STAR TREK™
ADVENTURES



ENDS AND MEANS

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CHAPTER 01.00

ENDS AND MEANS

BY TROY MEPYANS

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CHAPTER 01.10

ENDS AND MEANS

SYNOPSIS

The Player Characters' vessel is dispatched to the Federation protectorate world of Tolen IV to help mediate a disagreement between two factions. The government of Tolen IV wishes to remain under the Federation's protection, with the hopes of joining as a member world later. The second faction wishes for Tolen IV to withdraw itself from Federation protection to take its place in the galactic community on its own terms. Tolen IV is located near the Romulan Neutral Zone and, thus, is in a strategic location for Starfleet to monitor Romulan activity. Tolen IV is also rich in dilithium, tritanium, and trillium-D, so the mining rights of the planet's surface are of great interest to the Tolen people and to their more powerful neighbors.

A reception for all involved parties is given on board the Player Characters' ship, with the characters all in attendance. They will have the opportunity to discuss the upcoming negotiations with Verens Joffies, the Tolen head of state, as well as Halan Rizel, the separatist representative and a former legislator in the planetary government. Along with several other negotiators and dignitaries from Tolen IV is a Ferengi businessman, Pala Teik, who has managed much of Tolen IV's off-world trade with the Federation and nearby independent systems.

The Player Characters will then travel planetside, where the negotiations will be held in a large convention center in Tolen IV's capital city of Trejhet. During the conference an attempt will be made to kill the delegates. Once the immediate threat has been dealt with, the Player Characters will be able to investigate the immediate area for clues as to who the would-be assassin is and what his or her motivations may be. The evidence points to Avard Chevis, an aide to Verens Joffies. This revelation causes Halan Rizel to leave in protest; but her aid, Calrin Fess, remains behind to help with the ongoing investigation, along with governmental investigator, Rowl Bozik. As the characters leave the conference center, they are accosted by a group claiming to be separatist sympathizers. Calrin Fess attempts to talk them down; but the group attacks, forcing the officers to defend themselves. Once the attackers are no longer a threat, Fess recognizes one of the attackers as a page for one of the government's key senators, and accuses Bozik of orchestrating the attacks to marginalize the separatist movement. Her argument ends quickly as the ship identifies the other attackers as members of a radical separatist group. It is clear there is a conspiracy to derail the peace conference; but who and why is still a mystery.

The characters' investigations point to Pala Teik as having paid a large sum of latinum to both the radicals and to Avard Chevis' family. The radicals have been using the latinum to buy weapons and explosives for the civil war they are hoping to foster. Depending on who the characters investigate and where, they may encounter more radicals that want to silence the officers, or even some of Pala Teik's thugs wanting to dissuade the officers from following up on their boss' involvement in the whole affair. The characters enter Pala Teik's estate and either intimidate the guards or fight their way past them until they can confront Pala Teik with the evidence they have gathered, which the Ferengi agrees is all true and accurate. "Rule of Acquisition 34: 'War is good for business.' Who am I to argue with the Rules?" he tells them before the Tolens lead him away. The characters can investigate Pala Teik further, possibly uncovering a thread that leads to the other side of the Neutral Zone; but the contact has already vanished and the lead is a dead end.

ADAPTING THIS MISSION TO OTHER ERAS

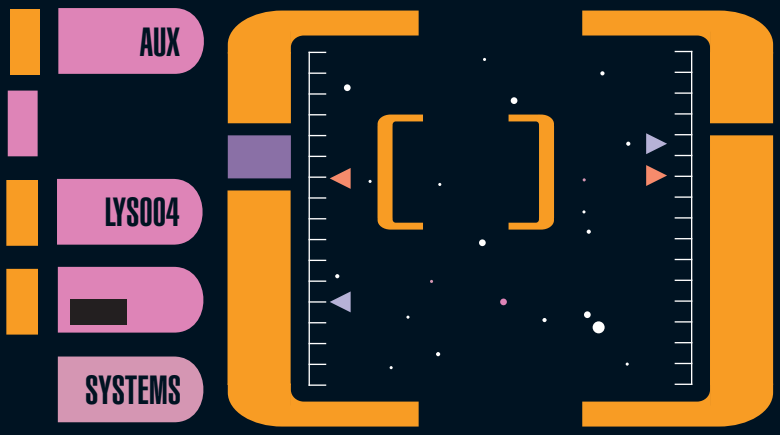
While this adventure was written to be set in 2371, Gamemasters running in the Original Series era can run this adventure with a few adjustments to the setting and the villain. Tolen IV would be along the Federation/Klingon Neutral Zone, with both sides attempting to sway the world to their side. The Separatists would be those who wish to side with the Klingon Empire, and the Government wishes to side with the Federation. Pala Teik becomes a Romulan agent attempting to start a civil war that will derail any decision the Tolens will make for years, if not for decades, to come.

DIRECTIVES

In addition to the Prime Directive, the Directives for this mission are:

- Ensure security for both sides during the negotiation
- Mediate the dispute

The Gamemaster begins this mission with 2 points of Threat for each Player Character in the group.



CHAPTER 01.20

ENDS AND MEANS

ACT 1: THE RECEPTION

SCENE 1: PLAYING THE HOST

The Player Characters' ship has been ordered to Tolen IV, a Federation protectorate that has been debating the question of remaining with the Federation or setting out on its own. The two factions are very set on their own opinions on the matter, and tensions have been running high. There have been scattered instances of violence across the planet, but representatives have agreed to meet for negotiations, wanting to resolve the issue before it dissolves into a civil war.

The scene opens with a reception on board the ship, a gesture by the Federation that they want and respect open dialogue from both sides; plus, it's a way to show both sides that Starfleet can maintain neutrality while providing added security for the conference.

This may be a chance to explore how the characters deal with a large social situation. Are they nervous they may do or say the wrong thing; or are they confident that they can handle any social interaction that comes up, including with the various faction leaders and prominent figures from Tolen IV? Do they resent having to be at the reception, or do they relish the chance for diplomatic interaction and learning about a culture they aren't familiar with?

CAPTAIN'S LOG

STARDATE 48326.3

This isn't the first time my ship has hosted a reception for delegates from a planetary government; but this one is a bit more difficult, given the political situation on Tolen IV. The delegates have not been openly hostile with one another; but the stares that we've seen between them since they were brought on board could freeze a small star. I have ordered security to have a larger than normal presence in and around the reception to check any trouble before it can start. I've met with my senior staff and we've gone over what we know about each of the delegates and discussed ways to put our best foot forward in a situation where at least half of the people involved are vocally opposed to Federation involvement with their world.

Sometime during the reception, the characters will have their chance to interact with Verens Joffies, the Tolen head of state; Avard Chevis, an aide to Verens Joffies; Senator Phregs of the Tolen Military Advisory Council; and with Halan Rizel, the separatist representative. Each of them will want

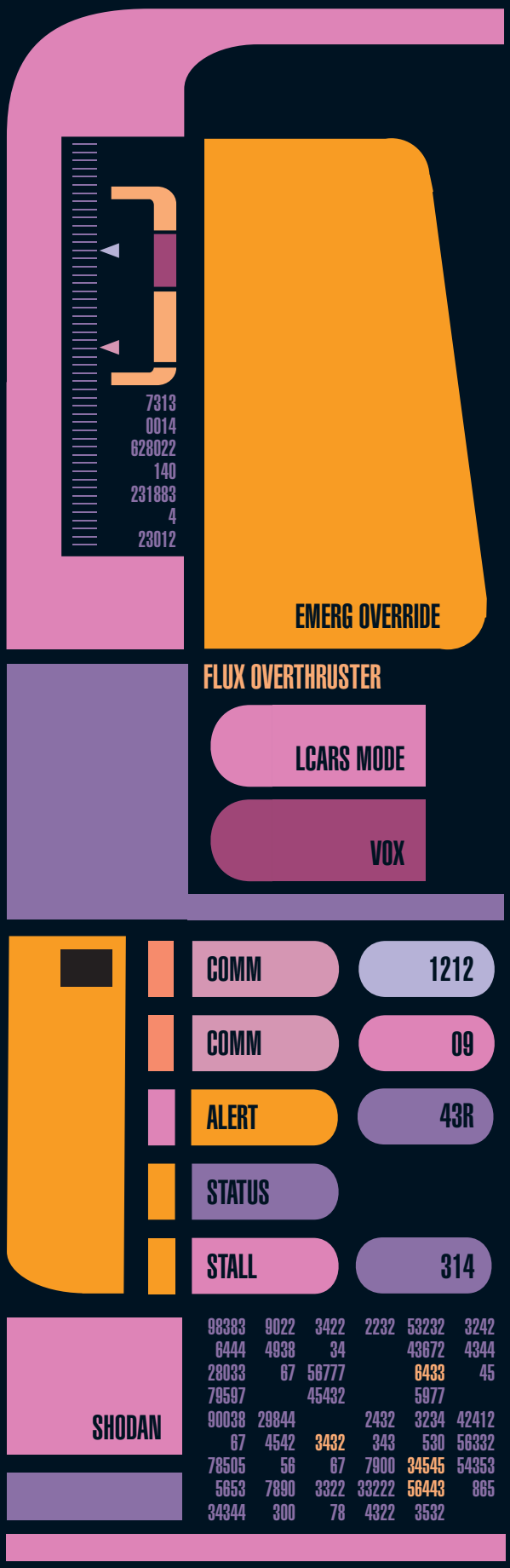
assurances that Starfleet will remain neutral; but Rizel will be much harder to convince, as he views the arrival of a starship in orbit as a heavy-handed hint by the government about how powerful their ally is. These Tasks will each be either **Presence + Command** or **Insight + Command** with a Difficulty of 1 for Parak Joffies and a Difficulty of 2 for Halan Rizel. Avard Chevis will inquire about security arrangements, stating he is concerned about the possibility of terrorist actions against the conference, implying that it would be the separatists responsible for such an act.

Also in attendance is Pala Teik, a Ferengi merchant who has overseen most of Tolen IV's off-world commerce. He is a very shrewd person, observing the room carefully, but only speaking in polite small talk regarding business climates in the region and how interesting he finds the Tolen people. He expresses several times that he hopes the negotiations are successful and that Tolen IV can get back to the "business of business," as he puts it.

Shrewd characters may wish to run information about any of the delegates through the ship's computer to see if they pose any kind of a security threat. This would be a **Reason + Security** Task with a Difficulty of 1, assisted by a **Security + Computer** check by the ship. All delegates present check out clean, including the Ferengi, which may strike some officers as unusual. If they choose to spend Momentum, they will find discrepancies in Pala Teik's record, as if parts of it have been erased or otherwise manipulated. A Complication simply returns the same information as before, with Pala Teik's record appearing to be clean.

TOLEN LEADERSHIP

Tolen IV's planetary government is divided into a senate and a single head of state, called a Parak. The Parak is the spokesman for the planetary government, and heads up all diplomatic affairs in the name of his people. When spoken to he is referred to simply as Parak (name); for example, Parak Joffies is the current head of state on Tolen IV, while Halan Rizel is a former senator from the capital district.



SPECIES TRAIT: TOLEN

Tolens are a proud and free people, having forged a unified civilization with seemingly insurmountable obstacles in their way, not the least of which was their own love of independence. They are known for their tenacity and will, overcoming any trial that is set in their path and holding true to their views through most hardships. However, this also means that Tolens are a stubborn and wilful people, difficult to lead and unwilling to accept views that differ with their own points of view without extensive debate and persuasion.

HALAN RIZEL [NOTABLE NPC]

TRAITS: Tolen, Hot-headed

ATTRIBUTES

CONTROL	09	FITNESS	07	PRESENCE	10
DARING	06	INSIGHT	08	REASON	07

DISCIPLINES

COMMAND	04	SECURITY	02	SCIENCE	03
CONN	03	ENGINEERING	01	MEDICINE	01

FOCUSES: Tolen Law, Debate, Negotiation

STRESS: 9 **RESISTANCE:** 0

ATTACKS:

- Unarmed (Melee, 3, Nonlethal)

Personality: Rizel is Joffies polar opposite, fiery and passionate. He has embraced the idea of Tolen IV standing on its own in the Galaxy and not having to be beholden to anyone, including the Federation, who he views as an occupier that wants to take the planet's natural resources without any kind of compensation. He has not gotten to the point where he is advocating violence against the government, however, and has done what he can to prevent the more radical members of his movement from doing so.

AVARD CHEVIS [NOTABLE NPC]

TRAITS: Tolen, Thoughtful

ATTRIBUTES

CONTROL	09	FITNESS	03	PRESENCE	07
DARING	06	INSIGHT	08	REASON	10

DISCIPLINES

COMMAND	01	SECURITY	02	SCIENCE	03
CONN	01	ENGINEERING	04	MEDICINE	01

FOCUSES: Tolen Law, Debate, Negotiation

STRESS: 5 **RESISTANCE:** 0

ATTACKS:

- Phaser Type-1 (Ranged, 4, Size 1H, Charge, Hidden)

Personality: Avard Chevis carries a dark secret with him: He has made a deal with Pala Teik to assassinate the delegates of the peace conference in exchange for the cure he seeks for the cancer that is destroying his body. The Federation hasn't been able to synthesise a treatment yet, since Tolen physiology has proven difficult to adapt new medications for; and Chevis feels he has nothing to lose and everything to gain. He has even arranged to have a large sum of latinum paid to his family if he does not survive the attack, so they will be cared for when he is gone. Now he is resigned to his course of action and is approaching it with his engineer's mind. He just has to find out about the security setup Starfleet intends to use at the conference.

VERENS JOFFIES [NOTABLE NPC]

TRAITS: Tolen, Insightful

ATTRIBUTES

CONTROL	09	FITNESS	07	PRESENCE	12
DARING	06	INSIGHT	10	REASON	07

DISCIPLINES

COMMAND	05	SECURITY	02	SCIENCE	01
CONN	03	ENGINEERING	01	MEDICINE	01

FOCUSES: Tolen Law, Negotiation, Political Science

STRESS: 9 **RESISTANCE:** 0

ATTACKS:

- Unarmed (Melee, 3, Nonlethal)

Personality: Verens Joffies is a quiet man that has found himself thrust into events that have nearly spiralled out of his control. He is a staunch supporter of Tolen IV becoming a full member of the Federation and can't understand the Separatists' desire to stand without such a powerful ally so close to Romulan space. He will do nearly anything to avoid bloodshed in this dispute, and that has alienated some of his more hawkish allies, including Senator Phregs.

SENATOR PHREGS [MINOR NPC]

TRAITS: Tolen, Hot-headed

ATTRIBUTES

CONTROL	09	FITNESS	10	PRESENCE	10
DARING	08	INSIGHT	08	REASON	07

DISCIPLINES

COMMAND	06	SECURITY	04	SCIENCE	01
CONN	02	ENGINEERING	01	MEDICINE	01

FOCUSES: Tolen Law, Debate, Military Protocol

STRESS: 14 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 5, Knockdown, Size 1H, Non-lethal)

Personality: Senator Phregs is the head of the Tolen Defence Advisory Council in the senate; a body that is the liaison between the political and the military sections of the government. He views anyone with separatist views as being little more than traitors and has advocated heavy-handed crack-downs on demonstrations in the past few weeks. This has brought him into conflict with Parak Joffies, who Phregs considers a weak leader at best. He sees the Federation as a chance for Tolen to take its place on the galactic stage and increase its power and influence. He has also secretly been having his people send threatening messages to the delegates of the peace conference, hoping to derail it before it even starts.

PALA TEIK [MINOR NPC]

TRAITS: Ferengi, Cunnin

ATTRIBUTES

CONTROL	09	FITNESS	08	PRESENCE	07
DARING	10	INSIGHT	10	REASON	07

DISCIPLINES

COMMAND	03	SECURITY	04	SCIENCE	01
CONN	04	ENGINEERING	05	MEDICINE	01

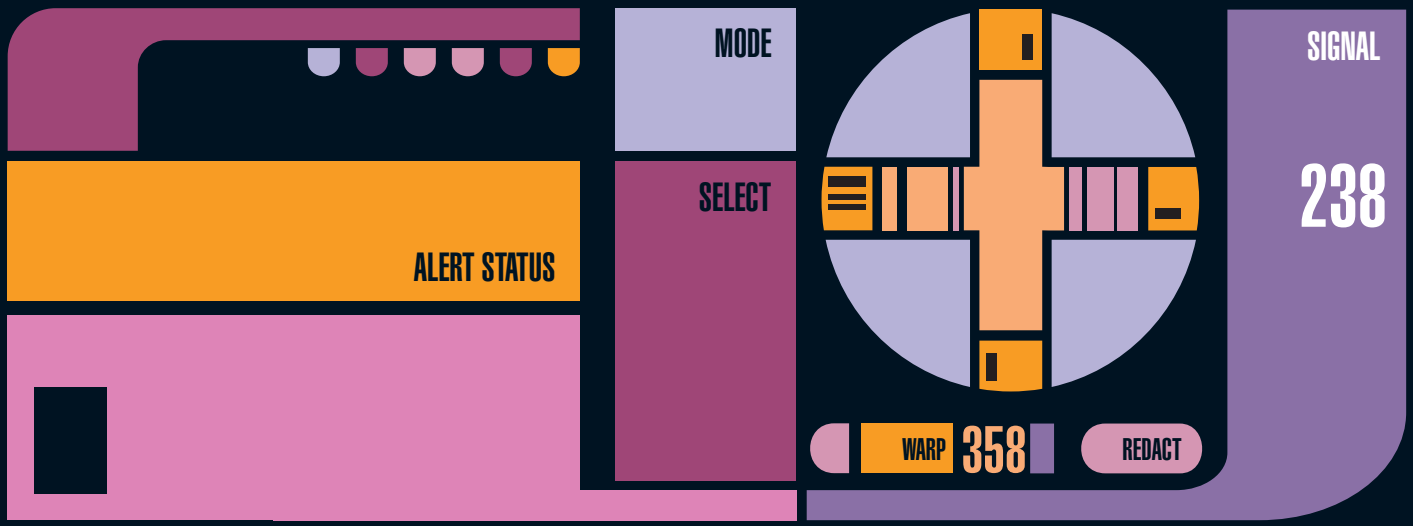
FOCUSES: Tolen Law, Debate, Negotiation

STRESS: 12 **RESISTANCE:** 0

ATTACKS:

- Phaser Type-1 (Ranged, 6, Size 1H, Charge, Hidden 1)

Personality: Pala Teik has his fingers in every economic pie on Tolen IV, although he specializes in heavy industry and mining operations. He has been watching the strife between the government and separatists with great interest for the better part of six months, and has formulated a plot to cause a civil war to erupt that would engulf the whole of the planet. Amidst all the destruction, Teik would become a very wealthy Ferengi, dealing weapons and supplies to both sides of the conflict. Teik considers himself very highly cultured and carries himself with a sophisticated and polite air. When he drops that façade, he is a ruthless and cunning opponent, willing to sacrifice anything but his own skin to get what he wants.



CHAPTER 01.30

ENDS AND MEANS

ACT 2: THE INVESTIGATION

SCENE 1: SECURING THE CENTER

The characters are put in charge of the security detachment at the conference center, including the setting up and monitoring of transport inhibitors. The meetings are being held in the capital city of Trejhet, a concession to the separatists who were opposed to the conference being held on the ship; but the presence of Starfleet as primary security for the event was what the separatists had to give up in exchange.

Gamemasters should have the Player Characters set up security however they see fit. Technology from the ship is readily available, and one of the tactical officers will suggest transport inhibitors if the Player Characters don't think of it themselves. Setting them up is a **Reason + Science** Task with a Difficulty of 1. Complications could include the unit malfunctioning and needing to be replaced, taking extra time. Increase all Difficulties for the rest of Act One by 1 should this happen. Other possibilities for precautions include:

- Portable shield generators in the main conference room that can be activated by voice command of any member of the officers' group (Opportunity 1, Escalation 2)
- Security personnel to patrol the outside areas while the officers maintain their presence inside the central building on the conference grounds (Opportunity 1, Escalation 3)
- Sensor pods placed all around the grounds, sweeping for explosives or other deadly weapons (Opportunity 2, Escalation 3)

As a threat, Gamemasters might consider protesters coming onto the conference center grounds, chanting and carrying signs. The characters will be forced to leave where they are to come and try to talk the crowd into dispersing peacefully. This is an Extended Task with a Progress of 12, Magnitude 3, and Difficulty of 3. The default Task for this is **Presence + Command**, but **Insight + Command** could also work. If the Player Characters are successful, they will convince the crowd to leave peacefully; complications see the protesters sit in place, refusing to be moved. Since they are within their rights to be there and assemble, there is little else the characters can do to remove them. This will make all Difficulties in dealing with the bomb's aftermath increase by 1 when the officers are attempting to interview witnesses due to the hostile mood of the crowd.

CAPTAIN'S LOG

SUPPLEMENTAL

I have met with my senior staff and gone over our security precautions for the convention center and the surrounding grounds. The central building is where the conference will take place; but there will most likely be delegates and aides scattered throughout the overall area, making the task a bit more difficult.

It is possible that the characters happen upon Avard Chevis in the conference center if they decide to check the rooms and offices around the conference room itself. He will be in a small office, speaking quietly into a portable communicator. He will not notice the Player Characters until they have heard him say the following, "I understand. I will signal you to transport the device when I've gotten through the transport inhibitors."

At this point he will look up and see the Player Characters in the doorway and tell them he is working with the Tolen Military to bring in a device that will record the proceedings of the meeting for both parties to have access to and use in further negotiations. He will appear very nervous, slipping the communicator into his pocket as he talks. An **Insight + Medicine** difficulty 1 will detect that he is lying to them; or an **Insight + Security** difficulty 1 will have the player realize that there would be no way for this to be true without it going through their own security chief for approval.

If the Player Characters fail to realize that Chevis is lying, he will excuse himself and leave the office for the conference room. The communicator he has, given to him by Pala Teik through a proxy, has a transmitter inside that can be used to disable the transport inhibitors. He had been planning to beam in a bomb from the office and escape during the chaos; but, since he is dying anyway and knows that

Starfleet is suspicious of him already, he decides it is best to die with the delegates and be remembered as a martyr.

Should the Player Characters realize that Chevis is lying, they will have to try to subdue and/or stun him before he can get to the communicator and disable the transport inhibitors, hoping that his fellow conspirators will be monitoring the area and beam in the bomb without being signalled. He will drop behind the desk in the office, using that for cover, pulling the communicator from his pocket on his first action, he will activate the transmitter on his second action, deactivating the transport inhibitors. Pala Teik is indeed monitoring the conference area from his personal ship, and will order the bomb transported in the moment the inhibitors go down.

Once the characters have done all they wish for security, and/or failed to stop Chevis, read the following:

Your combadges chirp, and a voice from the tactical station on your ship speaks with calm urgency, "Transporter inhibitors are down, I repeat: Transport inhibitors are no longer functional. Unknown as to what…wait…I have transporter activity in the conference room! There is an explosive in with the delegates!" Before the statement ends you are already sprinting for the conference room, going over what you need to do to save the delegates as well as the negotiations.

What happens here will depend greatly on the preparations that the Player Characters took in setting up security for the negotiations in the first place. There are several possible scenarios, each with its own Tasks and potential Complications. These include:

- If the characters placed portable shield generators in the main conference room, they must give the verbal command to reconfigure their matrix so that only the delegates are shielded, not the entire room. This command would be relayed through the ship's computer, so the Task would be **Control + Engineering** assisted by **Sensors + Security** with a Difficulty of 2. A complication means that the matrix change is unsuccessful and the characters must determine a different means of saving the delegates. All further Tasks will suffer a +1 Difficulty due to the added stress.

- Call the ship to use its transporters to secure the bomb and either beam it to a harmless location, or disperse its atoms into space. This would involve giving an emergency order to the transporter chief, so the Task would be a **Presence + Command** Task with a Difficulty of 1. A complication means that the chief can't secure a lock on the bomb because one of the transport inhibitors rebooted and is interfering with the signal. All further Tasks will suffer a +1 Difficulty due to the added stress.

- The characters enter the room itself, look for the bomb (which is under the conference table), and then disable it without causing it to go off. The delegates are well versed enough in security to know that they should leave the conference room the moment the officers tell them what's happening, so the only danger would be to the Player Characters themselves. Finding the bomb will only require a minute or two; but deactivating it will take an extended task with either a **Reason + Engineering** or **Control + Engineering** Task with Work 10, Magnitude 2, Difficulty 3.

Gamemasters will want to remind newer Player Characters that they can use Momentum to buy additional dice to roll for tasks, or they can give the Gamemaster Threat in exchange for additional dice. Given the gravity of the situation, the characters would do well to expend all resources to defuse the bomb. If you want to use Threat here, you can have protestors enter the building and attempt to confront the delegates as the Player Characters are trying to defuse the bomb, forcing them to divide their team to maintain calm outside the conference room while the bomb is being dealt with. This would increase the Difficulty of Tasks related to the bomb by +1, and also require a **Presence + Command** Task at Difficulty 1 to get the protestors to leave the building for their own safety.

If Chevis has not been dealt with before this, Gamemasters can use threat to have him enter the room and open fire on them with a phaser while they are trying to defuse the bomb and evacuate the delegates, also raising the difficulty of deactivating the bomb by +1. He will fight until he is either killed, stunned, or subdued in some way.

On the remote chance that the unshielded bomb does go off, meaning the Player Characters failed at every attempt to defuse it or contain it, anyone inside the conference room will be hit with 6 Area, Intense, Vicious 2, Deadly damage. The rest of the building is filled with smoke and dust, and any Player Characters inside will take 1 damage from falling debris. Anyone outside the building, but in close range will also take 1 damage from flying glass. All tests interacting with witnesses will be at a +1 Difficulty, as people will blame Starfleet for the disaster and be hostile toward them in their future dealings. Surviving Player Characters can treat the wounded using **Reason + Medicine** at Difficulty 2, or **Insight + Medicine** at Difficulty 2.

The most likely scenario is that the characters are able to eliminate the bomb as a threat and will now seek to figure out who planted the device and why. They have several avenues to pursue, including the following:

- Have the ship try to track the transporter signal that delivered the bomb in the first place. This will take a **Reason + Science** Task at Difficulty 2, assisted by **Sensors + Science** from the ship. A successful test will reveal that the signal was bounced through several relay stations before it reached the conference room, and that tracing it will be extremely difficult. Momentum spent here will reveal that they can backtrack the relays like a trail of bread crumbs. It won't give an exact point of origin, but it will point to a general area of where the transporter beam

came from. A Complication could see them sent to the wrong area by the relay stations.

- Interview delegates to see if they saw or heard anything that may give a hint as to who was behind the attack. This will be a **Presence + Command** Task at Difficulty 2. Success reveals that the several delegates from both factions had received warnings that there would be "consequences" should they attend the conference, and those warnings had hinted at some form of attack. Momentum spent will reveal that the aide to Parak Joffies, Avard Chevis, had been acting nervous all morning, and disappeared shortly before the bomb was beamed in. Complications could be anything from delegates refusing to cooperate because they believe Starfleet was incompetent, to pointing out someone else that acted "suspiciously" and ends up being a red herring.

- Use tricorders to scan the area for any clues such as bomb residue, DNA that had been on the bomb (if it was beamed out, the transport buffer would have the DNA signature stored in it), or a signature from the transporter that sent the bomb in the first place. Success will give them the fact that the bomb was very much a general explosive, used in mining and for other industrial purposes; there is a DNA trace left behind in the bomb residue; and the transporter used was an industrial transporter, not one used for living subjects. Momentum will give them additional details such as most of the companies that use the explosive are owned by Pala Teik, or that the DNA signature is that of a Tolen male. Complication would only reveal the DNA signature without giving any additional information. A **Reason + Medicine** Task with a Difficulty 2, assisted by **Computers + Medicine** will reveal through the ship's medical computer that the Tolen is indeed Avard Chevis, the aide to Parak Joffies. Momentum reveals that Chevis was suffering from Hymodrik Lymphoma, an aggressive cancer that is untreatable by current Federation medical technology; and he has only another month before the disease will take his life. Complication will simply return the answer that the DNA belongs to a Tolen male.

If Chevis was not discovered before the attack and is still at large, he will not be found anywhere in the complex, having already beamed aboard a small transport, the *S.S. H'varra*, that is attempting to leave the planet. The transporter signature will be detected by the Player Characters' ship, since the Tolens have very few personnel transporters, and this one was used on the conference grounds. The *H'varra* is heading for a rendezvous with Pala Teik in his private ship, where the Ferengi is supposed to give him the cure for his cancer. In truth the Ferengi will eliminate Chevis if he actually gets near his private ship, tying up one loose end in his overall scheme. The *H'varra* is running with shields up and responds to the starship's hails with audio only, stating that they are a diplomatic transport under the authority of Parak Joffies. A quick check with the away team will show this to be a lie; but the *H'varra* dives for the planet's rings. The Player Characters' ship will have easy opportunity to pursue and overtake the *H'varra* as it tries to lose them in Tolen IV's rings. The rings are not dangerous to a starship; but there are energized pools and eddies that can interfere with sensors. Detecting these will take a **Reason + Science** task at Difficulty 1 with **Sensors + Science** assisting from the ship. Avoiding them will take an extended **Control + Conn** task at Work 8, Magnitude 2, Difficulty 3. This difficulty is increased by +1 if the pools and eddies are not detected.

If the **Control + Conn** task is successful, they will close within range to use the ship's tractor beam to bring the *H'varra* into the shuttlebay. If the task is failed they will still be outside of tractor beam range; but will be able to use their weapons to disable the *H'varra's* shields and engines so she can be brought aboard.

OPPOSING VIEWPOINTS

It may happen that the Player Characters refuse to have the Tolens accompany them in their investigation. Warn them that this will cause a diplomatic incident and that Starfleet Command will take a dim view of them adding fuel to a fire that is already threatening to burn out of control. If they insist, let them do so; but penalize every Task that involves Tolens by +2 Difficulty, and use Threat to have groups of Tolens attempt to ambush the characters once or twice.

S.S. H'VARRA [TOLEN TRANSPORT VESSEL]

SYSTEMS

COMMS	09	ENGINES	07	STRUCTURE	07
COMPUTERS	06	SENSORS	04	WEAPONS	–

DEPARTMENTS

COMMAND	01	SECURITY	01	SCIENCE	01
CONN	02	ENGINEERING	02	MEDICINE	01

POWER: 4 **SCALE:** 2

SHIELDS: 4 **RESISTANCE:** 2

CREW COMPLEMENT: 1 to 4

ATTACKS: None

GANG OF TOLENS [MINOR NPCS]

These humanoids are similar to Denobulans in appearance and are wearing typical street clothes. Their clubs appear to be simply pipes taken from a construction site of one type or another.

TRAITS: Tolen, Aggressive

ATTRIBUTES

CONTROL	09	FITNESS	10	PRESENCE	07
DARING	06	INSIGHT	08	REASON	07

DISCIPLINES

COMMAND	01	SECURITY	02	SCIENCE	01
CONN	01	ENGINEERING	01	MEDICINE	01

FOCUSES: Intimidation, Brawling

STRESS: 12 **RESISTANCE:** 0

ATTACKS:

- Club (Melee, 4⮝ Knockdown, Size 1H)
- **Escalation** Phaser Type-1 (Ranged, 4⮝, Size 1H, Charge, Hidden 1)

SPECIAL RULES:

- **NO ONE'S FOOL** – The Tolens will flee if half their number is rendered dead or unconscious

Once he is brought aboard the player's starship Chevis will surrender peacefully, knowing he has nowhere to run anymore. In the brig he will confess that he was bribed with the promise of a cure for his disease by Pala Teik, along with a large sum of money to take care of his family if he didn't survive the conspiracy. He will answer all questions as best as he can, he is a broken man by this point.

The characters will now want to pursue whatever leads they have in this investigation. Options include:

- Investigate Avard Chevis to find out who he was dealing with and why he would facilitate the bombing of the conference.
- Investigate mining and heavy industrial companies to see if they have reported any explosives missing within the last month or so.
- Investigate Pala Teik to find out how a Ferengi device designed to bypass inhibitors got into Chevis' possession in the first place.
- Attempt to track the threats made to the delegates.

It is very possible that the team decides to split its attention in multiple directions as well, allowing them to cover more ground while remaining in constant contact with their combadges. Both Tolen factions will insist on the officers remaining together, as well as accepting a government security specialist, Rowl Bozik; and a separatist security specialist, Carlin Fess, to accompany them as they travel the planet. The excuse of added security is used; but the characters are certain the two specialists are there to keep tabs on them.

CARLIN FESS [NOTABLE NPC]

TRAITS: Tolen, To the Point

ATTRIBUTES

CONTROL	09	FITNESS	08	PRESENCE	09
DARING	06	INSIGHT	06	REASON	11

DISCIPLINES

COMMAND	03	SECURITY	05	SCIENCE	01
CONN	03	ENGINEERING	01	MEDICINE	03

STRESS: 13 **RESISTANCE:** 0

ATTACKS:

- Phaser Type-2 (Ranged, 8⮝, Size 1H, Charge)

FOCUSES: Tolen Law, Hand Phasers, Security Procedures

Personality: Carlin Fess was a security detective for the capital city police force for fifteen years when she was fired for her separatist sympathies. Rather than fight the unjust dismissal, she decided to join the movement and quickly became the chief investigator for Halan Rizel. Fess is not someone to beat around the bush, and this bluntness can rub people the wrong way; but there is no questioning her devotion to the separatist cause, nor to the fact that she believes it can be attained without bloodshed. She respects Rowl Bozik and the members of Starfleet; but she neither likes nor dislikes them.

This scene will drive home the idea to the Player Characters just how volatile the situation is on Tolen IV, as they are attacked by a gang of Tolens. The gang claims to be separatists that want the Federation gone from their world forever, and they are willing to fight for their beliefs.

Have the captain read the following out loud:

Captain's log, supplemental: We are now following up every possible lead in order to find out who was behind this attack and what they stand to gain. We are being joined by Rowl Bozik of the Tolen governmental security forces; and also by Carlin Fess, the security attaché for the separatists. While I understand that both sides want to get to the bottom of this crisis, I am afraid we'll spend most of our time keeping them away from each other.

As the characters leave the conference center, read the following:

A group of eight angry-looking Tolens blocks your path forward, fanning out to also block your avenue of retreat. They are bearing metal clubs and have looks of bald hatred on their faces. "Tolen doesn't need you here anymore, Starfleet; and we're going to make sure the message is sent to the Federation loud and clear!"

Calrin Fess starts forward, her hands up in a gesture of peace. "You don't have to do this!" she tells them, but one of the group shoves her out of the way before all of them charge forward, waving their clubs.

RESOLUTION

Calrin Fess recognizes one of the attackers as a senior page to one of the government's most influential senators and immediately accuses the government of trying to marginalize them by staging attacks. The officers will quickly recognize two of the attackers as radical separatists, according to the security documents they were given prior to the conference, which Rowl Bozik, the government security specialist, confirms. A fourth one has the ID card of the Tolen Miner's Guild, but has no known affiliation with either the government or the separatists. Running the ID will reveal that the Tolen Miner's Guild is owned by Pala Teik, supposedly to unite all miners under one banner to make pay and benefits fair for all; though they have been known to use force in order to make independent miners either join their guild or find another line of work. If the Player Characters choose to, they can add checking out radical opponents of the peace process to their current investigation, and they may want to pay the Miner's guild a visit as well.

The characters are on the hunt for who tried to destroy the conference and why. They have many different leads to follow that can point them toward the actual culprit. Each lead will be listed below with Tasks and possible combat encounters included in the text.

ROWL BOZIK [NOTABLE NPC]

TRAITS: Tolen, Gruff

ATTRIBUTES

CONTROL	09	FITNESS	08	PRESENCE	07
DARING	06	INSIGHT	08	REASON	11

DISCIPLINES

COMMAND	03	SECURITY	05	SCIENCE	02
CONN	03	ENGINEERING	01	MEDICINE	01

STRESS: 13 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 6 Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 8, Size 1H, Charge)

FOCUSES: Tolen Law, Hand Phasers, Intimidation

Personality: Rowl Bozik has been an investigator and security specialist for over thirty years, and has made a name for himself as being above reproach in his dealings with friend and foe alike. He has a stern exterior and does not suffer fools easily, and that includes most separatists. He sees the potential behind an alliance with the Federation for

ENCOUNTER: INVESTIGATING AVARD CHEVIS

The characters travel to the building in Trejhet that houses the records for governmental employees and officials. They will be able to access the records for Chevis to determine if there is anything there that might point them toward why he would want to plant a bomb at the conference and kill the people he'd worked for and with for his entire career.

When the characters arrive at the hall of records, read the following:

Rowl Bozik flashes his badge to the guard at the door, who quickly scrambles to open the lock and let you through. "They're with me." The investigator says brusquely, seeing the guard look Calrin Fess up and down with open suspicion and eye you with only slightly less ire. The guard nods and steps aside, shaking his head as he closes the door behind you.

Bozik points to a large computer in the center of a large room, lined on the outer walls with terminals which are occupied by Tolens wearing uniforms you haven't seen before. "This is the nerve center of electronic intelligence and records on Tolen." He tells you, "If we want information on Chevis, this is where we'll find it." He gestures toward a terminal that is unoccupied, a headset and microphone in front of the display. "It's voice activated like your ship's computer, though nowhere near as powerful."

Using the computer to find the record for Chevis is easy enough; but finding a record that may offer a glimpse into why he became a terrorist willing to kill is something entirely different. This will be an Extended Task with a Progress of 13, Magnitude of 4, and a Difficulty of 3. **Reason + Engineering** will be the default Task for this. This can be assisted by the computer's rating of 6. Upon success the characters will find a financial transaction stamped with a time/date stamp of just over one hour before the Player Characters got to the hall of records. It is for a large sum of latinum, and was paid well after the man was already dead or captured. The data trail leads to The Brandis Construction Company, a company owned by Pala Teik. It would appear that either Pala Teik, or someone that works for him, paid Chevis' estate for him to take on the suicide mission of taking down the transport inhibitors and allowing the bomb to be beamed in.

ENCOUNTER: INVESTIGATING FEYAS INDUSTRIAL MINING AND THE BRANDIS CONSTRUCTION COMPANIES

Calrin Fess tells the characters that explosives are well regulated on Tolen IV, and would have to be stockpiled in a central hardened warehouse until they can be checked out and used by whichever company owns those particular explosives. The warehouse is protected by contracted guards who will let them in to see the records.

It will take the group about an hour to make it to the warehouse, which is a distance outside the city for safety and security reasons. If you have Threat you want to use, you may have more "separatists" attack the party and try to get them to turn back to the safety of the conference center. (Use the stats for the Tolen gang listed earlier for these attackers.)

Once the group arrives at the warehouse, Fess approaches the gatehouse and speaks briefly with the guard before returning. She says they are being allowed into the office in order to check the ledgers for any withdrawals; but there have been none that this officer has seen in the last week to ten days. The computer system in the office is a terminal linked to a larger central computer deeper in the complex, it is voice activated; but, again, it is not as powerful as the computers the characters are used to. Because this is a straight forward search, the Task will be **Reason + Engineering** with a Difficulty of 1. This can be assisted by the computer's rating of 4. On a success the computer comes back with the message "Reckoning Error: Physical inventory does not match database inventory, please visually verify physical inventory." Fess swears under her breath and looks at the characters.

WAREHOUSE GUARDS [MINOR NPCS]

These humanoids are wearing security uniforms and vests. They carry archaic particle rifles and thick batons.

TRAITS: Tolen, Disciplined

ATTRIBUTES

CONTROL	09	FITNESS	10	PRESENCE	07
DARING	07	INSIGHT	08	REASON	07

DISCIPLINES

COMMAND	02	SECURITY	03	SCIENCE	01
CONN	01	ENGINEERING	01	MEDICINE	01

FOCUSES: Security Procedures, Rifle Marksmanship

STRESS: 13 **RESISTANCE:** 2

ATTACKS:
- Batons (Melee, 5, Knockdown, Size 1H)
- Particle Rifle (Ranged, 7, Size 2H, Accurate)

SPECIAL RULES:
- **IMMUNE TO FEAR**

Read the following:

It's clear that Fess is coming to the same conclusion you are: Someone has taken the explosives out of physical inventory and fooled the computer until it did an active scan by request. Even as the woman tells you to follow her, drawing her phaser, you already know what a physical count will tell you.

As you draw closer to the section of the warehouse where the repulsor pallet is placed, two guards block your way with their weapons raised, "Stop where you are! Don't make us shoot you!" they call out. Behind you step two more guards. "Now turn around and leave, or we're going to have to keep you here for a while."

This encounter may or may not end up in combat. A resourceful character may try to talk their way out of the situation by intimidation or persuasion. That would require a **Presence + Command** with a Difficulty of 4 to actually pull off. Not impossible; but highly unlikely.

If the characters decide to leave, the guards will escort them out of the building to insure they actually leave before returning to the warehouse with a warning not to come back or they will be arrested and held there.

Combat is probably the deadliest option, but one more aggressive groups may take. There are four guards with laser rifles pointed at them from the front and back, with no cover to leap behind. Their only hope is to move into hand to hand range and try to overpower the guards, as a shooting match will most likely end up with one or more of their group badly injured or dead by the time the smoke clears.

If the Player Characters are able to reach the pallet that the explosives are supposed to be on, it is very clear that some have been removed; although the amount is more than was required to build the bomb. Could the guilty party be trying to build another bomb?

RESOLUTION

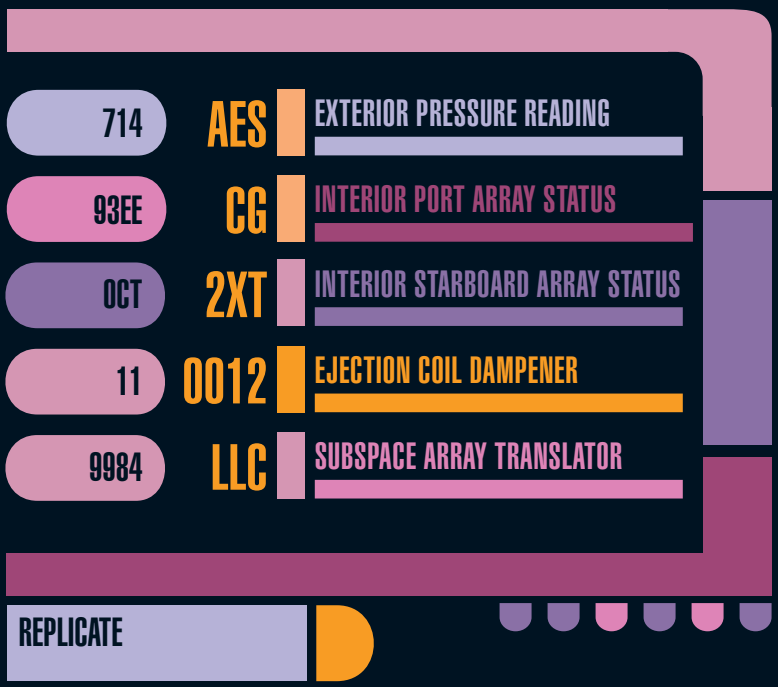
If the characters all fall they will end up in a holding cell with bad headaches, combadges and phasers missing, and no sign of either Fess or Bozik. The guards will come by a few minutes after they wake up and open the cell, telling them they are to leave the property and never return, and they will be given their gear back at the edge of the property. If asked about Fess and Bozik they will reply that the two of them already agreed to leave and are waiting for the characters outside the grounds.

If the Player Characters defeat the guards, they will be able to revive stunned comrades and drag the guards to a small holding cell near the guard house inside the warehouse. The guards will be out for up to an hour, plenty long enough for the characters to visually verify the explosives are missing and leave the warehouse before the guards wake and let themselves out of the cell. Neither Fess nor Bozik are especially happy about taking down the guards, but they will grudgingly accept it was for the greater good.

ENCOUNTER: INVESTIGATING THREATS TO THE DELEGATES

This part of the investigation can be handled from the conference center itself by using the ship's computer to analyze voice patterns of the people making the threats, or it can take place in the nearby communications array that the government and Starfleet built for use at the conference center. The computer in the ship will be able to link with the communications network of the planet using the array as an interface, allowing voice analysis and tracking of positive hits in the search parameters. Either of these are accomplished using **Reason + Engineering** with a Difficulty of 2 if they aren't using the communications array; or a Difficulty of 1 if they are.

The search does not take long and they are given a list of names to compare to the records that Bozik has in his security headquarters on site. He runs the images through the system and finds that all of the people belong to radical groups on either side of the debate; oddly, however, there was no rhyme or reason as to who contacted whom, and there were some who were contacted by radicals from both factions in a matter of a day or so. Each call said the exact same thing, pointing to collaboration between these diametrically opposed groups. The main question for the characters now is why they are working together, and is someone coordinating the whole thing?



SEPARATIST SOLDIERS [MINOR NPCS]

These humanoids are wearing camouflage uniforms and vests. They carry archaic particle weapons and are well-hidden at the top of the ravine.

TRAITS: Tolen, Disciplined

ATTRIBUTES

CONTROL	09	FITNESS	10	PRESENCE	07
DARING	07	INSIGHT	08	REASON	07

DISCIPLINES

COMMAND	02	SECURITY	03	SCIENCE	01
CONN	01	ENGINEERING	01	MEDICINE	01

FOCUSES: Guerrilla Tactics

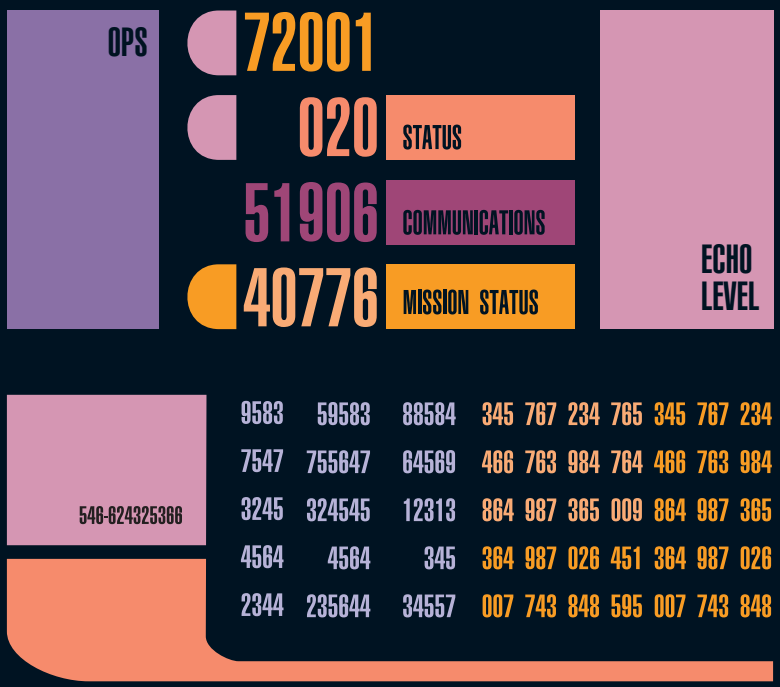
STRESS: 13 **RESISTANCE:** 2

ATTACKS:

- Dagger (Melee, 4, Vicious 1, Size 1H, Deadly, Hidden 1)
- Phase Pistol (Ranged, 6, Size 1H)
- **Escalation** Particle Rifle (Ranged, 7, Size 2H, Accurate)

SPECIAL RULES:

- **AMBUSH:** The normal cost to *Retain the Initiative* in the first Round is reduced by 1.



ENCOUNTER: INVESTIGATING THE RADICALS (SEPARATISTS)

An investigation of the radicals will be almost a necessity; but also will be arguably the most dangerous part of the investigation for the characters if they choose to undertake it. The radical separatists are holed up in an abandoned mine that they use for their meetings and to stage attacks from. Calrin Fess confesses that she's heard of this group and has even contacted them once or twice to try and bring them under a more mainstream umbrella; but she's been rebuffed every time she's tried. It was only recently that she found out where they were headquartered, and it cost her one of her best informants at that. She tells the characters that she'll lead them to the mine, but she doesn't have the combat experience to fight her way in and retrieve the information they need. Transporting is not possible, due to the density of the metals in the rocks and tunnels of the mine, so they will have to arrive via shuttle and go in on foot.

For the journey on the shuttle, there will be one officer at conn and the other at ops. The pilot will have no problem landing the shuttle; but the ops officer will need to undertake a **Reason + Science** or **Reason + Security** Task at Difficulty 2 to find the best place to land without alerting the separatists. Succeeding at this Task will allow them to approach the guarded mouth of the cave unseen and try to take out the guards there quietly. If the Task is failed, the separatists are ready for Starfleet and will set up an ambush for them while they are on their way to the mine.

Read the following as the characters land:

The skeletal steel structures of the mine jut up into the evening sky, but the grounds seem to be clear from where you are as you make your approach. There is a gentle bump as the shuttle comes to a landing and the engines are cut. Doors quietly whisk open and you step out into the open.

This series of encounters and Tasks will give you ample opportunity to use any Threat you may have built up in the course of the adventure so far. There are potential ambushes, dangers of the mine itself, and equipment failures that can all be used to heighten the sense of danger and tension, with the Player Characters never knowing what might happen around the next turn. There will be combat; but the officers will also have to rely on their cunning and intelligence if they want to track down the leaders of the cell and find out who may be behind their sudden coordination.

ENCOUNTER: AMBUSH!

If the Player Characters failed the landing check, or you are using an ambush for Threat, read the following as they move through a ravine near the mine entrance.

The whine of a laser rifle is the only warning you have, the beam coming from above you and to the side. The attackers must be on the ridge of the ravine above you! There are some loose boulders you can use for cover and return fire!

This is an instance where the opponents get to take first action in the initiative, having caught the characters by surprise. There are four separatist fighters, two on either side of the ravine. Grant the seperatists 1 of cover while they remain either side of the ravine.

RESOLUTION

At the end of the fight, the Player Characters have the chance to take a quick rest, recovering all lost Stress. Any Injured characters can receive medical treatment with an **Insight + Medicine** Task, Difficulty of 1 for each Injured character. A Complication on this Task means that character's injuries will have a lingering effect, adding +1 to the Difficulty of any Tasks they attempt until they receive proper treatment. This will be the same for any combat in the area of the mine, unless otherwise stated.

ENCOUNTER: MINE ENTRANCE

The guards at the entrance of the mine are not very alert, and there are only two of them. The characters should be able to get the drop on them and stun them before they are able to raise a general alarm. They will return fire if they are still standing; but they will also attempt to retreat into the mine itself as they do so, with the hopes of reaching the elevator and warning their contemporaries.

As the characters approach the entrance, read the following:

Two guards flank the entrance to the mine, their rifles over their shoulders and their attention on each other as they talk. If done right, you may be able to incapacitate both of them before they can alert the others inside the mine.

Guard stats are the same as above, except for their Resistance being 1.

Should the guards somehow make it to the elevator, the characters will hear alarms start to sound from within the mine. They are now faced with a decision: They can continue on, hoping to find a way into the mine that doesn't use the main elevator, or they can retreat and hope to raid the other faction's radicals in the same way.

In the more likely event they succeed in incapacitating the guards, the characters move into the mine entrance with the main elevator toward the rear.

Read the following:

The mine entrance is built with all modern materials and is a far cry from the nearly antique exterior it showed as you were making your approach. The ground beneath your feet hums with heavy machinery operating below, and it is quickly apparent to you that this mine is not abandoned, nor is it played out. It is functional and it is being used by the separatists most likely to help bankroll their operations. At the back of the entrance, about a hundred feet from the lip, is the lift that will take you to the heart of the mine; the control panel blinks expectantly.

The elevator descends for nearly half a minute before stopping in a large cavern. The cave widens into a mind-boggling height a short distance from the lift, and is nearly as wide as it is tall. Heavy machinery can be heard clearly, and small vehicles flit about with loads of ore. A quick scan with a tricorder (**Reason + Science**, Difficulty of 0) shows that this level of the mine is nearly a mile deeper than the known boundary of the mine, and is extremely rich in industrial metals. The equipment all bears the marks of the Miner's Guild. It is noisy enough and busy enough for the Player Characters to sneak from cover to cover toward the superintendent shack about a half mile away from their position. Not far from their current position the characters are able to see a door that miners are coming out of and some going back into every so often. It appears to be a locker room, where the miners get uniforms and personal mining equipment. If the Player Characters choose to go in and get uniforms they will meet with no opposition, unless you wish to add a comic moment of a miner literally getting caught with his britches down before he's tied up in the refresher by the characters.

If the Player Characters are foolish enough to simply stride into the middle of the mine, an alarm will be raised within a minute or two; long before they are able to get to the superintendent's shack. Several guards will come from all directions with laser rifles, ordering the characters to put down their arms and surrender. If the Player Characters refuse, they are stunned and locked in a supply closet without their weapons (combadges are no use with all the metals nearby) where they will have to try and escape before either leaving the mine or trying to get to the office again.

Once the characters have reached the office, read the following:

The supervisor's office is no larger than the shuttlecraft that brought you here, although the exterior is a drab grey and is pock-marked with dents and scorches from rough use over the years. A single door is set in the side of it, and windows look out in each direction. Two Tolen males are in the office,

speaking together and not seeming to notice your approach; the door appears to be unlocked.

The supervisor, a Tolen man named Frok Noled, is no fool, and realizes when he's outgunned. He will motion for the younger Tolen with him to not try anything foolish before he asks the characters what they want with him. He tells them the mining operation is no concern of the Federation or of Starfleet, and they have no jurisdiction there even if it was. If he is asked about the explosives he answers that he doesn't know anything about them, except what he had delivered to the mine more than a week ago (an **Insight + Medicine**, Difficulty of 1 will show that he is telling the truth. Difficulty drops to 0 if they use a tricorder to act as a lie detector).

If asked about the messages to the delegates of the conference, he snorts and chuckles, admitting that he and his people sent those messages to all of the delegates, regardless of faction. His eyes harden as he tells the characters that anyone willing to sit down with the government and negotiate Tolen's continued slavery, they deserve what they get. If asked about who their benefactor is he laughs and says that Pala Teik has been paying the bills, and he wouldn't be surprised if the Ferengi were playing both sides against the middle in order to foster a civil war. Noled shrugs and simply says that their goals line up, since he wants the overthrow of the government for selling out to the Federation. He tells the characters they're free to go, since he doesn't want a starship to start digging up his mine using photon torpedoes. As a parting shot he tells them there is no stopping the coming war, and they might as well get back on their ship and leave.

ENCOUNTER: INVESTIGATING THE RADICALS (GOVERNMENTAL)

This investigation will be much more of a social and subtle investigation than that of the separatists, as they are much more able to hide in the halls of power without being detected. The characters' target is the powerful senator on the Military Advisory council for Tolen's defence forces who is connected to three of the names on the radicals list of those threatening the delegates at the conference. It is possible that Senator Phregs is not involved; but the characters will have to confront him in order to find out for certain. Before they leave, Parak Joffies stops them to speak for a moment.

Read the following:

"Be careful when dealing with Senator Phregs; he has many of the high-ranking members of Defence Command in his corner, and there are several that have openly called for violent suppression of the separatists. They view me as weak for wanting to try and negotiate, and will view you as rivals to their authority and power. Tread lightly."

FROK NOLED [MINOR NPC]

TRAITS: Tolen, Fanatical

FOCUSES: Mining, Demolitions, Intimidation

Personality: Frok Noled is a dyed-in-the-wool radical separatist that has had no problem with beatings, bombings, and assassinations in the name of the cause. He was long the foreman of the Feyas Industrial Mine before it was shut down, and Noled places the blame directly on the Federation for that closing due to their greater technology in extracting ores and minerals. He is smart enough not to tangle directly with Starfleet, knowing it is a hopeless battle.

ATTRIBUTES

CONTROL	09	FITNESS	11	PRESENCE	07
DARING	08	INSIGHT	08	REASON	09

DISCIPLINES

COMMAND	03	SECURITY	03	SCIENCE	02
CONN	03	ENGINEERING	04	MEDICINE	01

STRESS: 14 **RESISTANCE:** 0

ATTACKS:

- Knife (Melee, 4 Knockdown, Vicious 1, Size 1H, Non-lethal)

SPECIAL RULES:

- **MEAN RIGHT HOOK (TALENT)**

Investigator Bozik takes the characters to the huge senate building at the center of Trejhet, telling them that he has information that the senator is in his office today with an important vote on military funding looming in the next day or so. He lands the flier on the roof of the building and escorts the characters in. They are immediately approached by two guards that insist the officers leave their phasers behind. They will be able to pick them up after they have concluded their business; but weapons are not permitted in the building, save those of the Capital Guard.

Once they are checked in and given their badges, Bozik takes them into the deeper levels of the building, which he explains are the offices of the more than five thousand senators from around the world. Senator Phregs section is guarded by a young Tolen soldier, who approaches them as they get closer.

Read the following:

"Stop right there!" the soldier tells you, one hand raised, palm up, and the other on his sidearm, "Senator Phregs has instructed me to stop anyone that tries to see him today; you need to leave now."

Bozik scowls and shows his badge. "I'm here on official business, soldier."

The soldier shakes his head. "Sorry, sir; but my orders stand. No one, especially those people, are allowed to see the senator. Good day."

The characters will have to talk their way past the guard using persuasion, intimidation, or deception. Each failed attempt will facilitate needing to try a different tact and check. This is a **Presence + Command** Task with a Difficulty of 3. Intimidation will be very difficult since the soldier knows he has backup not far away and also knows the senator will protect him should he have to use force against the officers. Persuasion would work well, with the characters telling the soldier that they are trying to save Tolen lives by meeting with the senator; or Deception by telling the soldier they have intelligence that the senator is being targeted by a separatist assassin. If the characters fail, the soldier will stand firm and threaten to call the capital guard to have them forcibly removed. If they threaten violence, Bozik will step between them and remind them that is exactly what the separatists would want.

Once the characters are past the guard, the door to the senator's office is unlocked. It opens as they approach, revealing a surprised and furious Senator Phregs behind his desk with a Tolen military officer sitting across from him. Phregs stands up and challenges the characters to tell him why they've invaded his office.

Read the following:

Senator Phregs' pale face is flushed, and his facial ridges quiver with rage. "You should be trying to catch the person who bombed the conference, not here in my office harassing me and usurping my guards!"

The Tolen officer is a colonel that has been helping the senator spread his ideology throughout the military, turning them dangerously against Parak Joffies, and threatening to take action on their own to crush what they see as a rebellion the Parak is too intimidated to recognize. He will not speak during the characters' visit; but he will send a message to Pala Teik, telling him that Starfleet is sniffing entirely too close to the truth. If Senator Phregs names Pala Teik as his benefactor, the colonel will rise, condemn the senator as a traitor, and leave the office.

Unlike Supervisor Noled with the separatists, who didn't care whether he was questioned or not, Senator Phregs is very much opposed to being grilled in his own office by people from off-world, whether he supports them or not. His opposition is considered an Obstacle with a Progression of 11, Magnitude of 2, and Difficulty of 3. The Task needed for this is **Presence + Command** or **Insight + Command**. If they should fail, the senator threatens to call the Capital Guard if they don't leave immediately, and refuses to answer any questions. If they succeed he will reluctantly agree to answer their questions, but be impatient and combative the entire time.

Should the characters ask the senator why three of his staffers were calling delegates and threatening them before the bombing, he will scowl and wave his hand dismissively, saying that they got carried away trying to talk sense into the delegates; but never meant that they were going to take any actions against them. He says he wanted to give the separatists a chance to "crawl back into their holes", and the government delegates a chance to realize that the conference was a farce from the beginning.

Should they confront him with the fact that the separatists were leaving the exact same messages for the delegates he will go from angry to afraid, looking up at Investigator Bozik before quickly looking away. He will say that his aides were given a script to use when calling the delegates; but he quickly says that no one knew there would be an actual bombing at the conference either, else he would have warned Starfleet right away. He has no love for Parak Joffies; but an assassination would only make him a martyr.

Should they ask where the script came from, he will deflate and say that it came from Pala Teik, who has been financially supporting the movement quietly in order to eliminate the separatists that have been disrupting his businesses. He claims that Pala Teik came to him months ago and has been funnelling money to the campaign ever since.

ENCOUNTER: INVESTIGATING PALA TEIK

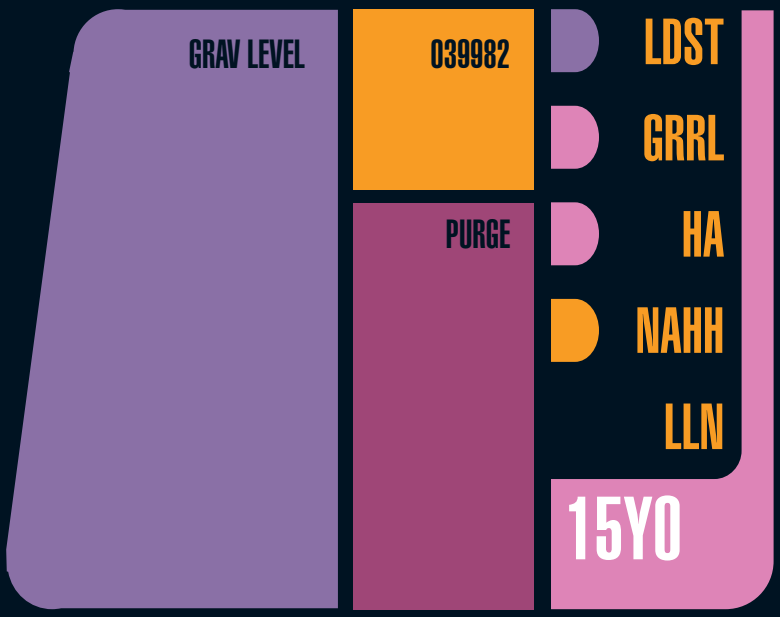
This section presumes that the Player Characters have not gathered enough evidence yet to implicate Pala Teik as playing both sides against the middle.

Pala Teik's headquarters is in a magnificent building in downtown Trejhet, with a landing pad and a penthouse that looks out over the city toward the capital building. Investigator Bozik sets up a video call with Teik's office; which is answered by a Tolen woman who tells them that Teik is not available at the moment.

The characters can attempt to convince the secretary to allow them access to Pala Teik by succeeding in a **Presence + Command** Task with a Difficulty of 2. They may try to use persuasion, intimidation, or deception, making a separate check for each one. An obvious complication is they get hung up on and will have to face the secretary all over again when they go to Pala Teik's penthouse suite to speak to him. If they succeed she will relent and tell them to come to the penthouse suite and Pala Teik will take a few moments out of his busy schedule to meet with them.

The flight to the building is uneventful, and they are given clearance to land without any harassment. Should the Player Characters still need to get past the secretary, they will need to go through the above Task all over again; but they have the added option of physical threats to enhance any intimidation, which will drop the Difficulty to 1 (she's only a secretary after all).

The characters are told to wait and offered refreshments while they do. Pala Teik makes them wait a few minutes to show them who is in charge, then makes his entrance.



Read the following:

Pala enters the room, his arms wide and his sharp teeth shining in a salesman's smile. He is dressed in all the opulent finery one would expect of his race and position, and speaks with smooth tones. "Welcome, my friends! I hope you found the refreshments to your liking! It has been a long time since I have had dealings with Starfleet; what may a humble merchant do to serve you this day?"

Pala Teik will be extremely helpful and answer any questions he is asked. If asked about the device used to shut down the transport inhibitors he darkens and says that he believes there is another Ferengi that is trying to move in on his territory, and wouldn't hesitate at resorting to framing him for terrorism in order to do so. He claims that his businesses have no use for such technology, as the only transporters they use here on Tolen IV are industrial transporters for large containers. He says he does have a personnel transporter aboard his personal ship; but only uses that when he wants to travel out of the system.

If asked about the transporters that were used to beam the bomb into the conference room; he presents a PADD that shows his logs for the last 36 hours on all of his transporters planetside. The PADD shows that there has been no activity on any of them within the last 12 hours, and no scheduled shipments with them until the next day. The only industrial transporters that he knows of is in a mine outside of town; but that mine is supposedly shut down. It is actually the separatists' headquarters, and he's hoping that they will deal with the Starfleet officers permanently should they go to investigate.

If asked about the explosives he will say that the government has all explosives used for industry and mining kept in a large warehouse far outside of the capital. If there have been any stolen, they would know about it much better than he does.

If confronted with Chevis' confession about working with him, Teik will laugh and wave off the accusation, assuring the Player Characters that he has no interest in a civil war since dead customers can't pay for goods or services.

Once he has answered all their questions he will escort them to their flier and tell them that he hopes whoever is responsible for this attack is brought to justice, as he is a friend and business partner to the Tolen people and doesn't want a messy civil war to cut into that relationship, or his profits. He reminds you that Ferengi Rule of Acquisition Number 35 says that "Peace is good for business".

CHAPTER 01.40

ENDS AND MEANS

ACT 3: THE CONFRONTATION

SCENE 1: BRINGING IN TEIK

The characters have gathered all the evidence they need to confront and arrest Pala Teik for the attempted bombing of the conference between the separatists and the government on Tolen IV. The characters will meet briefly with Investigator Bozik and Calrin Fess before they set out to deal with the Ferengi.

When they are with the investigators, read the following:

Bozik and Fess stand side by side, an irony not lost on you considering how contentious things were at the beginning of the investigation. Bozik looks grave. "I would never have believed that Pala Teik would be responsible for this; he's been such a fixture and a friend to Tolen for so long. I wish we could just…" he clenches his fists, then relaxes, "…but no, this needs to be dealt with in accordance to Federation and Tolen law. Just know he will not be the magnanimous merchant lord, he will most likely have guards waiting for you. He knows that both separatists and unionists want his scalp."

Fess nods in agreement and simply says, "I hope he's fool enough to try and fight his way out." With a voice as cold as space itself. They escort you to the flier and wave as you depart.

The Player Characters will be permitted to land with no opposition, the penthouse is dark and seems quiet. Play up the thought that there are eyes on them with every move they make, and that they could be ambushed at any moment by Pala's guards. The door to the penthouse suite is locked, and will take a **Reason + Security** or **Control + Security** Task at a Difficulty of 3 to bypass quietly. If they fail they will have to use their phasers to cut through the door, which will alert anyone inside and take precious time that Pala can use to escape.

Once the door is open they will encounter two guards that have been waiting in the darkened room to ambush the characters.

This combat is meant to be extremely dangerous, with a very real possibility of at least one or two of the Player Characters going down before the guards are defeated. Field medicine can be used with an **Insight + Medicine** Task, with a Difficulty of 1 once the fight ends to treat injured officers, but a Complication will mean they need to be sent to sickbay to be healed.

As the fighting dies down the, read the following:

The whine and sizzle of phasers has faded, and the smell of smoke in the air is beginning to thin out as you finish your search of the residence's upper level. So far there has been no sign of Pala Teik. Your combadge chirps and you hear the duty communications officer's voice, "Sir, we've detected a short-range transport from your location to a field nearby. Wait…we're registering a shuttle trying to make its way to orbit from there, he's trying to run, sir!

The Player Characters have fliers (use Federation shuttlecraft stats for both the fliers and Teik's personal shuttle) nearby that they can use to pursue the fleeing Pala Teik, who leads them through the lower atmosphere, trying to make more distance between himself and the Player Characters. As the chase is on in atmosphere, a Ferengi Marauder rounds the planet and hails the Player Characters' ship, demanding that they cease their pursuit of Pala Teik and leave him to them. Should the Player Characters refuse, the Marauder will raise shields and charge its weapons, moving to a position between the Player Characters' ship and the fleeing shuttle. If push comes to shove the commander of the Ferengi ship is not willing to tangle with a Federation starship and cause a galactic incident over his boss, especially since there wouldn't be any profit in it. Should the Federation ship threaten to attack, or if they actually do attack, the Marauder will withdraw and warp out of the system, leaving Pala Teik to try and escape on his own.

PENTHOUSE GUARDS [TROOPER NPCS]

These humanoids of varying species are wearing black jumpsuits and vests, and carry phasers.

TRAITS: Disciplined

ATTRIBUTES

CONTROL	09	FITNESS	10	PRESENCE	07
DARING	07	INSIGHT	08	REASON	07

DISCIPLINES

COMMAND	02	SECURITY	03	SCIENCE	01
CONN	01	ENGINEERING	01	MEDICINE	01

FOCUSES: Security Procedures, Hand Phasers, Unarmed Combat

STRESS: 13 **RESISTANCE:** 2

WEAPONS:

- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 6, Size 1H, Charge)
- **Escalation 2** Phaser Type-3 (Ranged, 7, Size 2H, Accurate, Charge)

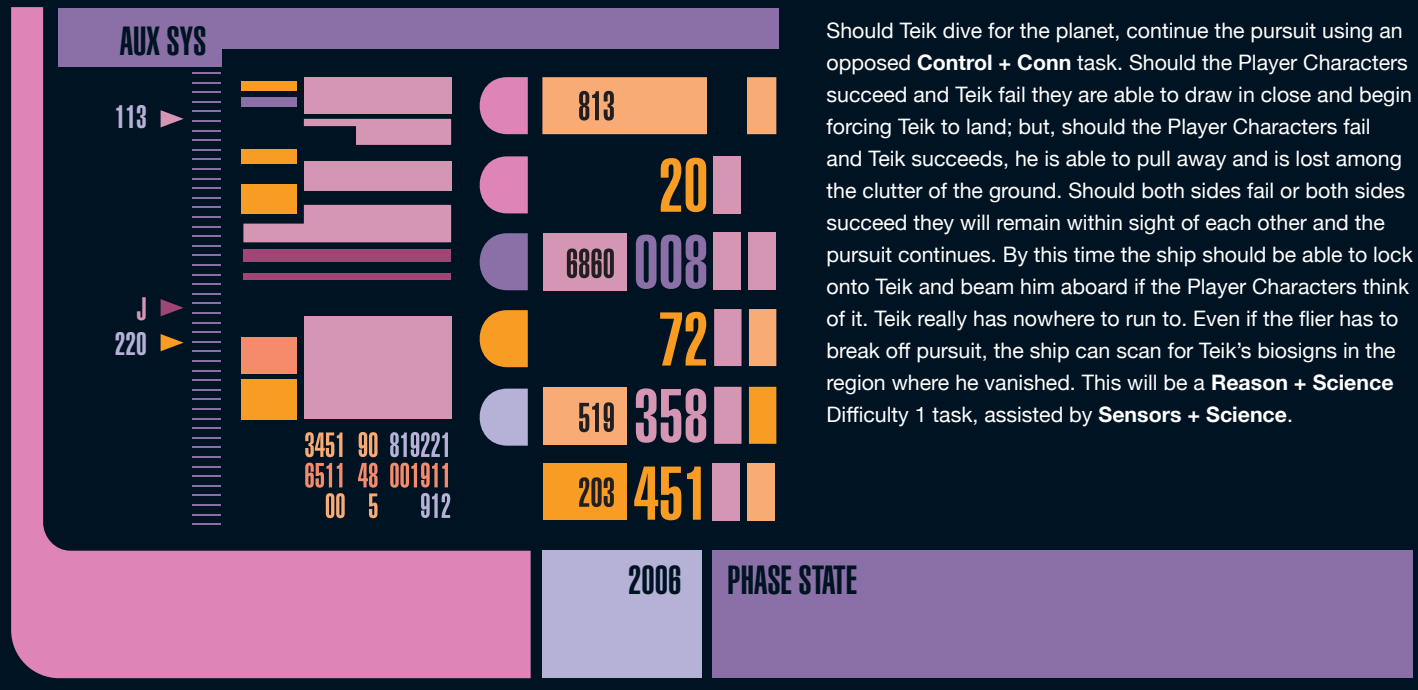
SPECIAL RULES:

- **CLOSE PROTECTION (TALENT)**

The Player Characters in the fliers can attempt to catch up to Pala Teik's shuttle and use their mooring clamps to take hold of it to try and steer it toward their starship. This is a gated challenge, starting with the pilot of the Player Characters' flier making a **Control + Conn** Work 10 Magnitude 3 Difficulty 3 extended task to close the distance and position themselves over Teik's shuttle. If this is failed, Teik is able to maintain the distance between them and either reaches the Marauder – if it hasn't withdrawn yet – or dives back into the atmosphere in order to lose his pursuers closer to the ground. If they are successful on the first task, the pilot will make a **Control + Conn** task at Difficulty 4 to get close enough to activate the mooring clamps. This can be assisted by **Control + Engineering.** If the pilot is unsuccessful in getting close and latching on, the two vessels collide, causing both to momentarily spin out of control before each pilot is able to right them. Teik will again either head directly for the Marauder, or he will dive as fast as he can for the planet's surface to try and escape in the clutter. As this is happening the Player Characters' starship can move itself into position to use its tractor beam to take hold of Teik's shuttle and bring it aboard if they have already dealt with the Marauder. If not, the Marauder will lower its shields and take the fugitive aboard, warping out moments later.

Another possible solution is for the starship to fire warning shots at the shuttle and order Teik to power down and be taken aboard. This will require an opposed **Presence + Command** task with difficulty 2. If successful, Teik does as he is commanded – he's not willing to die for his venture – and allows his shuttle to be taken aboard the Player Characters' ship. If the task fails Teik will continue fleeing, either reaching the Marauder if it is still there, or diving for the planet to escape; the Player Characters must decide if they will use force to bring Teik to heel.

Should Teik dive for the planet, continue the pursuit using an opposed **Control + Conn** task. Should the Player Characters succeed and Teik fail they are able to draw in close and begin forcing Teik to land; but, should the Player Characters fail and Teik succeeds, he is able to pull away and is lost among the clutter of the ground. Should both sides fail or both sides succeed they will remain within sight of each other and the pursuit continues. By this time the ship should be able to lock onto Teik and beam him aboard if the Player Characters think of it. Teik really has nowhere to run to. Even if the flier has to break off pursuit, the ship can scan for Teik's biosigns in the region where he vanished. This will be a **Reason + Science** Difficulty 1 task, assisted by **Sensors + Science**.



CHAPTER 01.50

ENDS AND MEANS
CONCLUSION

Read the following if the Player Characters manage to bring Pala Teik on board their ship and into custody:

Pala's fanged smile is sinister, as he is escorted toward you by two security officers, "I really didn't expect you to figure it all out; but you've got me and my ship, so I guess you did. How long do you think they'll hold me before I pay my way out, Starfleet? The civil war is already coming, it's just a matter of time; and I'll play both sides with weapons and anything else they need to slaughter each other. Like Rule of Acquisition Number Thirty-Four says: 'War is good for business.' Who am I to argue with the rules?"

Pala Teik offers no resistance to the characters as they take him into custody, nor does he offer any when he is turned over to the Tolen authorities, who escort him away, but have the Player Characters see his final, wicked smile for them before he disappears from view with his guard. The characters are greeted warmly by Parak Joffies and Halan Rizel both, and are told that the conference will be starting again the next day with a renewed urgency to reach an agreement that both sides can live with. They also tell the Player Characters that Senator Phregs has been arrested for corruption as well. At the end of the conversation the ship contacts the characters and asks if they're ready to beam aboard.

Read the following when they reach the bridge:

Ensign Cook at tactical looks up at you. "There is a message from Starfleet Command, sir, I'll put it on screen."

An older human in an admiral's uniform appears on the main viewer. "It seems congratulations are in order. Not only did you protect the delegates at the Tolen IV conference; but you managed to uncover a plot to foster a civil war on that world that goes back for months. I just wanted to tell you and your crew 'well done'; we'll have orders for you soon. Starfleet out."

Should Pala Teik escape from the Player Characters Parak Joffies and Halan Rizel are both disappointed that they won't be able to bring him to justice; but they insist that the negotiations will go on with a renewed desire to come to an agreement both sides can live with. Starfleet command contacts them when they reach the bridge. Read the following:

Ensign Cook at tactical looks over at you. "There is a message from Starfleet Command, sir, I'll put it on screen.

An older human in an admiral's uniform appears on the main viewer. "You protected the delegates at the Tolen IV conference and managed to uncover a plot to foster a civil war on that world; but Pala Teik slipped through our fingers. I'm sending the Resolute to Tolen IV to take over for you, they'll keep up the search. We'll have orders for you soon, Starfleet out."

The last thing the Player Characters notice before sinking exhausted into their beds, is the comforting thrum of the warp engines coming to life and taking them, again, into the final frontier.

CONTINUING VOYAGES...

Gamemasters may want to use the events on Tolen IV as a springboard to other missions in this area of the frontier; investigating hostile influence on the planet's affairs, or possibly discovering other inhabited worlds that are ready for First Contact by the Federation. The Player Characters may also be the representatives of the Federation on Tolen IV - should they decide to become a member – until an actual Ambassador can be sent there by the Federation Council. With the Separatist movement's goals thwarted, they may try to take hostile action to stage a coup and leave the Federation for good. Another possibility is having Pala Teik escape from Tolen custody with the help of other Ferengi, and plotting some form of revenge against the Tolens and against Starfleet for ruining his business.