

# STAR TREK THE NEXT GENERATION

## Roleplaying Game Adventure

“THE WAY IT MIGHT HAVE BEEN” By Allen Shock

### SYNOPSIS

The characters, while battling a Jem'Hadar Battle Cruiser which jumped their task force in the Q'laron system, make their escape via a black hole, but the escape flings them into the past (how far is unimportant; be creative). When they complete what repairs they can, they return to the future. They will go to Deep Space Nine-and find it nothing but debris floating in space. Instead, a Dominion station has been erected nearby, and the wormhole is nowhere to be found. As they watch, a group of rag-tag ships drops out of orbit and attacks the station! Jem'Hadar fighters come pouring forth and the battle is joined. One of the attacking ships suddenly drops it's holographic disguise; it is the Defiant! The characters can join the battle and even though their ship is damaged, they can help the attackers win through and destroy the Dominion outpost, although the attackers suffer heavy losses. The characters are contacted by the Commander of the Defiant, Worf. He invites them to accompany the Defiant to it's secret base in the Badlands.

Once they arrive there, technicians begin repairs on the PC's ship. They quickly discover that they emerged from their temporal travel into an alternate timeline, one where the Federation lost the Dominion War. The Defiant is part of a resistance organization called the New Maquis, led by Major Kira Nerys. It is also the year 2476. Historical research can uncover the major change to history; Benjamin Sisko was never assigned to command Deep Space Nine. This position instead went to Commander Lokas, an Andorian officer who was far less competent than Sisko, and who did not provide the kind of leadership Sisko has. In late 2373-early 2374, Dominion forces took over Deep Space Nine. The Federation mounted a hastily organized Operation Return to take back the station; Lokas' tactical abilities were not up to the task, and the station was destroyed and the Federation fleet decimated. The Dominion took advantage of this demoralizing defeat and by late 2375 had conquered the Federation.

If the characters review their ship's records on Sisko, they will quickly discover that the seminal event which led to his eventually taking command of the then-backwater Deep Space Nine was the death of his wife aboard the U.S.S. Saratoga in the Battle of Wolf 359. In this timeline, however, Jennifer Sisko was not killed because the Saratoga survived the battle. Benjamin Sisko went on to serve with distinction aboard the Saratoga, eventually becoming her Captain in 2370. The Saratoga was lost with all hands in the ill-fated Operation Return in 2373.

(Commander Lokas never became the Emissary of the Prophets either, and sometime after the Dominion took the Bajor system, they used a chroniton pulse weapon to destroy the Prophets This had the unintended effect of destabilizing and eventually closing the Bajoran Wormhole.)

It seems clear that someone tampered with the timeline and prevented Jennifer Sisko from dying in the battle of Wolf 359. The characters face the unpleasant task of returning to one of the worst days in Federation history and making sure events occur as they should, even if it means causing Sisko to lose his wife and suffer years of heartache. As it is vitally important that the history of the battle not be changed by the presence of a ship that was not even built at the time, it would not be a good idea to use the Republic, so Kira volunteers the Defiant, since it has a cloaking device. The characters will have to make use of a slingshot effect to travel back to 2367 (Chief O'Brien will help them with the calculations). Once there, they must arrive at the battle zone, avoid detection, determine what will save the Saratoga and prevent it. They must be very careful not to be detected, they must not take part in the battle in any way, and they must not make contact with anyone from that time period. The Defiant is to be considered expendable if it means accomplishing the mission. (Secretly, the Captain will be told by Kira that he should destroy the Saratoga himself if there is no other way.) O'Brien and Bashir will go along, as will Worf. Garak will also volunteer; it is up to the characters if they want them to go. They will also have to perform their slingshot maneuver at Wolf 359, unless they want to fly across Federation space to get there.

### BEHIND THE SCENES

The intervention in the Battle of Wolf 359 is the idea of Gul Dukat. He knows about the death of Sisko's wife and he managed to obtain information on Federation time travel from the old Obsidian Order files. He persuaded his Dominion allies to allow him to send a ship back to the past and prevent the Saratoga's destruction, since he believed that Sisko was the linchpin holding the Federation together. Dukat will not appear in the adventure; he has instead sent Legate Talor, an associate, and some crew from the Seventh Order. They have a Galor-class warship fitted with a Dominion cloaking device.

### **ARRIVAL: 2367**

The slingshot maneuver should be conducted according to the rules on page 15 of *All Our Yesterdays*. Before it is attempted, it is possible that the structural integrity field can be strengthened to shield the Defiant from some of the damage the trip will cause; this can be a cooperative task; have any Engineers so involved make a roll on their *Material Engineering (Structural/Spaceframe)* skills at a difficulty of 10. Each point by which the roll is made reduces the damage to the Defiant's structure by 10%.

It is possible that the characters may wish to make the calculations themselves as to when they arrive. This requires a roll on Physical Sciences (Temporal Physics) at a Difficult level. Failure means they arrive either early (1-3 on a d6) or late (4-6) by 24x1d6 hours. Early shouldn't be much of a problem, although it may require hiding out for awhile. Late would require another time travel attempt to get it right (or perhaps a more creative solution to the problem of Jennifer Sisko, but that's another question). Critical failure means the ship is WAY off, perhaps by centuries. Critical success means they arrive at exactly the moment they wish to, and with no damage to the Defiant. Otherwise, they must wait 1d6 hours for the battle to begin. If you want to liven up the battle, have a Jem'Hadar attack ship patrolling the Wolf 359 system when they show up, so they will have to fight a running battle as they attempt to make the maneuver. (Don't damage anything that will make their mission impossible to accomplish, however)

When the ship comes out of warp, it will be a few moments before it can orient itself. Once it does, they will be able to confirm where they are: the Wolf 359 system, Stardate 44001.4

Sensors indicate a large group of ships heading in to the system; 40 starships, mostly Federation along with a few Klingon vessels. Defiant will want to cloak before they get much closer.

At this point, as the ships gather, Defiant can begin scanning to try to find the intruder. As they do so, they can monitor the communications of the armada of ships preparing to meet the Borg.

At precisely the right time, the Borg Cube appears, on schedule, and the battle commences. A message is broadcast on all channels; "I AM LOCUTUS OF BORG. RESISTANCE IS FUTILE. YOU WILL BE ASSIMILATED. SURRENDER IMMEDIATELY."

This of course does not happen, and the ships attack...and are destroyed rapidly by the Borg weapons. If the characters are scanning, they will need to make a Shipboard Systems (Sensors) test at Formidable level of difficulty; the energy discharges of weapons and exploding ships are making it difficult to detect anything specifically. If the roll is successful, they can detect a high level of chroniton radiation about 100 yards off the stern of the U.S.S. Saratoga, which is about to make what would be its final attack run. They can tell that something is cloaked, and is now uncloaking...and then they will see the Cardassian ship. It is extending its deflector shields to reinforce Saratoga's! The characters will also have to decloak to attack the Cardassians.

The Cardassian ship will turn to battle the Defiant as the Borg cube looms ever closer. Run the battle normally; at some point during the fight, mention that the Borg ship is getting even closer...and even have it take a shot at the Defiant! As soon as the Cardassian ship is either dispatched or manages to escape, the characters will see the fruits of their labor; the Borg ship destroys the Saratoga, leaving her dead in space, and needing rescue. The Borg ship warps out, on its way to Earth and its rendezvous with the Enterprise. The characters must decide at this point if they are going to leave or respond to the distress call; the ship is in serious danger of exploding, and her Engineering crew is dead. If the characters do beam over, the ship is total chaos, on emergency life support, and most of her crew is dead. A team sent to Engineering can stabilize the warp core and keep her from exploding (this requires a Formidable roll on Propulsion Engineering (Warp Drive)). Other teams can tend the wounded; one of those teams will find Commander Benjamin Sisko, with the dead body of his wife Jennifer. Sisko is badly wounded, and requires immediate First Aid. He will be in shock, and will not be able to recognize anyone.

With their mission complete, the characters can now make plans to return to the present, although if the Cardassian ship is still out there, they will want to locate it. That should lead to a chase to a nearby star and a slingshot ride back to 2374, with a battle when both ships get back.

**AFTERMATH**

When the characters get back to the Bajor system, they will find Deep Space Nine intact. If they check, they will find that it is indeed commanded by Captain Benjamin Sisko. If they beam over, they will find Captain Sisko and his officers enjoying a meal in Quark's. They now have an interesting problem; an extra Defiant. Once they make a report, DTI will clear them of any wrongdoing (unless they really screwed up, or had to destroy the Saratoga themselves); the extra Defiant will be turned over to Starfleet, where it will be taken to Earth and renamed the Sao Paolo (which, of course later becomes the Defiant again)...

THE END.