

The Crusoe Effect

The Crusoe Effect is a demonstration adventure used to introduce players to the *Star Trek: The Roleplaying Game*. In this episode, the Crew of the *U.S.S. Hood* (NCC-42296) must rescue the castaways of an ill-fated runabout that crashed on a planet. Unfortunately, a primitive civilization lives on the planet, posing special restrictions on the Crew. The *Hood's* mission is to rescue the survivors, remove all traces of the runabout, and avoid contact with the local populace.

BACKGROUND

Two months ago, the runabout *U.S.S. Patuxent* was conducting scientific research in the Rogun binary system when a faulty warp coil caused the ship to spin out of control. Before the crew could jury-rig repairs, the ship popped out of warp square into the gravity well of Rogun II, a class M planet in orbit of Beta Rogun, a red main sequence star.

The ship crash-landed on the planet, where the Huth, the natives of Rogun II, rescued the crew's sole survivor, Ensign Davis. The Huth are a species of deer-like humanoids in a stage of Stone Age technological development (moving towards Early Bronze Age). They nursed Ensign Davis to health, and after he recovered, he felt obligated to the people who had helped him. He repaid them in the best manner he could: using his engineering skills to aid the survival of this tribe.

After some initial research aboard ship, the Crew beams down to the crash site, only to find it abandoned. A chance encounter with the Huth jeopardizes the mission, and hints at the ultimate fate of the *Patuxent's* crew. Following the clues takes the Crew to the location where the casualties were cremated, while the other leads to the Huth village where Ensign Davis currently resides. There, the Crew learns the full extent of the havoc that Davis has unintentionally wreaked on the Huth civilization. In the end, when a rival tribe of Huth attacks the village, the Crew must make a difficult decision—do they stay and defend the Huth, or preserve the Prime Directive?

THE PRIME DIRECTIVE

Because this episode focuses on the Prime Directive, the Narrator should ensure the Crew obeys the General Order One to the best of their ability. During the adventure, allow the Crew to debate the nature of the Prime Directive. You can pointedly ask “are you sure you want to do that?” even if their decision makes sense; you want them to question their actions. The easiest road is seldom the correct one.

THE CRUSOE EFFECT

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At the climax, the fight between the rival Huth tribes, be sure to frame the philosophical conflict as well, but keep the action fast-paced. The Crew cannot undertake actions that contaminate Huth society, but the contamination has already occurred—does the Crew try to contain the damage by leaving with Davis, or do they stay and protect the tribe?

A CALL FOR HELP

The adventure is broken into a series of scenes, each one advancing the story to the next element. In some cases there may be a shift of time as the Crew moves from one scene to the next.

LCARS 1.0—CAPTAIN’S BRIEFING

“Captain’s Log, Stardate 46041.1: After several days of uneventful exploration in the Derren sector, our long-range sensors detected a Starfleet distress call originating from a planet in the Rogun system. It comes from the *U.S.S. Patuxent*, a runabout reported missing from Starbase 54 two months ago. We’ve been ordered to retrieve the crew, and if possible, salvage the *Patuxent*. I am about to meet my senior officers to discuss our options...”

The episode opens with the Crew seated in Captain DeSoto’s Ready Room. Sparsely furnished, the room appears to be a throw-back to an earlier time—a well-polished mahogany desk and Louis XIV chairs are the only furnishings; an impressive collection of fishing lures is mounted on the wall. The only apparent concessions to the 24th century are a portable computer terminal and a model of the *Hood*, placed on his desk. The door behind the Crew hisses open and the captain enters. He smiles amiably at them and takes his seat behind the desk.

Captain DeSoto begins the conference with a bit of small talk with the Crew, asking how things are going at their stations or in their social lives (so long as the question would not be considered rude). Don’t spend a lot of time on this, just enough to help get the players into character. Then he begins his briefing.

Captain DeSoto explains that two months ago the runabout, *Patuxent*, was conducting a survey of a neighboring system. Three days into the survey, the runabout reported that it was having problems with its warp drive and was never heard from again. An extensive search was conducted but after a week of searching, the craft was declared lost. Yesterday, the *Hood* detected the runabout’s distress signal coming from Rogun II. The ship is en route to the planet even as they speak. Their mission is to locate the runabout and the survivors.

At that point he looks at the First Officer. As far as the runabout is concerned, if it can’t be recovered, Starfleet Command wants it scuttled. He orders the Tactical Officer to find a way to destroy the *Patuxent*, without calling the attention to the locals. The Chief Engineer should be familiar with the runabout’s frame, so the Captain suggests he assist the Tactical Officer. DeSoto hopes everyone on the *Patuxent* survived the crash. If there are casualties, their remains are to be transported to the *Hood*.

Captain DeSoto concludes by stressing the importance of rescuing the survivors and minimizing any cultural contamination. The Prime Directive is in full force. He wants to know if the Crew has any questions.

Once he answers all the Crew’s questions, DeSoto instructs his Crew to conduct the following tasks:

- Put together a list of the *Patuxent*’s crew and any pertinent data on each of them.
- Obtain data on Rogun II.
- Scan for the location of the crashed runabout on the planet.
- Find a way to destroy the runabout, if needed, without violating the Prime Directive.
- Assemble needed equipment (e.g., medical kit, phasers, tricorders).
- Find out what survival gear the runabout was provided with.

That said, he dismisses the Crew, telling them to work out a plan of action together. The *Hood* will arrive in orbit of Rogun II in two hours. They have work to do!

LCARS 1.1—GETTING TO WORK

Ask the Crew what they’re doing to prepare for the mission. Each person should go about his or her business. Each person’s search for data is reflected in a Test that varies from character to character.

To research Rogun II, the Crew must make a Routine TN 10 Computer Use (Research) test. If successful, hand the player Rogun II’s planetary template. Most important: Rogun II is inhabited by a primitive civilization, with a tech level equivalent to the Stone Age. Thus, the natives fall under the authority of the Prime Directive. With a successful Moderate TN 10 Computer Use (Research) test, the Crewman discovers the *U.S.S. Tsilokovski* conducted a planetary survey of Rogun II seven years ago. (Hand the Huth Species Template to the player; this represents all the information the *Tsilokovski* gathered surreptitiously.)

With successful Computer Use (Research) test against a TN 10, the Crew learns the *U.S.S. Patux-*

ent had a crew of three: Lieutenant Timothy Kelly (Command), Lieutenant Gary Wickman (Science), and Ensign Frank Davis (Engineering). Nothing in their service records appears out-of-the-ordinary, although at the Academy Ensign Davis failed Cultural Relations and had to repeat the class.

Upon successfully completing a TN 10 Computer Use (Research) test, the Crew learns the runabout had enough rations to last the three crewmembers one week. The ship was equipped with an emergency beacon, which transmits a standard distress message.

With a System Operation (Sensors) test, the Crew can locate the *Patuxent*. This should be an extended test, with a turn length of ten minutes. When a player achieves a total result of 50, he locates the wreckage of the runabout. The *Hood* does not receive any messages from the runabout's emergency beacon. If the player achieves a total Test Result of 60, also inform him or her that there is a small village only 10 kilometers away.

A successful TN 15 Structural Engineering or Demolitions test is needed to devise a method for scuttling the runabout. If successful, he discovers information on Deconstructing Nanites. Perceptive players will pick up on the information for Rogun II (i.e., that the natives are primitive), and try to find a way to scuttle the *Patuxent* without leaving wreckage.

No actual test is required to obtain the needed equipment. A Starfleet medical kit contains all the supplies the Away Team will need—phasers and tricorders are readily available.

The Crew will likely try to locate the *Patuxent*'s survivors, using the sensors. (If they think to use a long-range probe, give them some extra Renown at the end of the episode). Since discovering their ultimate fate in this way damages the story, the sensors are of little use; it would take days to scan the surface of the planet looking for three Humans. If the PCs think to search for the combadge signals, this alters the episode slightly. Two of the combadge signals originate from an area not far from the runabout; a third can be located at the sight of the runabout's crash.

LCARS 1.2—A COURSE OF ACTION

Once this is done, it's time to decide on a course of action. Leave it up to the ship's Executive Officer to conduct the meeting. (If things seem to be going badly, a player coming down with a case of stage fright or becoming excessively argumentative, you can always have Captain DeSoto pop in for a status report.) During this scene, as the players list findings

DECONSTRUCTING NANITES

Nanites are microscopic machines capable of manipulating individual molecules. Used initially in medicine, to disassemble infectious diseases or rebuild tissue, Starfleet's engineers developed Deconstructing Nanites to disassemble an object into its component atoms. Stored in a canister the size of a can of soup, a timer releases the nanites into the environment. To keep these nanites from deconstructing everything in their path, Starfleet's engineers built in two failsafes: The nanites are pre-programmed to work on particular substances (duranium, transparent aluminum, isolinear crystal); and they "die" without a source of the programmed substance. Introduced into starship, however, the results can be disastrous, limiting the usefulness of these nanites.

and make their recommendations, listen for the following points.

- A sapient species lives on the planet below. They are primitive culture, and a crashed runabout could have a definite impact on its development.
- If any of the crew survived, they probably had to feed by foraging. The Chief Medical Officer, in fact, can confirm this with successful Medicine test (TN 5), determining that the average human can live only two weeks without food.
- Survivors should be recovered quickly and quietly. The remains of any casualties should be recovered as well.
- The Prime Directive must not be violated. If any cultural contamination has occurred, it must be contained. Further contamination must not be risked.

Once the Crew decides on a plan, the captain orders his first officer to put together an Away Team (the player characters) and repeats his instructions to either salvage or scuttle the runabout and recover the survivors and casualties.

Each character should requisition a Type II Phaser (automatically set on Heavy Stun, *Player's Guide* page 183) and a tricorder appropriate to his or her Department. The ship's Doctor should also have the medical kit he or she put together. Likewise, the Tactical Officer (or Engineer) has a duranium suitcase containing six canisters of Deconstructing Nanites if they were able to successfully devise a plan to scuttle the *Patuxent*. In addition, the Engineer's tricorder contains the data on the runabout to assist the Tactical Officer in this task.

The characters meet in the Transporter Room, where the transporter chief waits along with the captain. DeSoto again stresses the importance of avoiding all contact with the Huth. He also asks the first officer to keep him abreast of the situation with regular updates. Following that, the characters beam down to the planet.

LCARS 2.0—BEAM DOWN

The Transporter Room blurs. When the Crew's vision clears, they find themselves in a forest clearing in front of the crashed runabout. A thin mist surrounds cloys at them, and a gentle drizzle falls. In the runabout's wake a line of collapsed trees extends approximately a kilometer, showing the path of the doomed runabout's final landing. The foliage about them crackles as rain falls upon the leaves. None of the runabout's crew can be found in the immediate vicinity. (Note, especially smart characters may beam down to the sight of the *Patuxent* crew's final resting place).

Crew members who scan the ship's interior find traces of both Human and Huth DNA, detected with a successful TN 15 Investigate test. (Remember that players add in the bonus for using a tricorder to their test rolls.) If the scanning character scores a Complete Success, he or she can distinguish the DNA traces to the runabout's individual crewmembers. Similarly, the Crew easily finds a comm badge in the wreckage (a TN 5 Investigate test); this belongs to Ensign Davis, and fell off during the crash. Anyone searching the *Patuxent's* on-board supplies will find a Type II phaser missing along with a medical kit.

Scanning for Human lifeforms requires a TN 15 Investigate test. The easiest way to go about this is to make it a combined test. If successful, the character finds indications of Humans to the west (Ensign Davis). If anyone scored a Complete Success back when he or she scanned for the runabout's location, they realize that a village lies in that general vicinity. Note also, if anyone scanning the runabout's interior scores a Complete Success, the difficulty of this test is reduced to TN 12.

There are several ways to assess the runabout's flight-worthiness by way of Engineering tests made at TN 10 difficulty. Listed below are some possible specializations.

- Propulsion Engineering (Impulse): Will the engines work? (The warp drive can be fixed, if the original cause for the crash is repaired; but the impulse engines were damaged in the crash).
- Systems Engineering (EPS): Are the ship's power systems intact? (No. The EPS taps from the

TROUBLESHOOTING

Players can be inventive, and devise an alternate solution to the runabout problem. They may decide to repair the *Patuxent* after all, which involves beaming down a five-man repair crew and two days worth of work; this increases the likelihood of being discovered. They might try to use the ship's cargo transporters to beam the wreck up; because of its large size, a single transporter can not handle the job. The crew would have to cut the runabout into manageable sections, increasing the mission's duration, as well. Use your judgement.

power transfer conduits were damaged in the crash.)

- Systems Engineering (Flight Control): Are the piloting systems functional? (Yes, they remain undamaged, if unpowered).
- Structural Engineering (Spaceframe): Will the runabout survive take-off? (No. The crash buckled the hull in several places, and caused numerous micro-fractures in the metal).

As far as repair estimates go, a character succeeding at his test knows it will take at least two days to repair the runabout—with an entire engineering team (this is not using "Scotty-Math"). Unless they want to take the time, the Crew will have to scuttle the ship.

Destroying the runabout requires an extended test conducted by engineering and security personnel. Have the available engineer make a Structural Engineering (Spaceframe) test, and a security officer a Demolitions (Build) test for every ten minutes of work. When the combined total from both characters' tests reach 60, the runabout can be destroyed quickly (and quietly).

LCARS 2.1—THE HUTH ARRIVE

Fifteen minutes after the characters arrive at the crash site, a gathering party of Huth, led by Thuath, arrives on the scene. If any characters scan for approaching people, an Observe (Spot) test (TN 5), they have two turns to prepare for the party's approach. If they don't, have all characters outside the runabout make an Observe (Listen) test at TN 10. If successful, the characters hear the approach of someone from the west, and have one turn to act before the Huth arrive. If no one keeps watch for approaching Huth and everyone fails their tests, the characters are caught by surprise as Thuath and five other Huth come bursting on the scene.

Thuath and the others hear the Away Team at the runabout, and decide to investigate. When they arrive, they anticipate finding a band of rival Huth, and expect a fight. Although they may surprise the Crew with their arrival, the Huth are instead surprised to find more people like Ensign Davis (if the Crew sticks around to be discovered).

Depending on the Crew's above actions, they have four basic options: Flee, hide, fight, or talk.

FLEEING

Fleeing is the best option. A clear-headed player could simply hail the *Hood* and call for an immediate transport. If the characters have one or two turns before the Huth arrive, this is a largely academic case of returning to the ship until the Huth leave the vicinity. If they attempt to beam out in front of the Huth, things get a trifle more difficult. Alternately the Narrator could elect to have the *Hood* unavailable; perhaps they have temporarily left orbit to recover some debris just outside the system.

The tapping of one's communicator looks remarkably to the Huth like beating one's breast: a sign of challenge in their culture. If the Huth witness a character contacting the ship, have them make an opposed test using the character's Slight of Hand skill versus Thuath's Melee Weapon (Club) skill. If the character comes up short in this roll, Thuath gets a free strike at him or her with his club before the transporter whisks the Crew away. As another unfortunate side effect of departing in sight of the Huth, if the characters have not yet destroyed the runabout, the Huth investigate the characters' work. Halve the Test Result accumulated so far by the players attempting to scuttle the *Patuxent* to reflect the Huth "mucking around."

Some characters might decide to run away rather than transport out. If the Crew has the time, they can escape into the woods and hide until the Huth go away. Again, if the Huth surprise the Crew, and the Crew tries to run away, the Huth pursue. Roll an opposed Athletics (Running) test between the character and the Huth. If the character scores greater than the Huth, he or she escapes. If the character fails in this, the Huth try to subdue the character and take him or her to its village.

HIDING

Characters could elect to hide. If the Huth caught them completely flat-footed, this is impossible. Given enough warning, Crew members should make an opposed test using the characters' Stealth (Hide) skill against the Huths' Observe (Spot). If a character

out rolls a Huth, he or she remains unseen, and can wait until the Huth leave. Not all PCs have the Stealth skill; when this is the case, have the player make an unskilled Stealth test with a -2 penalty. For every turn ahead of time the characters have to prepare, they get a +2 bonus to their die roll.

In the event the Huth find a Crew member, Thuath and the others are shocked to recognize the character's uniform. Noting its similarity to that of Ensign Davis, he offers to escort the character to the village. The Universal Translator can understand the Huth language. Thuath answers any questions the Crew may have about this turn of events (see the "talk" option below).

FIGHT

Brash characters may choose instead to fight. Using phasers to resolve the situation is not a good solution. The Huth may have surprise on their side, depending on the Crew's actions (see the Tricorder tests above). When they stumble upon the Crew, the Huth are surprised to find others like Ensign Davis; they make no immediate moves to attack. The Huth stand approximately 5 meters away from the runabout wreck and the Away Team. If the Crew attacks, during the first round of combat, the Huth dodge and advance to melee range with the characters. During the second and subsequent rounds of combat, the Huth (if still conscious) dodge and attack with their clubs.

TALK

The final (and possibly worst) action is to talk with the Huth (bear in mind however, that this will likely occur anyway). Interacting with the Huth directly is a violation of the Prime Directive. Again, Thuath and the others recognize the Crews' uniforms. Thuath

TALKING WITH THUATH

At several points in the episode, the Crew has the potential to encounter Thuath or another Huth. Although this makes the mission more difficult, and violates the Prime Directive, it gives you a chance to make the Huth more than the alien-of-the-week. Thuath treats the Crew with deference and hospitality. The Huth should be kind, hospitable, and friendly. Make it hard for the Crew to simply abandon the tribe during LCARS 4.1 If time permits, narrate a scene where the Huth put on a banquet for the Crew, or Huth children come to see them.

answers any questions the Crew may have to the best of his ability (“You are from the sky, like Davis. One of your friends stays in our village. We will take you to him.”). Characters who attempt to communicate with the Huth are shown to the village to meet Ensign Davis.

Regardless of what type of action the Away Team takes, one of the Huth accidentally loses its knife (or one of the Crew could ask to take a look at a knife, if they open talks with the Huth). Anyone analyzing the knife should make a Planetary Science (Mineralogy) test, TN 15 difficulty (+5 if using a tricorder) to realize it knife is forged from crudely tempered steel. Anyone making a TN 10 Social Sciences (Anthropology) test realizes such technology is beyond the abilities of an early Stone Age culture.

LCARS 2.2—BRIEFING THE CAPTAIN

After the incident with the Huth, it would be a good idea for the officer leading the Away Team to contact the captain and update him on current events. If the player doesn’t think of this, the captain hails him or her. This scene is a tool for the Narrator to help new players assess how they’re doing so far. It’s also a tool for the Narrator to get the players back on track if it seems like they’ve “wandered off the beaten path.”

No matter how the initial encounter with the Huth progressed, Captain DeSoto takes the report in calmly. He instructs the characters to continue their mission of finding the survivors and casualties. Play this depending on how the earlier encounter went. If the Crew mentions encountering the Huth, their discovery of the runabout, or their steel knives, DeSoto wants the Crew to assess the damage this has done to the local civilization, so long as they avoid further contamination of the culture. The captain points out the location of a Huth village about 10 kilometers to their northwest, unless they already know this. If they Crew speaks with the Huth, DeSoto is less sanguine, but there’s little he can do about it now (though later the Crew can expect a reprimand).

LCARS 3.0—FOLLOWING THE TRAIL

As stated in LCARS 2.0, scanning for Humans directs the Crew in a westerly direction. As the Crew follows their tricorder read-outs, the path diverges in two directions. The first is to the southwest, while the second is to the northwest towards the Huth village.

Following the southwest path takes them through the forest and into another clearing. Before them is a five-meter square pit brimming with ashes; charred

bones are visible in the soot. Tricorder readings report trace amounts of human DNA in the charnel pit (a TN 5 Investigate test). These are the remains of Lieutenants Kelly and Wickman. Identifying the bodies requires a rather morbid TN 10 Medicine test. If the doctor uses his or her medical tricorder and makes another successful TN 10 Medicine test, he or she is able to determine that the two casualties were long dead before they were cremated.

Clever Crew members may have detected this sight from orbit, by homing in on the *Patuxent* crews’ comm badges. It’s possible the Crew beams down here before finding the runabout; if so, play this encounter first. Then go on to the LCARS 2.0

LCARS 3.1—THE HUTH VILLAGE

Following the northwest direction, the Crew reaches the Huth village—a collection of a dozen huts, a small pen for livestock, and an irrigated field. The village is alive with activity. A nearby stream has been dammed up and is being used for moving a water wheel. The sound of metal ringing against metal emanates from one of the huts, smoke curling from its chimney. Several Huth carry metal tools—hoes and shovels—as they move around the village. A TN 5 Social Science (Anthropology) test confirms these as beyond the capabilities of an Early Stone Age culture. More shocking, they see a Human drawing schematics in the dirt, explaining something to a group of Huth.

Ask the Crew their actions. They should attempt to hide in the foliage (a TN 10 Steath(Hide) test), or the Huth will spot them. If the Huth see the Crew, they send a band of hunters to round the Crew up. Naturally, once these Huth get close enough to get a good look at the Crew, their motives change from attack to conversation. As before, they invite the Crew into the village as guests (because of Ensign Davis).

Confronting Davis won’t be easy, much less transporting him to the *Hood*. Unless Thuath, or another Huth, escorts them, the Crew has to sneak into the village. Leave it up to them as to when they attempt this (immediately, at night, etc.). The first thing the characters have to do is find Ensign Davis’ hut. Second, they have to find a way to get him alone. This doesn’t happen until nightfall. Getting into the camp can be done by transporter, or by sneaking in on foot.

In order for the Crew to beam into Ensign Davis’ hut, they have to learn which hut is his. They can easily discover this by remaining hidden, and watching Davis’ movements. This requires a successful TN 10 Stealth (Hide) test. It’s easier if the Crew uses their

tricorders, receiving a +5 bonus to their roll. Once they know where Davis can be found, the transporter chief can beam the Crew into the hut with no one the wiser. Narrator's may determine, due to the pacing of the story, if such a conclusion is appropriate at this time (transporters may be unavailable, the *Hood* is unable to lock onto the signal, etc).

Sneaking in on foot is a more difficult undertaking. Two sentries walk the perimeter at night, and getting past them requires a successful Stealth (Sneak) opposed test against their Observe (Spot) skill. If a character fails, one of the Huth sentries challenges him. The Huth, however, does not attack unless it is attacked first. In the event the characters engage in melee, each round another Huth enters the fray. If they remain undiscovered, the Crew can make their way to Davis' hut.

LCARS 3.2—CONFRONTING DAVIS

Once the Crew enters Davis' hut, he awakens with a start and draws his phaser. The phaser is set for light stun, but at wide angle. Any Psionic characters can make a TN 8 or 10 Telepathy or Empathy test, respectively. If successful, he or she detects thoughts of guilt and fear.

Ensign Davis tries to justify his actions to the Crew, but because he's nervous, he isn't completely coherent. He sputters out answers based on what he knows, listed below.

- The runabout crashed on this planet after a malfunctioning warp coil spun the ship into the planet's gravity well.
- Lieutenants Kelly and Wickman both died in the crash. The Huth cremated them, as is their way. Davis was unconscious after the crash, so he must rely on what the Huth told him.
- Davis regained consciousness in the village. The Huth people tended to his wounds and nursed him back to health.
- The various Huth tribes compete heatedly with one another for food and materials, and suffer hardship when they cannot find enough food to eat. Survival is difficult for them. Making a successful TN 5 Life Sciences (Ecology) test verifies this—without agriculture, a small group of herbivores cover a large amount of territory. By teaching them agriculture and giving them metal tools, Davis has increased the tribe's chances for survival.
- Because of the tribe's small population, Davis felt obligated to help them survive as thanks for saving his life.
- Davis gave up hope of being rescued, and expected to spend the rest of his life on Rogun

II. So why not help Tuath's tribe? He sees himself as a modern-day Robinson Crusoe.

Ensign Davis knows he broke the Prime Directive and feels some remorse about doing so. He believes, though, what he did was the right thing to do to repay this tribe for their kindness.

During the conversation, Ensign Davis never lets go of his phaser, and if any character makes a hostile move, roll initiative and conduct combat. He carries a Type II Phaser set on light stun (wide beam). If a tussle breaks out, the Huth have say in the matter (see LCARS 3.3).

Trying to talk him into coming willingly requires a successful opposed test. Use the character's Persuade skill while Ensign Davis makes a Savvy reaction test to resist with a +4 bonus (he feels a deep sense of loyalty to the Huth). If the attempt fails, Ensign Davis calls for help from his Huth companions.

The Crew could end this simply by beaming Davis back to the *Hood*. Transporting him back to the ship against his will takes two actions: signaling the ship to engage the transporters and actually activating the beam (the transporter can lock onto everyone in the room or on Ensign Davis specifically). Because this ends the story prematurely, you should try to keep the Crew and Davis on the planet; have a Huth enter just as the Crew contacts the *Hood*. Beaming out in front of a Huth is a bad idea.

Finally, the Crew could encounter Ensign Davis willingly—when the Huth bring the Crew to see him. Tuath and the others certainly don't understand what's going on, and assume the Crew and Davis belong together. Davis hasn't given them any reason to fear people wearing Starfleet uniforms; quite the opposite. Thus, this conversation with Davis could take place at any time of day, and in almost any circumstances, but with the Huth present.

LCARS 3.3—CAPTURED

Should Ensign Davis call for help, twelve Huth and Tuath come to his rescue. If the characters talk to Ensign Davis in their presence, assume they are in melee range already. Otherwise, assume the Huth expend a turn to get to Davis' hut. Each Huth is armed with a club. They fight until they or the characters are incapacitated.

If the Huth overwhelm the Away Team, they awaken to find themselves tied up and under the watchful eyes of six Huth, Tuath, and Ensign Davis. Davis has taken their comm badges, making communication with the *Hood* impossible, as well as their other equipment. Tuath looks to Ensign Davis to decide what should be done. Ensign Davis shakes his head. He has no idea what to do with the Away

Team.

The Crew has one last opportunity to try to convince him to come along quietly. Characters, in order to do this, should point two things out to him.

- Ensign Davis is in way over his head; if he ends this now, the charges against him will go easier.
- If this Team fails in getting him, another Away Team is sure to follow (and another one after that...).

Ensign Davis never orders the characters to their death. The decision, however, is made for him soon as described in LCARS 4.0.

LCARS 4.0—THE ATTACK

As the rain picks up its cadence, and Ensign Davis struggles with what must be done with the Crew, an opposing tribe attacks the village.

Suddenly, arrows and rocks come hurtling into the village. The Huth in the village run to defend their homes, forgetting about the Crew. As the battle unfolds, observant security officers can see an enemy of overwhelming numbers opposes the “friendly Huth.” Ensign Davis picks up his phaser and heads in the same direction as the Huth.

It’s up to the Crew to free themselves. Escaping from their bonds requires an extended Sleight of Hand test or Agility test for each character. Each turn takes one round. When he or she reaches a total of ten, the bindings are loosened to the point that he or she can slip out. While they try to free themselves, the Crew can see the invading Huth inside the village perimeter; they seem bent on genocide, as they attack women and children. Without the Crew’s help, the tribe faces annihilation. Three rounds into their work, six Huth from the other tribe come for the characters. Unlike Davis’ tribe, these Huth do not look at the characters with any sense of awe. They do not hesitate to attack the Crew whether they are free or not. They continue to pound away at each character until he or she is dead.

Once free, the Crew must retrieve their equipment, which is kept in Ensign Davis’ hut. This takes two additional rounds.

The end of the episode depends largely on the Crew. While the fight rages on around them, be sure to frame the philosophical conflict as well—does the Crew try to contain the damage by leaving with Davis, or do they stay and protect the tribe? You might stress the barbaric acts committed by the invading Huth tribe, then describe Davis firing his phaser. You want to play on competing emotions. Keep the action fast-paced; don’t give the Crew time to think.

- They leave with Davis: Ensign Davis is currently in the middle of the battle, firing his phaser again and again. To reach him, the Crew must wade into the thick of things, confronting one or two Huth along the way. Once they reach Davis, they must grab hold of him and call for immediate transport. If characters simply recover Ensign Davis, Thuath’s tribe is massacred. Once back on board, proceed to LCARS 4.2.
- They help the Huth: Another option the Crew might take is assisting the Huth in defending their village. Although this defies the Prime Directive, players might reason that the culture has already been contaminated. To turn the tide of battle, the Crew must incapacitate a total of sixteen opposing Huth. This does not include the “incidental” Huth that the Crew might run into while retrieving their equipment. At this point, the invading Huth panic and scatter, leaving Thuath’s tribe alive to see another day. Afterwards, Ensign Davis agrees to return to the ship, then, without another word.

LCARS 4.1—RETURN TO THE HOOD

Beaming back to the *Hood*, the Huth village becomes nothing more than a blur, and when their vision clears, the Crew stands in the transporter room. Captain DeSoto waits for them. Looking at Ensign Davis with a sad expression, DeSoto reproaches him (though sympathetically). Ensign Davis, straining to maintain his composure, tells the captain he is ready to face charges. Captain DeSoto nods and orders him confined to quarters.

Any character needing medical attention should report to Sickbay. DeSoto tells the remaining characters to get cleaned up and meet him in his Ready Room in one hour.

LCARS 4.2—RESOLUTION

Captain DeSoto asks about the condition of any wounded member of the team first and proceeds with an after action review. This is the Narrator’s opportunity to counsel characters through the voice of the captain.

Encourage the players to relate the events on Rogun II. Ask their opinion of Ensign Davis’ actions. If the Crew asks about Ensign Davis’ fate, Captain DeSoto admits he sees no malice in Davis’ actions, but what he did will probably get him cashiered out of Starfleet. He sadly waves aside any objections and admits having some sympathy for Ensign Davis.

The ends never justify the means because there

ROGUN II

Planet Name: Rogun II

Class: M

System Data: Rogun II is a moonless world in orbit of a red main-sequence star.

Gravity: .9 G, Rogun II is slightly smaller than Earth.

Year and Day: 243/21

Atmosphere: Oxygen-nitrogen with high ozone content. Earth-normal pressure.

Hydrosphere: 77% surface water. High moisture content in atmosphere.

Climate: Damp and temperate

Sapient Species: Huth (humanoid, share many features with Earth deer, herbivorous), approximately 1.5 million.

Tech Level: Level One (An off-world survey conducted by *U.S.S. Tsilokovski*, seven years ago, determined Huth possessed Stone Age technology.)

Government: Tribal

Culture: Survival focused conflict between tribes. Conflict often centers on foraging territory.

Affiliation: None. Planet in Federation space under auspices of Prime Directive.

Resources: Heavy tree cover over most of land surface. Crust contains high quantities of peat and iron.

Places of Note: None

Ship Facilities: Not Applicable

Other Details: Planet off limits to surface exploration and resource exploitation. Contact with sapient species prohibited.

is no way of knowing what the ends would truly be, DeSoto points out.

AWARDS

Award individual experience to characters as follows:

- Crew survived intact: 250 amongst the players
- Player made an earnest attempt at roleplaying: 50 points
- Away Team avoided all contact with the Huth: 100 points divided amongst the players
- Crew completed the mission and safeguarded the Prime Directive: 1,000 points divided amongst the players

THE SUPPORTING CAST

The following characters play important roles in this episode. Feel free to create additional cast members as needed.

CAPTAIN ROBERT DeSOTO

Some captains are born warriors and some are born diplomats. Captain DeSoto is a born teacher. He has spent thirty-six years in Starfleet, seventeen of those years as captain of the *Hood*. His experiences range from leading the rescue effort after the Ghorusda Disaster to the dangers of Altair III.

Captain DeSoto is a mild-mannered Human content to spend the rest of his days in the captain's chair of the *U.S.S. Hood*. He takes pride in his aging *Excelsior*-class vessel and the missions it has undertaken with him at the helm. He tends to speak in a "round-about" manner and in a fatherly tone of voice when he talks to everyone.

Image: On first impression, Captain DeSoto conveys an air fatherly sternness, and calm self-assurance. He has an average build for a man in his mid-fifties. His hair is thick and gray, although retreating from his forehead in a widow's peak.

Role Playing Notes: Your years of experience have gotten you to the point where nothing takes you by surprise anymore. Your voice is calm, reassuring, and you never lose your temper.

ENSIGN FRANK DAVIS

Species: Human

Species Abilities: Adaptable (+2 to Will); the Human Spirit; Skilled

Attributes: Agl 6, Int 8 (+1)*, Per 9 (+1)*, Prs 6, Str 8 (+1), Vit 8 (+1)

Reactions: Quik +2, Savv +1, Stam +1, Will +3*

Profession(s): Starship Officer (Engineering)

Professional Abilities: Engineering Certification, Starship Duty

Advancements: 1

Skills: Athletics (Hiking) +6, Computer Use +4, Construct +4, Engineering: Propulsion Engineering +3, Engineering: Structural Engineering (Metallurgy) +5, Knowledge: Culture (Human) +5, Knowledge: History (Human) +4, Knowledge: Law +3, Knowledge: Specific World (Earth) +4, Language: Federation Standard +4, Language: Huth +2, Ranged Combat: Energy Weapon +2, Repair +4, Science: Physical +3, Survival +4, System Operation (Sensors) +6

Edges: Skill Focus (Craftsman)

Flaws: None

Health: 9 **Courage:** 5 **Renown:** 1

*Favored Attribute or Reaction

Image: Ensign Davis has not seen civilization for over two months. His hair is long and unkempt and he has a somewhat spotty beard covering his face. He projects a demeanor of youthful exuberance and brashness, though inside he's not sure of himself at all.

Role Playing Notes: Panic! You've just realized how much hot water you're in. Emotion is king and you need to be (if you'd pardon the pun) brought back down to earth. You are convinced you did the right thing, given the circumstances.

When Ensign Davis attended Starfleet Academy he never paid particular attention to the Prime Directive; he viewed it as nothing more than a curve ball thrown into his exams now and then. He received a reprimand for failing Cultural Relations; and only graduated after passing it a second time. After becoming marooned on Rogun II he blatantly defied the Prime Directive by assisting Thuath and his tribe. The magnitude of his offense doesn't become apparent to him until the Crew arrives.

Ensign Davis is not an evil man with a grand scheme. He is instead a man who wished to repay an act of kindness, but committed a grievous error in judgement.

THUATH

Attributes: Agl 9 (+1), Int 6, Per 8 (+1), Prs 8 (+1), Str 10 (+2), Vit 10 (+2)

Reactions: Quik +2, Savv +1, Stam +2, Will +2

Skills: Armed Combat: Melee Weapons +4, Athletics +6, Engineering: Structural Engineering (Mechanical) +3, Knowledge: Culture +3, Knowledge: History +2, Knowledge: Law +2, Language: Huth +1, Observe (Track) +6, Science: Physical Science +2, Stealth (Sneak) +4, Survival +5

Edges: Skill Focus (Keen Smell)

Flaws: None

Health: 12 **Courage:** 1

Image: A very muscular Huth. He tends to quietly observe (and later prod and poke) something new and undiscovered.

Role Playing Notes: Remain quiet for the most part occasionally grunting and giving quizzical

looks to Ensign Davis when you don't understand something. Be friendly to Davis' companions—they might help your tribe, too. And they're obviously Davis' tribesmen.

Thuath is a tribal leader among the Huth. When his people found the crashed runabout, he insisted the strange creature they found still living be brought back to their village. Since then, his tribe has gone from the cusp of extinction to contenders for survival.

TYPICAL HUTH TRIBESMAN

Attributes: Agl 7, Int 4 (-1), Per 6, Prs 6, Str 10 (+2), Vit 10 (+2)

Reactions: Quik +1, Savv +0, Stam +2, Will +2

Skills: Armed Combat: Melee Weapons +3, Athletics +5, Knowledge: Culture +1, Knowledge: History +1, Knowledge: Law +1, Language: Huth +1, Observe (Track) +4, Stealth (Sneak) +2, Survival +4

Edges: Skill Focus (Keen Smell)

Flaws: None

Health: 12 **Courage:** 0

HUTH

Traits Common to Species

Huth males are aggressive toward other males not bearing their tribe's scent. Huth stand at an average of 2 meters tall. Huth do not possess stereoscopic vision (i.e., their eyes are on the sides of their head). This gives them a wide angle of vision but poor depth perception. They also have a very acute sense of smell.

Story Notes

The Huth have only recently, within the last 100 years, developed tribal societies. Still gathering herbivores, they rely on foraging widely for food. This leads to competition with other tribes for food. Technologically, they live with Stone Age technology.

The Huth have achieved sapience but do not yet dominate their world. They remain susceptible to attacks from predators, and live at the mercy of the elements. Because of this, their skills in survival are well honed.

The Huth tribe led by Thuath is not as aggressive as other tribes. Ensign Davis increases the tribe's chances of survival by teaching them agriculture, and giving them steel tools and weapons. The Huth believe Davis to be, if not a god, then their tribe's benefactor.