordered the conference resumed.

AGAINST THE TAL SHIAR

The characters must find a way to escape from the Tal Shiar's clutches and prevent the next assassination attempt. The Romulans are operating somewhat undermanned, due to not wanting to arouse too much suspicion, so there will be only two guards watching the characters. Allow any reasonable escape idea the characters come up with to succeed. After a brief fight with the two Romulans, and recovering their confiscated weapons, the characters can rush to the conference center...where they find the place SWARMING with Klingons! Gowron decided that he desired more bodyguards after the morning's unfortunate incident. There are at least 30 Klingons scattered throughout the conference room, standing in groups of 2 to 6. The President is stepping up to the podium as the characters enter.

The characters have options. They can rush to the podium and try to prevent the President from speaking. If they do this, they will be up front when a group of "Klingons" near the front draw disruptors and start shooting; perhaps one of the characters will take the disruptor bolt meant for President Jaresh-Inyo.

Regardless of initiative, one Starfleet character can make an opposed roll (Coordination plus Dodge against the "Klingon's" disruptor skill) to leap in front of the President.

The characters could also try a QUICK Medical Tricorder or Tricorder scan to locate the false Klingons; this is Challenging (10) with a Medical Tricorder or Difficult (13) with a Tricorder. Success will indicate the group of assassins near the front. The characters can then shout a warning, and it will be a Klingon bodyguard who takes the shot for the President.

Any other reasonable method should be allowed, but there should be a real sense of urgency; they have only about 3 seconds to prevent the Romulan plan.

During this fracas, undisguised Romulans will be immediately beamed out, and the Romulan ship will quickly leave orbit. The character's ship can attempt to intercept them, if they so desire. If you wish to have a combat scene, allow the characters to beam up first, so they can participate in the space battle. The Romulan ship is one of the new Swift Warbirds, and it is bent on escape. Major Sela will NOT be aboard however; she is still in hiding on the planet, in case the Romulan ship does not escape. Let the characters think they killed her if they do manage to destroy the Romulan ship; she'll be back.

AFTERMATH

The Conference will go on, lasting three days. If the characters saved the President, and by extension the Alliance, they will be awarded the Starfleet Medal of Valor. If they were able to capture any Romulan Tal Shiar agents alive, especially Major Sela, they will be debriefed by Starfleet Intelligence and given an additional Commendation.

REWARDS

If the characters save President Jaresh-Inyo: 1 Experience Point.

If the characters uncover the Romulan Involvement: 1 Experience Point.

If the characters capture Major Sela: 2 Experience Points.

If the characters save President Jaresh-Inyo: + 2 Renown for Skill or Initiative

If the characters cause a diplomatic incident with the Klingons: -3 Openness

If the characters uncover the Romulan involvement: +1 Skill

If the characters capture Major Sela: +2 Skill
If the characters KILL Major Sela: -2 Skill

Also award 6 Renown (Skill or Initiative) for each Commendation the characters receive.

NPC's

CHANCELLOR GOWRON

ATTRIBUTES

Fitness 3
Vitality +2
Coordination 4
Intellect 3
Logic -2
Presence 5
Willpower +1
Empathy -2
Psi 0

SKILLS

Administration (Klingon High Council) 4 (5)
Athletics (Lifting) 2 (3)
Command (Combat Leadership) 3 (4), (Starship) (4)
Computer (Research) 1 (2)
Culture (Klingon) 2 (3)
Diplomacy (Interstellar Affairs) 1 (2)
Dodge 4
Energy Weapon (Disruptor) 3 (4)
Espionage (Counterintelligence) 1 (2)
History (Klingon) 1 (2)
Intimidation (Bluster) 5 (6)
Languages
Federation Standard 2, Klingon 3
Law (Klingon Law) 1 (2)
Personal Equipment (Communicator) 1 (2)
Persuasion (Oratory) 2 (3)
Planetside Survival (Jungle) 2 (3)
Primitive Weaponry (Bat'leth) 4 (5)
Shipboard Systems (Tactical) 4 (5)
Space Sciences (Astrogation) 1 (2)
Starship Tactics (Klingon) 3 (4)
Strategic Operations (Klingon Fleet) 2 (3)
Unarmed Combat (Mok'bara) 4 (5)
Vehicle Operation (Shuttle) 1 (2)
World Knowledge (Qo'nos) 1 (2)

ADVANTAGES and DISADVANTAGES

Alertness +2, Bold +1, Famous Incident +5 (Klingon Civil War), Great House +3, High Pain Threshold +2, Rapid Healing +1, Shrewd +1, Weapon Master +1 (bat'leth), Arrogant -1, Bloodlust -2, Code of Honor (Klingon) -3, Impulsive -1, Rivals (many) -3, Vengeful -2

COURAGE: 4

RESISTANCE: 5

WOUND LEVELS: 5/5/5/5/5/5

REOWN: 84

Aggression 23, Discipline 14, Openness -12, Initiative 21, Skill 14.

PRESIDENT JARESH-INYO

ATTRIBUTES

Fitness 2
Coordination 2
Intellect 5
Logic +2
Perception +1
Presence 5
Willpower +1
Psi 0

SKILLS

Administration (Federation) 5 (6)
Artistic Expression (Writing) 3 (4)
Charm (Influence) 4 (5)
Computer (Research) 2 (3)
Culture (Grazerite) 2 (3)
Diplomacy (Federation Affairs) 4 (5)
Dodge 1
History (Federation) 3 (4), (Grazerite) (4)
Languages
Federation Standard 3, Grazerite 3
Law (Federation Law) 4 (5)

ADVANTAGES AND DISADVANTAGES

Political Rank (President) +30, Code of Honor (Grazerite) -2, Dark Secret -3.

COURAGE: 3

RESISTANCE: 2

WOUND LEVELS: 2/2/2/2/2/2

RENOWN: 79

Aggression: -6, Discipline: 12, Initiative: 24, Openness: 18, Skill: 19

MAJOR SELA, TAL SHIAR OPERATIVE

ATTRIBUTES

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

SKILLS

Athletics (Running) 1 (2)
Behavior Modification (Brainwashing) 2 (3)
Command (Combat Leadership) 2 (3)
Computer (Data Alteration/Hacking) 3 (4), (Programming) (4)
Culture (Romulan) 2 (3)
Dodge 2
Energy Weapon (Disruptor) 2 (4)
Espionage (Counterintelligence) 2 (4), (Intelligence Techniques) (5), (Traffic Analysis) (3)
History (Romulan) 1 (3)
Intimidation (Bluster) 4 (5), (Cross Examination) (6)
Language
Romulan 2
Law (Romulan) 1 (2), (Romulan Military Regulations) (2)
Medical Sciences (Psychology) 1 (3)
Personal Equipment (Tricorder) 2 (3)
Planetary Tactics (Small-unit) 2 (3)
Search 3
Security (Security Systems) 2 (4)
Shipboard Systems (Command) 1 (2), (Tactical) (3)
Stealth (Hide) 1 (2)
Surveillance (Electronic Surveillance) 1 (2)
Vehicle Operations (Shuttle) 1 (2)
World Knowledge (Romulan) 1 (2)

ADVANTAGES and DISADVANTAGES

Benefactor +3 (father), Famous Incident +5, Favor Owed +1, Mixed Species Heritage +6 (Romulan/Human), Security Clearance +3, Fanatic -2, Obligation -2 (Tal Shiar), Vengeful -2.

GLORY: 54

RESISTANCE: 2

WOUND LEVELS: 2/2/2/2/2/2

RENOWN: 69

Aggression 22, Discipline 17, Initiative -5, Openness -10, Skill 15.

TAL SHIAR ASSASSIN

ATTRIBUTES

Fitness 2
Strength +1
Vitality +1
Coordination 3
Dexterity +1
Reaction +2
Intellect 2
Perception +1
Presence 2
Willpower +1
Empathy -2
Psi 0

SKILLS

Athletics (Climbing) 1 (2)
Artistic Expression (Acting) 1 (2)
Behavior Modification (Brainwashing) 1 (2), (Resistance) (2)
Computer (Data Alteration/Hacking) 1 (2)
Culture (Klingon) 2 (3), (Romulan) (3)
Disguise (Klingon) 1 (2)
Dodge 4
Energy Weapon (Disruptor) 3 (4)
Espionage (Assassination) 3 (4), (Covert Communications) (4)
History (Romulan) 1 (2)
Intimidation (Cross Examination) 2 (3), (Torture) (3)
Languages
Klingon 2, Romulan 2
Law (Romulan) 1 (2), (Romulan Military Regulations) (2)
Medical Sciences (Psychology) 1 (2), (Toxicology) (2)
Personal Equipment (Tricorder) 1 (2)
Primitive Weaponry (Kailune) 4 (5)
Security (Security Systems) 3 (4)
Shipboard Systems (Transporter) 2 (3)
Surveillance (Electronic Surveillance) 2 (3), (Personal Surveillance) (3)
Unarmed Combat (Romulan Martial Arts) 2 (3)
Vehicle Operation (Shuttle) 1 (2)
World Knowledge (Romulus) 1 (2)

ADVANTAGES AND DISADVANTAGES

Alertness +2, High Pain Threshold +2, Fanatic -3, Obligation -3 (Tal Shiar), Bloodlust -2, Sworn Enemy (Klingons) -3

GLORY: 40

RESISTANCE: 3

WOUND LEVELS: 3/3/3/3/3

RENOWN: 82

Aggression 21, Discipline 12, Initiative -11, Openness -20, Skill 18

DAI MON GLERK, FERENGI “AMBASSADOR”

ATTRIBUTES

Fitness 1
Strength -1
Vitality +1
Coordination 2
Intellect 2
Logic +1
Perception +1
Presence 2
Willpower -1
Empathy -1
Psi 0

SKILLS

Administration (Business) 2 (3)
Bargain (Marketplace Haggling) 4 (5)
Command (Starship) 2 (3)
Culture (Ferengi) 2 (3)
Dodge 2
Energy Weapon (Disruptor) 1 (2)
Fast Talk 3
History (Ferengi) 1 (2)
Languages
Federation Standard 1, Ferengi 2, Klingon 1
Law (Rules of Acquisition) 1 (2)
Merchant (Klingon Market) 2 (3)
Streetwise (Locate Contraband) 3 (4)

ADVANTAGES AND DISADVANTAGES

Excellent Hearing +2, Mathematical Ability +3, Promotion (DaiMon) +15, Shrewd +1, Telepathic Resistance +4, Arrogant -1, Code of Honor (Ferengi) -2, Greedy -1, Intolerant (poor people) -1.

COURAGE: 2

RESISTANCE: 2

WOUND LEVELS: 2/2/2/2/2/2

REOWN: 74

Aggression -12, Discipline -13, Initiative 22, Openness 13, Skill 14

KLINGON SOLDIERS

ATTRIBUTES

Fitness 3
Vitality +2
Coordination 3
Intellect 2
Logic -2
Presence 2
Willpower +1
Empathy -2
Psi 0

SKILLS

Energy Weapon (Disruptor) 3 (4)
Primitive Weaponry (bat'leth) 4 (5), (knife) (5)
Security (Security Systems) 1 (2)
Unarmed Combat (Klingon Military Martial Arts) 4 (5)

COURAGE: 2

RESISTANCE: 5

WOUND LEVELS: 5/5/5/5/5

ROMULAN SOLDIERS

ATTRIBUTES

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

SKILLS

Energy Weapon (Disruptor) 3 (4)
Planetary Tactics (Small-unit) 2 (3)
Unarmed Combat (Romulan Military Martial Arts) 2 (3)

GLORY: 4

RESISTANCE: 2

WOUND LEVELS: 2/2/2/2/2/2