

**BEYOND  
THE FINAL FRONTIER** THE UNOFFICIAL STAR TREK ROLEPLAYING GAME WEBZINE



**BLOOD  
& HONOR**  
PART THREE

**"BURDENS OF PROOF"**

*After the battle of Shal's Retreat, the Crew must still bear the BURDENS OF PROOF.*

## INTRODUCTION

"*Burdens of Proof*" is an adventure for use with the **Star Trek: Roleplaying Game** by Decipher. It is designed for use in the "Blood and Honor" campaign, and is suitable for a crew of 2-6 players playing a Klingon crew. It is the final mission in an arc of three. With some modification, this adventure could be adapted for other crews or campaigns.

Narrators will require the use of the **Star Trek: Player's Guide** and **Star Trek: Narrator's Guide** in running this adventure. A number of pre-generated characters are included in the campaign and are available at the end of the mission. Alternately, players may substitute their own characters with the approval of the Narrator.

The adventure takes place in the Taj'na Sector, along the Klingon-Federation border, Beta Quadrant, in the year 2294.

Players that plan to take part in this adventure should not read any further.

## ADVENTURE SYNOPSIS

Returning to Klingon space with the evidence of Korth's treachery, the *Taj'tat* is accosted by several Klingon vessels with orders to stop her from reaching Headquarters with their information. When they reach the starbase, the Crew finds the heads of all the Sector houses (including their own) in a high-level strategy meeting. As the Crew present their case, Gorrek (with Korth at his side) angrily denies their accusations. When the Crew present either Kahl or his computer records, Gorrek turns suddenly, steals Korth's d'k'tahg, and swiftly plunges it into the man's heart.

Spitting on the still warm corpse in a display of contempt, Gorrek declares that his House had no knowledge of the treachery, and promises restitution for Korth's misdeeds. Later that evening, he requests that the Crew join him in his quarters, where he thanks them for exposing the treachery in his House, and promising a new era of cooperation between the Houses of Regat and Kozek.

## BACKGROUND

Following an attack on the Klingon colony world of Cha'esq, the characters discovered evidence implicating the House of Regat in a plot to sell military secrets to the Orions for the cash.

Following the raider to the Neutral Zone world known as Shal's Retreat, the Crew managed to capture the Orion merchant-prince who bought the codes.

## SETTING

Deep space along the Federation/Klingon border.

## THE CHALLENGE

As the *Taj'tat* returns to Klingon space, she is challenged by the IKV Rak'tar, and ordered to stand down. The Rak'tar belongs to the House of Regat, under the command of Captain Kendei. A TN 15 *Culture (Klingon)* or *Administration* test allows the Crew to recognize Captain Kendei—an honorable Klingon who will not countenance treachery. Because the Crew are warriors from an honorable House, Kendei will treat them as peers and equals. His orders, however, are clear- he is to detain the *Taj'tat* and take custody of her prisoners and any data she has recovered- by force, if necessary.

Ideally, this scene should be in the hands of the players rather than the dice, but

a series of *Persuade* or *Negotiate* tests might also be in order. I recommend an extended test at TN 45. Characters would gain a +1 affinity from *Law (Klingon)* or *Culture (Klingon)*. If the players make an eloquent appeal to honor, I would give them +5 bonus. If they royally screw up (a roll of 5 or less), or accuse Captain Kendei of treachery, the negotiation is over and battle begins. The *Rak'tar* is a *K'Vort* Class Bird of Prey with a crew of 51. *K'Vort* Class stats can be found on page 116 of the *Starships* guide. If you don't have that book, you can make do by using the *Taj'tat* stats (found in *ISSUE 10*), modified as follows:

- Life Support and Operations Systems are upgraded to Class 4 (D).
- Disruptor Penetration is reduced to 4 / 3 / 3 / 0 / 0.
- Torpedo Penetration is reduced to 2 / 2 / 2 / 2 / 0.
- Shield Threshold is reduced to 1.

## THE DEPTHS

Having defeated or evaded the *Rak'tar* (or having been allowed to pass), the *Taj'tat* resumes her course. But, while passing through an unnamed system, she suffers an explosion on the outer hull. The explosion flips the vessel out of warp and sends her tumbling into the atmosphere of a massive Class J world.

An Extended TN 40 *Propulsion Engineering (Impulse)* test—with each roll accounting for one round of work—is necessary to repair the impulse engines. An Extended TN 50 *System Operations (Conn or Flight Control)* test is required to bring the tumbling starship under control. Without the impulse engines, each roll suffers a -8 penalty. If the helmsman remembers that the *Taj'tat* is designed for atmospheric operations and uses her aerodynamic surfaces to bring her under control, they gain a +5 bonus. Because of the starship's wild motion, all Physical tests suffer an initial -3 penalty. This may be reduced by 1 for each result of 5 or better from the *System Operations (Conn or Flight Control)* test above.

For each round that the ship tumbles, she plunges deeper into the atmosphere. In addition to the shriek of wind against her hull and the protests from the ship's joists as the stresses try to tear her apart, *Taj'tat* will groan and moan under the radical pressure differentials as well. Hull plates will burble

and pop as they try to come to term with the greatly increased pressure—and then things will become ominously silent as the ship struggles to survive.

Each round after the third, *Taj'tat* suffers 5 points of hull damage (and therefore a block of system damage) as the outside pressure attempts to crush her. Once the vessel is under control, the Narrator should consult the table below to determine how much damage the vessel takes per round until she can climb to a safe altitude. Once the impulse engines are back on line, it will take only a single round to reach such an altitude.

Once at a safe altitude, the crew can begin effecting permanent repairs.

NUMBER OF ROUNDS TUMBLING	DAMAGE
4	1
5	2
6	1d6
7	1d6+3
8 or more	2d6

## THE SEARCHER

As the crew near completion of their repairs (but before the warp drive is back online), they detect a sensor beam search lighting through the cloud and gloom for them. The vessel is Moktar's personal fighter. Having planted an explosive on them in the roadstead at *Shal's Retreat*, he's here to finish them off.

## MOKTAR

*No one knows Moktar's family or face. Rumors abound about this ruthless and "honorless" assassin.*

*Available to the highest bidder, Moktar kills without compunction or hesitation. Although he specializes in surgical strikes, Moktar has been known to cut a wide swath in pursuit of his targets.*

Str 6 [0] Agl 12 [+3] Int 9 [+1]  
Vit 11 [+2] Prs 4 [-1] Per 8 [+1]

Quickness +3 Savvy +1 Stamina +4 Willpower +2

DEFENSE: 10 Courage: 3 Advancements: 8 Renown: 3

SKILLS: Armed Combat: Klingon Traditional Weapons +5, Conceal (Cache) +7, Enterprise: Streetwise +9, Forgery +6, Knowledge: Klingon Culture +3, Knowledge: Klingon History +3, Knowledge: Klingon Politics +3, Knowledge: Qo'noS +3, Language: Klingon +3, Language: Orion +3, Observe (Spot) +5, Ranged Combat: Energy Weapons +11, Sleight of Hand +1, Stealth (Movement) +10, System Operations +4

PROFESSIONAL ABILITIES: Lurking in Shadows, Stalking, Assassination, Poison Use

SPECIES ABILITIES: Brak'lul, Ferocity, Honor

TRAITS: Alert, High Pain Threshold, Wealth 2, Infamy

While in the depths and murk of the gas giant, *Taj'tat* and her stalker suffer the following penalties: sensors are limited to 5,000 km (Point Blank Range) and shields have a threshold of 1. By the same token, both ships' Protection increases to 15.

The combat should proceed much like the *Enterprise* versus *Reliant* battle in *The Wrath of Khan*, with the two vessels stumbling blindly about looking for one another. Opposed *System Operation* (*Sensors*) and *Tactics* tests should allow

the combatants to find each other and close for the fight. If the players are smart, and use only passive sensors, they should receive a +5 bonus to each test. Active sensors can sometimes tell your enemy more than they tell you.

Moktar will prosecute the attack until he's has destroyed the *Taj'tat* or has lost 75% of his hull. He will attempt to warp out on the first round after his hull has been reduced to 5 points, which should allow the Crew a fair chance to destroy him before he escapes. On the other hand, without her warp drive, *Taj'tat* will be unable to pursue- and Moktar would make an excellent recurring villain.

If, by any chance, the Crew manage to capture Moktar's ship (or recover parts of the wreckage), it can be analyzed. A TN 15 *System Engineering* test reveals that the House of Kozek built several of the fighter's components (particularly the power converters).

## MOKTAR'S FIGHTER

### PRODUCTION DATA

Origin: Klingon Empire  
Class and Type: *Bloodwolf* Class Fighter (Fast Scout)  
Year Launched: 2294

### HULL DATA

Size: 3, 1 decks  
Structure: 20  
Length: 52m  
Crew: 1-4  
Atmospheric Capable: Yes

### OPERATIONAL DATA

Transporters: 1 standard/emergency  
Cargo Capacity: 30  
Tractor Beams: 1v  
Sensor Systems: Class 2 (+2/C)  
Operations Systems: Class 1 (B)  
Life Support: Class 1 (B)  
Cloaking Device: Class 2 (18)

### PROPULSION DATA

Impulse Engines: K-HEU-4 (.6c)(C)  
Warp Drive: STN-5 (Warp 6 / 8 / 10 ) (D)

### TACTICAL DATA

Disruptor Cannon: 3 x K-GDM-3 (B)  
Penetration: **4 / 3 / 3 / 0 / 0**  
Deflector Shields: KPFF-3 (B)  
Protection/Threshold: **14/3**

### MISCELLANEOUS DATA

Maneuver Modifiers: **-1 C, +2 H, +2 T**  
Traits: None

## THE HIGH COUNCIL CHAMBERS

If the Crew opened fire on the *Rak'tar*, as soon as they drop to sublight they will be challenged by a second House Kozek *K'Vort*, the *noD'wi* (which is Klingon for 'one who retaliates'). The *noD'wi* captain is a Klingon warrior named Krenn, an old friend, though not necessarily ally, of K'Tenek. The *noD'wi* will hail the *Taj'tat*, ordering her to heave to and surrender, and is prepared to open fire and see *Taj'tat* destroyed in order to see those orders carried out.

Krenn is a loyal officer, but not terribly imaginative. He can be bypassed by invoking his name's oath—the oath he gave to serve the House of Kozek and K'Tenek's word that he still serves the Empire. It must be noted that should Krenn allow K'Tenek to pass (and it be the wrong call) his own life is forfeit. An Opposed TN 20 *Influence* (*Persuade*) test, with applicable bonuses for appropriate portraills thereof. If the heroes cannot persuade someone from their own House to let them pass, then the only alternative is combat—and this will be a fight to the death.

When the long-suffering crew of the *Taj'tat* reach the starbase at Paq'Ket'a, only the senior command crew (the player characters) are beamed aboard and escorted to the Council chambers. They are instructed to leave their disruptors with the guards outside. One of the guards will insist that they leave their daggers outside as well (a nigh unforgivable

## AWARDS

### EXPERIENCE AWARDS

Crew bypass the IKV Rak'tar without resorting to battle:	200 exp. points
Crew defeat the IKV Rak'tar in battle	100 exp. points
Crew destroy Moktar's fighter:	200 exp. Points
Crew drive off Moktar, but don't destroy him:	100 exp. Points
Crew present proof of House Regat's treachery:	600 exp. points
Per act that exemplifies Klingon honor and mindset:	150 exp. points (per player, per act)
Per player character killed during the mission:	-150 exp. points (per player, per act)
Per unpunished dishonorable action taken by a player character:	-150 exp. points (per player, per act)

### RENOWN AWARDS

Crew bypass the IKV Rak'tar without resorting to battle:	Renown +2
Crew defeat the IKV Rak'tar in battle	Renown +1
Crew destroy Moktar's fighter:	Renown +3
Crew drive off Moktar, but don't destroy him:	Renown +2
Per act that exemplifies Klingon honor and mindset:	Renown +1 (per player, per act)
Per player character killed during the mission:	Renown-1
Per unpunished dishonorable action taken by a player character:	Renown-1

### OPTIONAL RENOWN RESULTS (PER OFFICER):

-8 or less	Officer is executed, either by Fleet Command or by his own House.
-6 or -7	Officer is court-martialed, Infamy Flaw possible (GM's discretion).
-3 to -5	Inquiry by Fleet Command, reprimand or demotion likely.
0 or -2	Nasty message from Fleet Command (Governor Tarakt) and Head of House.
1	Acknowledgement from Fleet Command, next assignment.
2 to 4	Acknowledgement from Fleet Command, well done.
5 or better	Commendation from Fleet Command (Commendation 1 edge).

## HANDOUT 1

### Captain's Log

#### Stardate 9411.2

*"Our attack on Shal's Retreat was a success. We have taken proof that Korth, son of Jikh, has been conspiring with the enemies of the Empire. Korth is a close friend and ally of Gorrek, heir to the House of Regat. We shall see how deep this treachery runs."*

breach of protocol and an implicit insult). He can, however, be stared down, and will not push the matter if the heroes refuse. If they brawl with the one guard, his fellows will come to his aid. If the Crew are foolish enough to attack the guards, they will never be allowed into Council chambers, and their testimony will not be heard.

The assembled Heads of House (or their representatives) were conducting a high-level strategy meeting, but interrupted their business for the crew's report. The following leaders are present: Gath, Gorrek and Korth (Regat), Koros, (Kozek), Tarakt (Sector Governor, House of Kaga), and T'Mreth (Kovara). A TN 10 *Savvy* test reveals that Gorrek and Korth are nervous, but trying hard to hide it.

As the Crew step up to present their case, their past misdeeds may come back to haunt them. Gath will point out that they were ordered detained at the border and their "evidence" surrendered to the Rak'tar. They disobeyed direct orders, and should not be heard, but punished instead and their evidence reviewed by their betters. If the heroes have opened fire on other Klingon vessels, he will point this out and his words will sway the Council. Tarakt will allow Captain K'Tenek one opportunity to explain himself.

As the Crew presents their accusations, Gorrek (with Korth at his side) angrily denies everything, demanding to know "Where is the proof?" When the Crew present either Kahl or his computer records, Gorrek turns suddenly, steals Korth's d'k'tahg, and swiftly plunges it into the man's heart. Korth will sink to his knees and die with a look of surprise and confusion on his face- but make no sound.

Spitting on the still warm corpse in a display of contempt, Gorrek declares that his House had no knowledge of the treachery, and Gath promises an investigation and restitution for Korth's misdeeds.

## OMENS

Later that evening, Gorrek requests that the Crew join him in his quarters, where he thanks them for exposing the treachery in his House.

After a few moments of small talk and welcome, Gorrek will offer them wine and promise a new era of cooperation between the Houses of Regat and Kozek. He will dance around the question, but is particularly curious as to whether the Crew recorded the security layout at Shal's Retreat.

If the heroes refuse to drink the wine (and

they should be plenty paranoid by now), they will dishonor and insult their host, and undo Gorrek's talk of rapprochement and cooperation. In Klingon custom, it is dishonorable to have a guest killed under one's roof. The host is expected to protect his invited guests.

Under normal circumstances, the insult would be sufficient to trigger a blood feud, but despite feigned indignation and a few choice insults, Gorrek will wait and savor his revenge for another day.

## REWARDS

Experience Points and Renown Points are to be totaled and divided equally among the Crew. Although I generally prefer to assess Renown penalties individually, in the case of a Klingon campaign, I feel that the entire crew should suffer together—a Klingon is judged not only by his own actions, but also by the company they keep.

### AUTHOR

**Roger L. Taylor II**

### DESIGN AND EDITING

**Huth**

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## KLINGON EQUIPMENT CHEAT SHEET

### KLINGON BODY ARMOR

Armor: +7 physical attacks

Size: Fitted to the wearer Mass: 6 kg

Developed to protect Klingon warriors in combat and everyday activities, Klingon armor consists of a leather and metal tabard that fits over the head and is belted at the waist. The tabard is usually supplemented by heavy boots and occasionally by gauntlets and arms and knee pads.

### KLINGON TRICORDER

Dimensions: 20 X 15 X 5 cm Mass: .2 kg

Duration: 1000 hours per power pack.

Range: 300 km or 26,000 km when boosted by a transceiver.

The box-like Klingon tricorder is more limited in function than its Federation counterpart, but is more ruggedly designed. The scanning and detection functions of the tricorder provide a +4 bonus to most skill tests made using the onboard sensors (Investigate, Observe, Science, and Engineering tests).

### KLINGON COMMUNICATOR

Dimensions: 12 X 7 X 3 cm Mass: .4 kg

Duration: 1000 hours per power pack.

Range: 300 km or 26,000 km when boosted by a transceiver.

The small hand-held communicator currently favored by the Klingon Empire combines voice communications and data transfer with limited tricorder scanning and detection functions. The communicator confers a +4 bonus to most Investigate and Observe skill tests.

### KLINGON DISRUPTOR PISTOL/RIFLE

Dimensions: 35 cm in length (pistol only) Mass: 1 kg

Duration: 300 / 1200 charges

Range: 5 / 10 / 25 / 40+10 meters (pistol)

5 / 40 / 80 / 160 +40 meters (rifle)

Settings: 1,2, and 5 (pistol)

1,2,5,7 10, and 16 (rifle)

The Klingon disruptor pistol/rifle in use beginning in the 2280's was a modular weapons system based on earlier Klingon pistol designs. The standard Klingon pistol layout (with thumb trigger) was retained and updated with improved materials and emitter crystals, and a mounting port for the rifle stock was added. The detachable rifle stock (which masses slightly more than the pistol alone) consists of a shoulder rest/stock packed with an extended power pack, and provisions for mounting scopes a/o targeting modules. The rifle stock also contains heavier power conductors, allowing for more powerful settings than the standard pistol alone.

## KLINGON HAND WEAPONS

Weapon	Size	Parry	Damage	Notes
Bat'leth	116 X 50 X02 cm, 5.3 kg	+2	2d6+5	Upon a complete success during a parry action, the user may perform a free attack action against the same opponent.
D'k'tahg	50 cm long, 1 kg	-2	1d6+2	Parry mod is -1 with side blades extended.
Mek'leth	70 cm long, 2.5 kg	+1	2d6+3	Upon a complete success during a parry action, the user may perform a free attack action (TN+4 standard) against the same opponent.
Throwing Knife	15-30 cm long, .5 kg	N/A	1d6+1	Ranges 3 / 10 / 30 / 60 / +10

## DISRUPTOR POWER SETTINGS AND EFFECTS

Power Level	Phaser Equivalent	Setting	Charges	Damage	Notes
1	1	Light Stun	1	Stun*	Stun a human for 5 minutes
2	2	Medium Stun	2	Stun*	Stun a human for 15, a Klingon for 5 min.
3	5	Medium Thermal	8	2d6+6	Cut 1m hole in 10 cm steel in 3 minutes
<i>Settings 4-6 are available to the Disruptor Rifle only</i>					
4	7	Light Disrupt A	15	5d6+18	Kill a humanoid, cut 1m hole in duranium in 10 min.
5	10	Medium Disrupt A	40	Kill	Vaporize any substance (energy rebound common)
6	16	Heavy Disrupt D	100	Kill	Explode 600 m3 of rock into glowing rubble