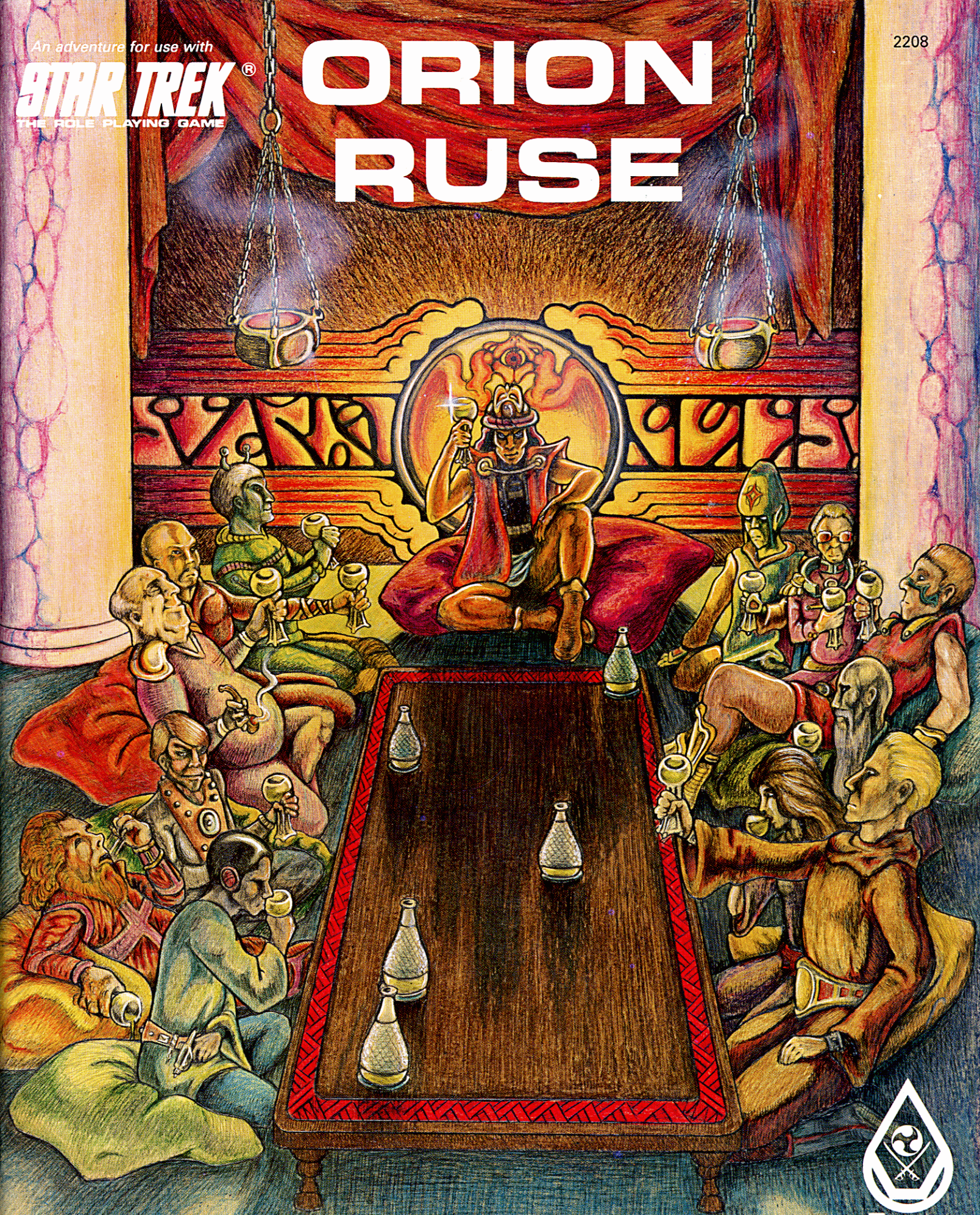


An adventure for use with

STAR TREK®
THE ROLE PLAYING GAME

2208

ORION RUSE



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THE ORION RUSE

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INTRODUCTION

In this adventure, two of the campaign variants of **STAR TREK: The Role Playing Game** are brought together, involving both Star Fleet officers and independent merchants as player characters. Each group has come to the Orion-colonized world of Daros IV on an important mission, but whereas the merchant characters see Daros as a world of golden opportunity, the Star Fleet characters have a much lower opinion of the planet and its inhabitants. Much of the entertainment and excitement in this scenario should come as the two sets of characters, with differing skills and very different goals, attempt to complete their missions without causing each other complete disaster. The gamemaster will need a copy of FASA's merchant supplement, **Trader Captains And Merchant Princes**, in order to run the adventure successfully.

The Orion Ruse is intended for a group of two to ten players. One must play the role of the ship's Captain, while another acts as the leader of the Federation boarding party. The Star Fleet characters may be drawn from any service branch, but the team leader should be at least a Lieutenant Commander. In the interests of playability, characters should be divided as evenly as possible between the merchant crew of the *Eridani Star* and the Federation naval team.

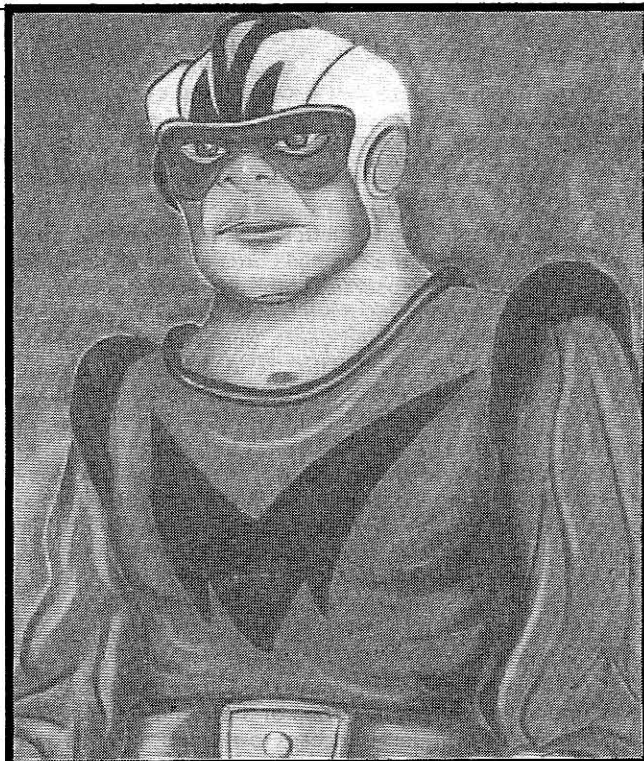
PLOT SYNOPSIS

The Captain of TransSolar's *Eridani Star* was not a happy man. By all rights, he ought to have been satisfied, confident, and even smug. Few men his age were given command of any starship, and fewer still found themselves in charge of a far trader like the *Eridani*. If that was not enough, he'd just received permission to open trade talks with the Orion-settled world of Daros IV. Daros IV was the commercial center for an entire sector, and successful negotiations could gain a valuable new route for TransSolar and a large bonus for the Captain and crew of the *Eridani Star*.

'Unfortunately,' thought the Captain, 'there is a fly in the ointment — several flies, in fact, and they all wear Star Fleet uniforms. *Eridani* was only four days from the Daros system when she was overhauled by a Star Fleet warship and boarded. It seems that a Federation merchant ship had disappeared near the Daros system, and someone in Intelligence was convinced that the Orions were up to their old, piratical tricks. After learning that the *Eridani Star* was bound for Daros, that same Star Fleet clutterhead decided she would make an excellent spy ship. As a result, the *Eridani* now carries a team of Federation naval personnel as part of her crew.'

The Captain sighed. 'If the Orions find out about this, TransSolar can kiss its new trade route good-bye, and you can bet that Federation compensation won't come anywhere near replacing the lost profits...'

So begins **The Orion Ruse**, which occurs amid the fierce and often deadly competition for trade on Daros IV. Star Fleet is worried both by rumors of strange activities on the planet and by the mysterious disappearance of the intelligence agent sent to investigate those rumors. The merchant crew of the *Eridani Star*, on the other hand, have come to Daros in an attempt to break the Orion trade monopoly by signing a long-term trade agreement with one of the ruling Five Families.



The members of the covert Star Fleet reconnaissance team will quickly find themselves entangled in a web of conspiracies — some directed against them, others against the Federation itself, and all orchestrated by a Klingon-Orion alliance on Daros IV. In contrast, the crew of the *Eridani Star* will find that they are locked in cutthroat competition with a shipload of REAL cutthroats: the Captain and crew of the *Werewolf*.

The plans of both the Star Fleet characters and the merchants will be complicated by each other's actions. If the Klingon spies on Daros IV spot the Star Fleet team, their counterattack will strike the crew of the *Eridani* as well, and a blunderingly obvious Star Fleet investigation could derail any trade contract talks undertaken by the merchant characters. By the same token, the vicious plots of Captain Kane and his crew against the *Eridani* almost certainly will affect the Star Fleet officers.

Essentially, neither player group can allow the other to fail, but, at the same time, neither can allow the other to endanger its objective. Their efforts to walk that complicated tightrope should provide both excitement and suspense as they try to survive **The Orion Ruse**.

CONTENTS OF THIS BOOK

This booklet is divided into sections describing the various encounters, places, and non-player characters that are important in the adventure. These descriptions are organized to form a logical chain of events as the players unravel the mystery on Daros IV. Because players begin the scenario divided into two distinct groups with differing interests, the sections of the booklet are themselves divided. An encounter, area, or NPC of interest to Star Fleet will usually be followed by one of greater interest to the crew of the *Eridani Star*.

PLAYER BRIEFINGS

This section should be given only to the players indicated. The players must decide how much, if anything, they will tell the other players.

MERCHANT CREW'S BRIEFING

You have been given a letter of introduction to Imri Keros, the youngest of the Council Lords of Daros. Keros is thought to be eager for closer ties with Federation merchants. His Family's trade holdings have been steadily usurped by competitors over the last ten years, and it is clear that he must soon find a way to reverse that trend. A trade agreement with Keros will yield valuable cargos and port facilities to TransSolar, while the Keros Family grows rich on commissions from the resale of Federation trade goods.

As a sample of the products that TransSolar can provide, the *Eridani Star* carries a cargo-hold full of computers, electronics gear, and other high-technology equipment. This cargo has a base value of 2200 credits per SCU, but it seems likely that it will fetch a higher price on Daros IV, especially since most of the client worlds surrounding Daros will buy as much high-tech gear as they can lay their hands, paws, claws, or tentacles on.

TransSolar has instructed you to negotiate a 'reasonable' trade agreement with at least one of the Five Families. The agreement must include free access to starport facilities and repair shops, and a commitment from the Orions to buy at least 5,000 SCU of TransSolar cargos per year at 125% of normal value. If such an agreement is reached, each crewman will receive an immediate cash bonus of 2000 to 5000 credits, with an added bonus of 1% of all net profits from the first year of a TransSolar-Daros trade run. That bonus will be distributed on a shares basis, with the Captain receiving 6 shares, the Engineer and Cargomaster getting 4 shares each, and every ordinary crewman qualifying for 1 share. The net profits from a TransSolar-Daros run have been estimated at 10 to 20 million CR during the first year of operations.

MERCHANT CAPTAIN'S BRIEFING

TransSolar has authorized you to purchase a return-trip cargo with the money made selling its sample cargo of high-tech equipment. The crew will receive an added 20% of whatever profits are made from the resale of that cargo. In addition, you have been given a contingency fund of 20,000 CR to help meet extra expenses; you will get 20 percent of the unspent money in that fund.

STAR FLEET OFFICERS' BRIEFING

Several months ago, Star Fleet Intelligence picked up rumors that something strange was happening on Daros IV. Unidentified ships were sighted near the planet, and several independent traders claimed to have seen Klingons on Daros IV itself. Although these rumors were vague, they caused great concern at the local Star Fleet Headquarters. The Orions on Daros IV exert great influence over many of the worlds in this region, and an increasing amount of Federation merchant traffic moves along routes passing near that planet. The establishment of either a pirate base or a hostile government on Daros IV would have grave consequences for Federation security. As a result, one of Star Fleet's top agents, a man called Thorn, was sent to investigate. Thorn was given a one-man ship and a cover as a lone fortune hunter.

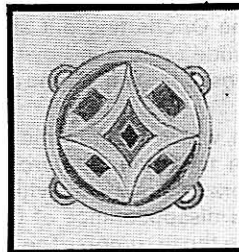
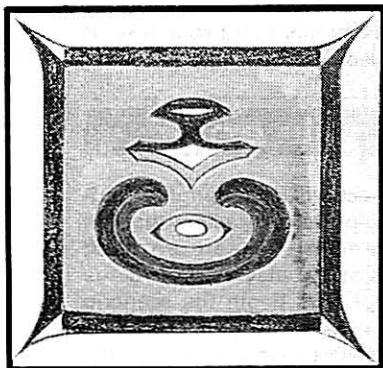
Five weeks ago, the nearest Star Fleet outpost received a subspace radio message from Thorn. The incomplete message indicated that he was leaving the planet with important information and that he intended to return to base. Interstellar noise and unknown interference obliterated the end of the message, and Thorn never arrived.

The text of that message reads:

Thorn to Star Fleet Outpost 36: Left Daros 0600 hours, Stardate 8310.15. Now enroute to base at Warp 5. Investigation concluded. Analysis of available evidence shows that problem on Daros IV is centered on the Ker...

You have been ordered to the planet to repeat Thorn's investigation. The team commander has been given 20,000 CR to help meet extraordinary expenses. However, you are reminded that Daros IV is a neutral world without diplomatic ties to the Federation. If you are captured or killed on the planet, it is likely that Star Fleet will disavow any knowledge of, or responsibility for, your mission or actions. A *Larson* class destroyer, the *USS Patton*, has been ordered to patrol near the Daros system. It can be called upon for help if the *Eridani Star* is attacked off-planet.

You have been equipped with sidearms (Phaser I or II) and any specialist's equipment you normally carry. You have also been given civilian clothes and false identities as members of the passengers or crew of the *Eridani Star*.



THE ADVENTURE

APPROACHING DAROS IV

While approaching Daros IV, the *Eridani's* sensors will detect several ships in orbit and others in transit through the system. All of them exhibit typical Orion design characteristics. They are somewhat primitive, however, with lower drive and power plant efficiencies than other Orion vessels. Most of the ships in orbit are large, bulk-cargo carriers unsuited for atmosphere landing.

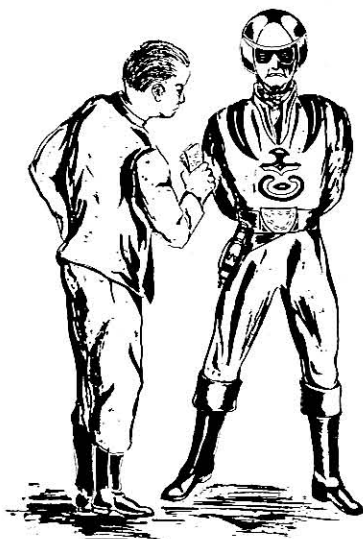
The *Eridani* will be contacted by Daros Traffic Control when it is roughly 50,000 kilometers away. Its identity will be requested, and the Captain will be given instructions to land at Daroskellar Starport. No proof of identification is requested. (The Orions don't care who a ship's owners really are, as long as they have merchandise to trade!)

THE LANDING

Daroskellar Starport lies on the coast of a mountainous peninsula jutting north from Daros IV's main continent. Final guidance to the starport will be provided by a radio homing beacon. The ship's flight path will cross over the city of Daroskellar, 40 kilometers east of the starport, on the opposite coast. Sensor scans will indicate a population of about 100,000 and several fusion power plants.

It will be late afternoon when the *Eridani* lands. Heat waves shimmering across the vast concrete plain will make it difficult to see, but landing spaces are marked clearly by brightly-painted, concentric circles and sloping blast shields. Several empty landing circles are badly pitted and scorched — evidence that some visitors to Daros IV rely on very inefficient chemical drives for landings and takeoffs. Of the 22 berthed ships, 21 appear to be Orion-designed small freighters or shuttles. The last is a *Mission* class transport almost identical to the *Eridani*. It lies at the far end of the field, and no corporate markings can be made out through the afternoon haze.

Within minutes of the landing, a ground car will arrive from the direction of the control center, a squat, white-washed building in the center of the concrete plain. The ground car's single occupant is a male Orion wearing a gaudy scarlet and gold tunic. A curious insignia is emblazoned across the tunic.



THE PORT OFFICIAL

The Orion, who wears a Phaser II as a personal sidearm, will introduce himself as Savro Kerav, a port official of Daroskellar. He will ask to board the *Eridani*, speaking fluent Galacta, stating that he has come to collect landing fees and one week's berthing charges, in advance and in cash. He will inform the Captain that landing at Daroskellar starport costs 500 CR, with berthing fees of 150 CR per day.

The landing fee is 10 times the expected fee, and the berthing charge is 3 times the norm on Federation worlds. Bribing Savro will not reduce the fees. He will pocket the characters' money with a vague promise to speak with his superiors about lowering the rates.

If asked about his insignia, Savro will be somewhat surprised, but he will condescend to say that it is the sign of his Family, the Kerav. Further questioning and a successful Skill Roll against the character's rating in *Negotiation/Diplomacy* might elicit the information that Daroskellar Starport is divided into five zones, each administered by one of the Five Families. Ships landing in a zone are not obligated to trade with that Family, but all berthing fees and repair charges are collected and kept by them. Contact with the trade representatives of the other Families is made at the control center.

Savro knows very little about the other *Mission* class ship in port, since it has landed in the Keros-controlled zone.

THE OFFER

Savro will ask to see the *Eridani's* cargo. When he is shown it, he will express great interest and try to persuade the characters to sell it to his Family. He will offer to arrange a meeting with a Kerav Family broker, his older brother Elkar.

If the players refuse, Savro will leave in a huff, and he definitely will not offer them a ride to the control center.

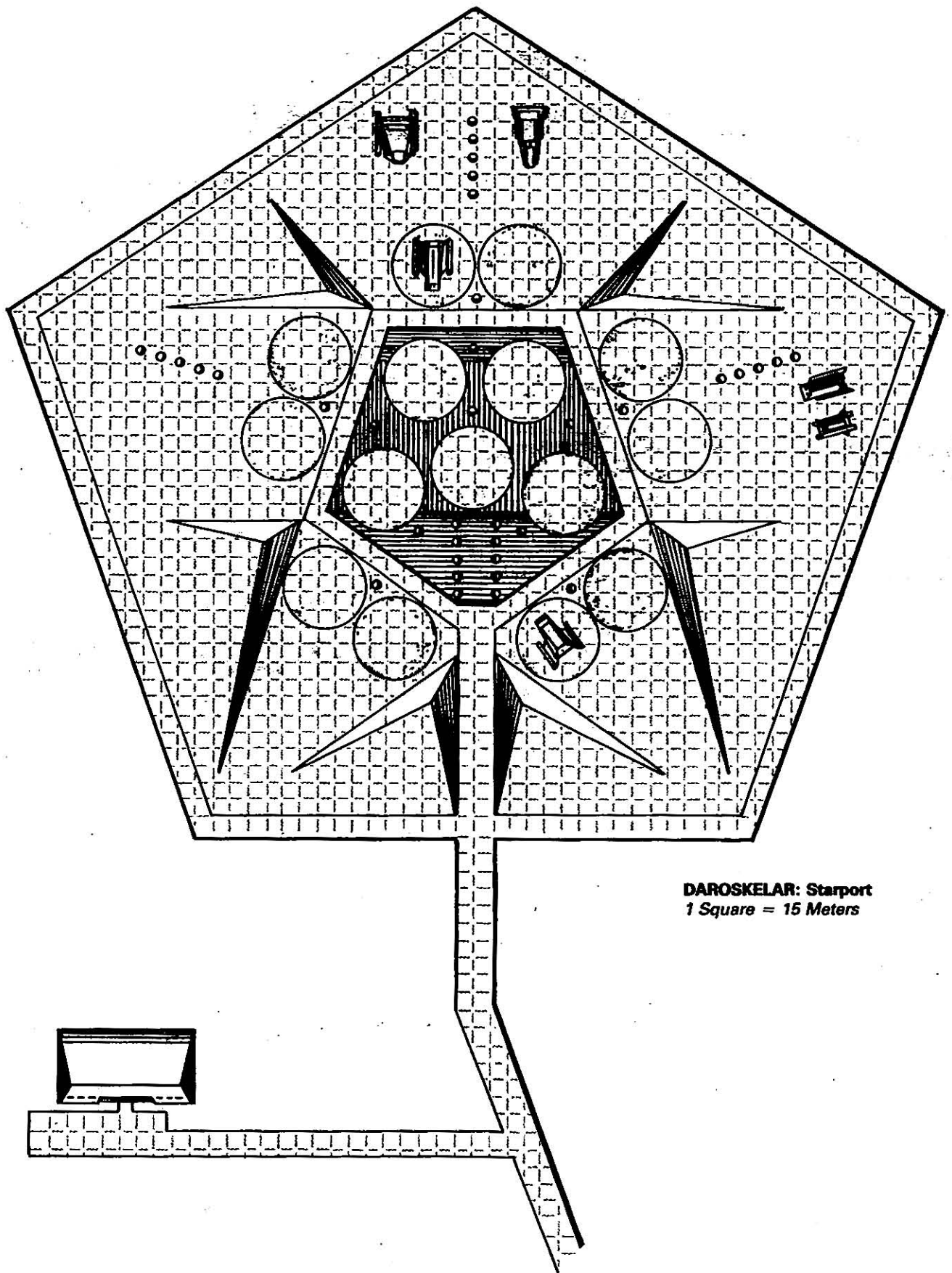
If Savro learns that the player characters hope to deal with the Keros Family, he will become angry and may warn them that Keros is a known swindler, liar, and cheat. Because most Federation citizens expect all Orions to meet that description, the characters will probably not be very worried by this tirade.

If the players accept his offer, they will come to realize that the lack of a demonstration cargo renders their letter of introduction to Imri Keros worthless.

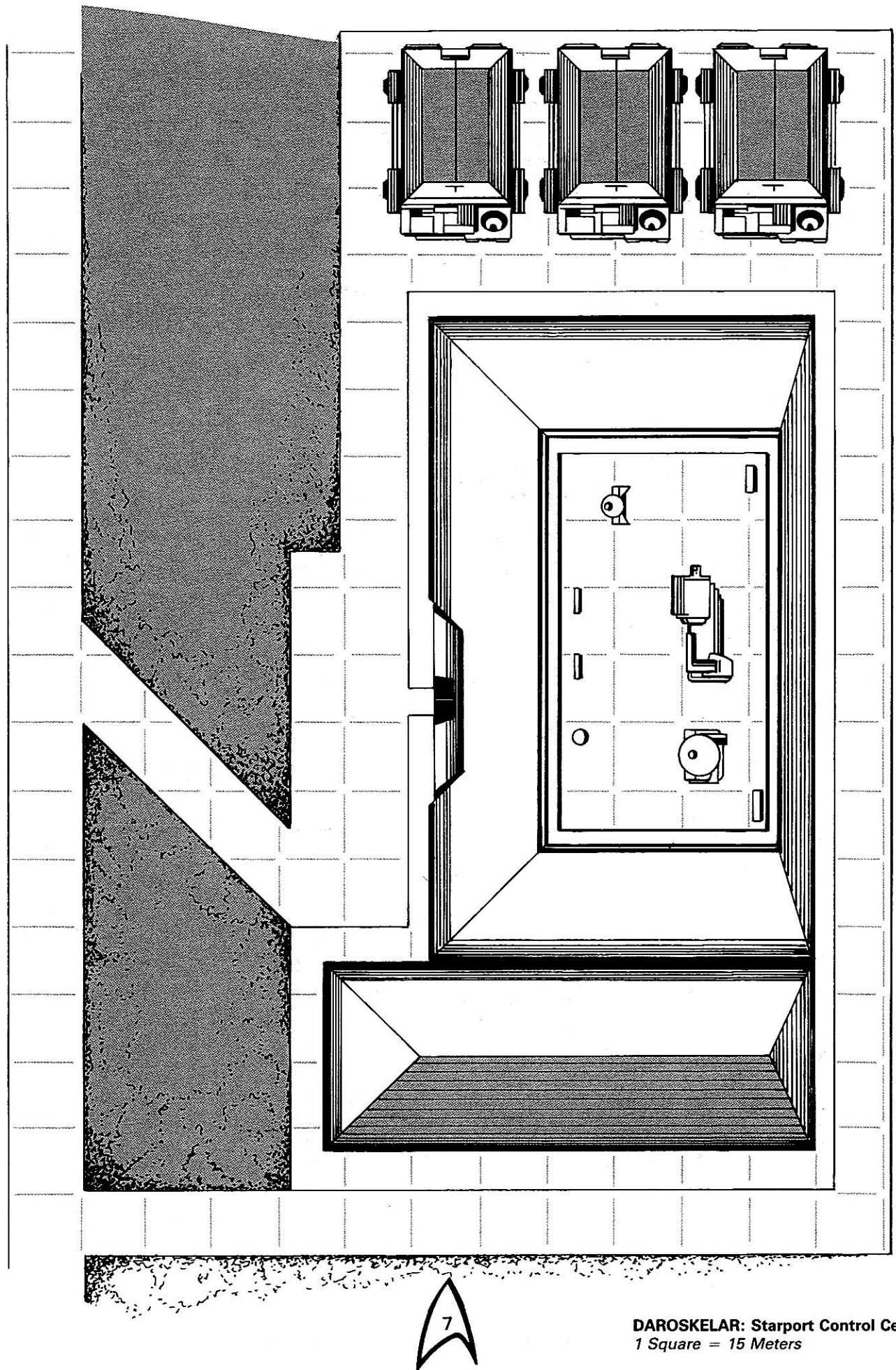
THE CONTROL CENTER

If the player characters do not get a ride from Savro, the control center will be a 2-km-long, hot walk from the *Eridani's* berth. It is a one-story-tall, windowless, concrete building set squarely in the middle of the landing field. Several tracking and communications antennae are clustered on the roof and a number of large, wheeled cargo lighters are parked next to the building. (Driving these vehicles will require a successful Skill Roll against a rating in *Ground Vehicle Skill*. Keep Kirk away from them!)

When they arrive, the player characters will find that the only entrance to the control center is an air-lock built into one side of the structure. Once through this airlock, they will find themselves in an air-conditioned, crowded hallway running the length of the building. The hall is carpeted, and



DAROSKELAR: Starport
1 Square = 15 Meters



DAROSKELAR: Starport Control Center
1 Square = 15 Meters

colorful tapestries decorate the walls. An elevator on one side has a sign in the Orion language, and doors on the opposite side along the hallway are marked by ornate insignia and signs. The door closest the elevator is marked with the insignia that Savro was wearing.

Most of the passersby are Orions, some of whom will enter or exit the doors and the elevator, but there will be a number of aliens as well, though none will be of any major Federation race. Almost everyone will be carrying some sort of sidearm, ranging from energy weapons to simple knives.

The elevator sign is marked "Traffic Control Center." Access to it is restricted to those punching the correct 5-digit code on a keypad beside the doors. The Traffic Control Center computers contain all sensor readings taken on traffic through the Daros system. While someone might be able to figure out the code, he would almost certainly be noticed while doing so!

The doors lead to the offices of each Family's trade representatives at the starport. The Keros Family office is at the far end of the hall and is the smallest and least elaborately decorated of them all; its insignia matches that known by the merchant Captain.

FIRST CONTACT WITH KEROS

The player characters will find the lobby of the Keros Family office small and adequately furnished. Large, flowering plants stand in each corner, and simple couches are provided for prospective clients. A young, male Orion, who mans a desk near a door that obviously leads into the rest of the offices, will ask them for their names, their ship's name, and their business. After asking them to wait, he will disappear through the main office door. (Sharp-eyed observers might note that he carries some sort of an energy weapon concealed under his left arm.)

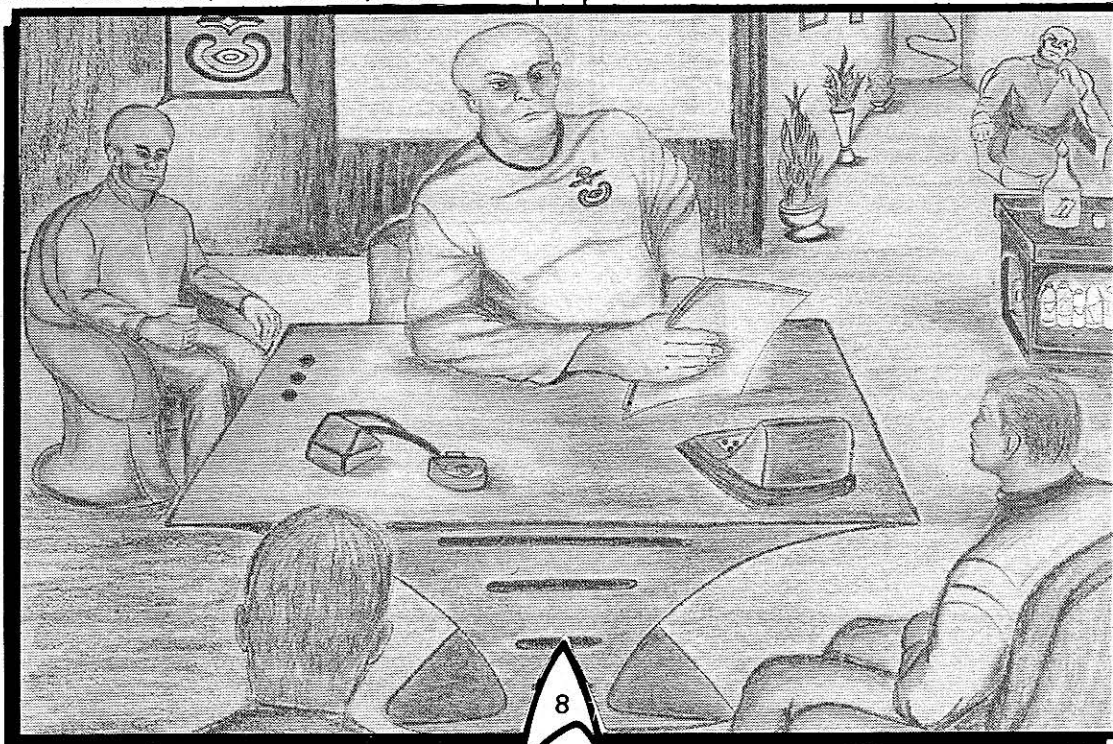
In less than a minute, the receptionist/guard will return followed by an older Orion who will identify himself as Kelon Keros, the chief trade representative of the Keros Family at the starport. Kelon will invite the Captain and Cargomaster back to his office. If one or more of the Star Fleet personnel insists on going along, Kelon will not refuse the request, but he will be puzzled and will ask, "Who is this person?"

Kelon will welcome the player characters into an office that contains a desk, computer terminal, and a couple of couches for guests to recline or sit upon. The insignia of the Keros Family is prominently displayed on the wall behind his desk. Kelon will offer his prospective clients a drink from his well-stocked personal bar that appears to include almost every known form of alcoholic beverage, including Romulan ale! When the characters show him their letter of introduction, which includes a cargo manifest, Kelon will become very excited, offer them another drink, and place an immediate call to his superiors in the Family. After an animated conversation using the privacy device on his communicator, Kelon will tell the characters that Imri Keros himself has invited them to dine at the Keros Mansion in Daroskelar, and that a Keros Family aircar is being dispatched to take them to the city. The aircar should arrive within the hour.



If Kelon is questioned about the other *Mission* class ship in port, his answers will be somewhat evasive. He knows that it landed five weeks ago under the name *Illusion*. He will state that he met the Captain and Mate of the *Illusion* and discussed the possibility of buying their cargo, but he hasn't made any final arrangements to put it on sale at the Bazaar. A successful bribe will elicit the following information from Kelon: 1.) The *Illusion* carries a cargo of Federation-made, high-tech goods, although they are not all manufactured by the same company. 2) The Captain and Mate of the *Illusion* also have been invited to dinner this evening. 3) Kelon doesn't really believe that the other ship is actually named the *Illusion*, but he has no evidence to prove otherwise.

Kelon will provide the characters with groundcar transportation back to their ship so that they can prepare themselves for dinner, giving them a time when the aircar will arrive to take them to the Keros Mansion.



DAROSKELAR FROM THE AIR

Although the *Eridani Star* should not be wholly vacated, the gamemaster should allow as many of the player-characters as possible to visit the Keros Mansion for dinner. A relatively high-ranking NPC could remain behind, in charge of security.

The promised aircar will touch down alongside the *Eridani Star* almost precisely on time. It is an efficient-looking, 10-passenger model manned by a pilot wearing Keros livery. It has a top speed of 160 kph, and a pressurized cabin to allow it to fly above the tall mountains running down the middle of the peninsula.

Any character who has a Skill Rating of 10 or more in *Mechanical Engineering* and who carefully examines the vehicle, may make a Skill Roll to notice that some of the standardized portions of the aircar appear to be of Klingon manufacture. If he is questioned about this, the pilot will reply that the aircar was purchased from a dealer in the Low Market of the Bazaar. He will state that the dealer's name was Ivra. If the questioning is too heavy-handed, the pilot will report the conversation to his superiors, who might grow suspicious of the group's motives, and suspicion can have a chilling effect on newly opened negotiations.

Within fifteen minutes of takeoff from the starport, the aircar will be over the city of Daroskelar itself. The view during the flight will be spectacular as Daros' bright sun sinks below the horizon behind the car, lengthening the enormous shadows cast by the razor-edged mountains below.

There is almost no air traffic over the city, but an occasional groundcar can be seen moving along the streets below. The city is small but brightly lit. It is built on a gently sloping plain running from the base of the mountains to the sea. Hundreds of small buildings are clustered near the ocean, but the higher ground appears broken up into five large, well-marked estates. Each estate is centered on a huge, several-storied mansion, and each mansion is constructed around a large, domed inner courtyard. Fine mist rising from many of the fields on the estates shows extensive irrigation being used on the crops, and each estate has its own water storage tank nearby.

AN EVENING'S ENTERTAINMENT

After circling the city once, the aircar will bank sharply and move toward one of the five estates. It will land on a concrete pad directly in front of the main door to the 3-story mansion, which is a large, six-sided building that has no windows in its outside, white-washed adobe walls.

When the car lands, several servants will rush forward to open the door, welcoming the characters to Keroskar, the House of Keros. They will lead the way through double doors of solid Cetian oak into a broad, marble-paved corridor. Brilliantly colored mosaics and frescoes cover the corridor walls and ceiling, and lush, green plants stand along the walls at regular intervals. Several doors and smaller corridors lead off the main hall.

Two servants will guide the visitors to a pair of ornately carved, wooden doors, through which the soft music of flute-like instruments can be heard. They will open these doors to reveal the dimly lit courtyard of the estate. It is very large, six-sided, and covered by a transparent dome through which the stars can be seen. Flowering plants of every color and type line the walls and are scattered throughout the room. A splashing fountain stands in the center, and smaller fountains occupy each of the 6 corners. Several couches occupied by Keros' other guests form a circle to one side of the central fountain.

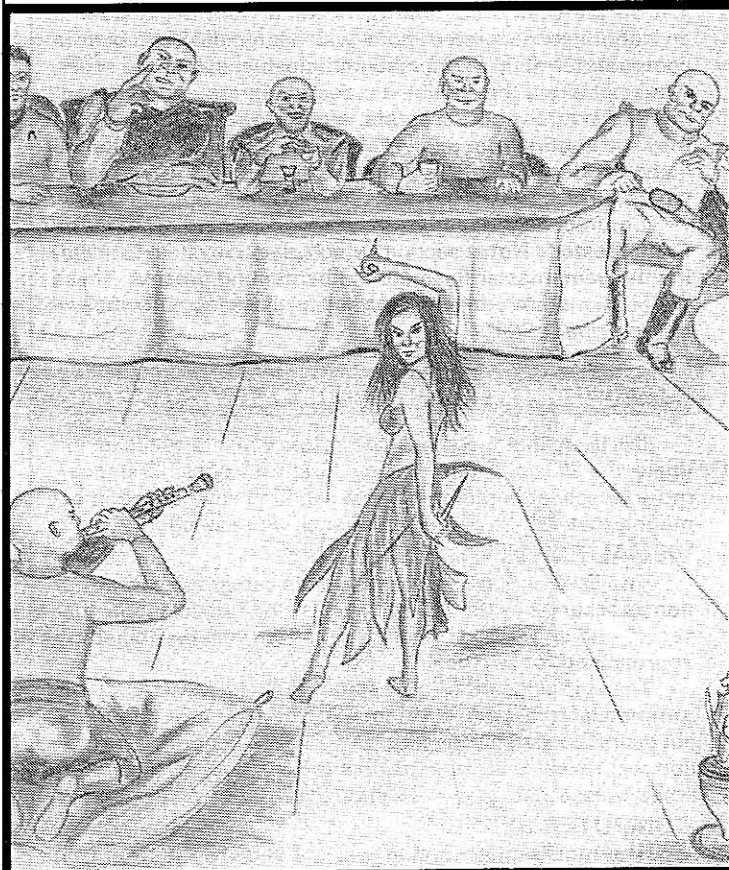
One of the servants will announce the characters in a loud voice. At the same time, a comparatively short Orion male wearing a simple tunic embroidered with the Keros insignia will rise from the central couch and approach the group. He will welcome them in the name of his Family and introduce himself as Imri, the Keros.

After greetings are exchanged, he will introduce them to his other guests. There are 6 other Orions in the room and two Humans, all male. All of the Orions either are junior members of the Keros Family or belong to a cadet branch of the clan.

The two Humans are introduced as Solomon Kane, Captain of the *Illusion*, and Jack Corrigan, Kane's first mate. Kane is a slender man with an Oriental cast to his features and graying hair. Corrigan, on the other hand, is tall, with curly red hair and a nose that has been broken at least once. Both wear gray and black shipboard tunics with a light-colored patch in the upper left where some sort of insignia or device appears to have been removed.

Servants will show the characters to couches. The Captain will be shown to one to the right of Keros; Kane is seated on Keros' left. Servants will bring food and drink. Keros' storerooms are well-stocked and almost anything they request can be fetched for them, from Saurian brandy to Andorian krill-beast steaks. Keros will make it clear that any discussion of business can wait until after dinner. While Kane and Corrigan avoid conversation, the other Orion guests are eager for the latest Federation news and gossip. They will be so eager, in fact, that the characters should find it very difficult to ask questions of their own.

After his guests have finished eating, Keros will announce that he's arranged a small entertainment in honor



of his distinguished visitors. A light hand-clap will send the servants scurrying out, and cause the gentle background music to fade away to be replaced by a single, piping flute. Another hand-clap will call forth a beautiful, green-skinned Orion slave. She is scantily-clad and carries a long, gleaming dagger in each hand. As the tempo of the flute music increases, she will whirl around, leaping high and juggling the daggers. The speed of the dance will increase until it becomes impossible to see them as anything more than steel-bright blurs. As a finale, the dancer will leap onto an unoccupied couch, somersault into the air and land on her knees with a knife in either hand touching the marble floor.

A languid wave from Keros will send her out of the court yard. Corrigan will be extremely vocal in his praise of the performance and beauty of Keros' slave, but Kane will appear somewhat preoccupied.

The dance marks the end of the formal dinner, and Keros' Orion guests will take their leave with flowery farewells. Keros will bid Kane and Corrigan good-night, indicating to the group from the *Eridani Star* that they should remain behind. He will tell Kane that he will "keep his proposal in mind." Kane and Corrigan appear reluctant to leave and will glare at the group from the *Eridani Star*.

TAKING CARE OF BUSINESS

After his other guests have left the chamber, Keros will invite the Captain and Cargomaster to his study to discuss TransSolar's proposal. As with Kelon, if one of the Star Fleet characters insists on going along, Keros will not refuse but will be very curious. Those who remain behind will be invited to partake of Keroskar's wines and entertainments.

Keros will lead the way to the end of a small corridor just off the central courtyard. He will invite his guests into an elaborately decorated room, with a large desk and built-in computer terminal at one end and plush chairs at the other. A cabinet along the wall by the desk contains a large assortment of bottles and decanters, and Keros will indicate that they are liquors from all over the known galaxy. Despite the elaborate decoration, sharp-eyed observers will notice places where furnishings have been recently removed.

Contract negotiations will take place, as indicated in the **Gamemaster's Notes** section, which gives a system for helping the gamemaster flesh out the bargaining process. These negotiations are vitally important to the success or failure of the *Eridani Star*.

INSPECTING THE ILLUSION

It is likely that the player characters will attempt to investigate the *Illusion*, their trading rival and possible enemy, more closely at some point. This section provides the information that will be gained from such an inspection.

VISUAL EXAMINATION

The *Eridani Star's* viewing screens can provide information as accurate as that gained from a close visual reconnaissance, and so no additional information may be gained by approaching more closely.

The ship appears to be a standard *Mission-Class*, small commercial transport. It is unmarked by any corporate logo, but bears the registration number F264007. Lengthy observation will reveal that the *Illusion's* main airlock is shut at all times, unless members of her crew are entering or leaving.

COMPUTER SEARCH

The registration number will not show up on any ship list pulled from the *Eridani Star's* computer.

SENSOR SCAN

Heavy interference will prevent sensors from being used while the *Eridani Star* is grounded at Daroskellar Starport.

TRICORDER SCAN

For the players to gain any more information about the *Illusion*, at least one of them will need to use a hand-held tricorder from relatively close range — 100 meters or so. If the reconnaissance team disguises itself and/or its intentions in some way, it shouldn't run into trouble. If, however, passengers or crew from the *Eridani Star* are caught spying, those aboard the pirate ship will react violently, as detailed in **Unwelcome Visitors**.

The tricorder scan will reveal several very interesting pieces of information about the mysterious *Illusion*. Depending on the circumstances, such as concealment, time taken, and other factors, Skill Rolls may or may not be necessary, at the gamemaster's discretion.

1. The ship has a weapon system aboard, some sort of disruptor.
 - 1a. The disruptor is an Orion-designed weapon.
2. The ship's impulse engine is abnormally large and powerful.
 - 2a. The ship has 18 Power Points Available (14 is normal for this ship class).
3. The superstructure is heavily reinforced.
 - 3a. The ship has 6 Superstructure Points (3 is normal for this ship class).
4. The number of crewmen on board and their approximate location within the hull. The gamemaster must determine this.

UNWELCOME VISITORS

If snoopers are detected by the crew of the *Werewolf* (the *Illusion*), several of the brawnier Wolfen will leave the ship by an auxiliary airlock on the opposite side. (Any character using a tricorder to scan for life-forms should notice this movement.) They will try to circle around behind the characters to block any escape. When they are in position, the rest of *Werewolf's* crew aboard will come out through the main airlock.

The Wolfen want one thing only — the tricorders used to scan *Werewolf*. While the ring of thugs is closing in, their leader will try to persuade the characters to surrender their scanners "nice and quiet like, without any unfortunate unpleasantness."

The crewmen confronting the characters will each be armed with a Phaser-I set on stun. In addition, certain of the Wolfen carry knives. The Wolfen will not use their weapons unless the characters draw first or until they're ordered to do so by Soloviev, Corrigan, or Kane. *Werewolf's* masters would much prefer the appearance of a comparatively harmless brawl between two rival merchant crews. At no time will Skevar, Kane's Orion engineer, show himself; Kane hopes to keep him as an ace-in-the-hole.

If the *Eridani's* scouts give up the tricorders, they will have the pleasure of seeing every one smashed to bits under the heels of the Wolfen. If, on the other hand, they refuse, *Werewolf's* crew will attack using fists and feet. One or two of the Wolfen will stand aside from the fight to act as lookouts and to stun anyone trying to escape.

Once the melee starts, the Wolfen will keep fighting until all the characters have been beaten senseless. If they win, they will strip the player characters of all their valuables and send them back to the *Eridani Star* piled atop a hired cargo lighter.

Any Star Fleet officer foolish enough to be carrying an official ID will be taken prisoner and mercilessly interrogated! If Kane thinks he's being pursued by Star Fleet, he'll keep any captives until he can dispose of all of *Eridani's* passengers and crew. If, however, he learns the player character's real mission, he'll hand them over to Keros to wreck his commercial rival's hopes.

In the event the characters start winning the brawl, the Wolfen acting as lookouts will use their phasers to turn the tide of battle. If that fails, any pirates still on their feet will beat a hasty retreat back to *Werewolf's* airlock.

THE HIGH MARKET

The High Market of Daros, the planet's center of 'legitimate' trade, occupies a plateau overlooking the starport.

Minerals, manufactures, liquors, and spices from a dozen worlds arrive on a daily basis, and the Market's shimmering domes and broad avenues are jammed with merchants of every conceivable race, shape, and color. Tracked, flat-bed carriers, piled high with exotic and ordinary cargos, lumber through the crowds, accompanied by periodic horn blasts and curses.

Each trading dome is emblazoned with the insignia of one of the Five Families. Their interiors are filled with trade goods and traders. Although they provide air-conditioned shelter from the dry heat of Daros' day, the domes cannot shut out the incessant, high-pitched yammer as cargos from Orion client worlds are sold to the highest bidder.

The Orion monopoly is very apparent. Cargos can be sold only to and bought only from Orions. Independent traders, like the player characters, who try to sell their cargo without an authorization from one of the Five Families will find a cold welcome and no business in the High Market of Daros.

TRADING

TransSolar expects the *Eridani Star* to return with both a trade agreement and a full cargo. While Keros will buy their high-tech goods without hesitation, the characters may want to shop around the Bazaar for the best (most profitable) return-trip cargo. Trade in the High Market should be handled using the rules in *Trader Captains And Merchant Princes*, published by FASA.

Characters visiting the Market to buy cargo will find the goods given in the table below available for sale. All of the Base Prices listed have been adjusted to reflect Daros IV's Planetary Trade Profile (PTP).

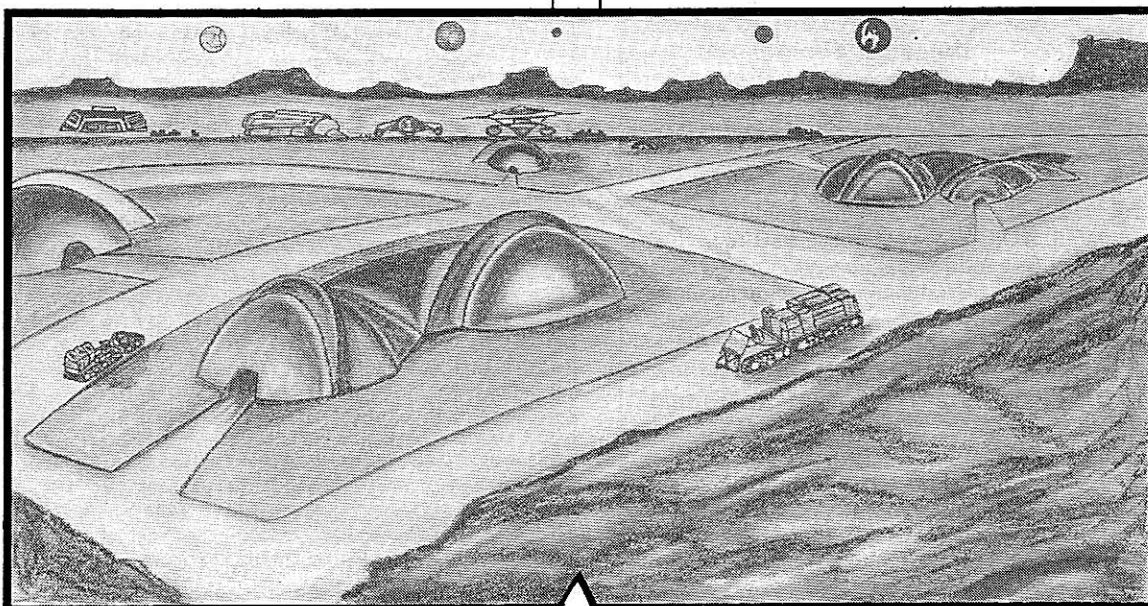
Cargos Available at the High Market

Goods	Lot Size	Base Price/SCU	Selling Family
Klethorian			
Eldor Fruits	100 SCU	350 credits	Keros
These pink-skinned fruits have an odd taste to Humans, but Tellarites consider them a rare delicacy.			
Torian Copper	80 SCU	750 credits	Simri
Surokos Steel	110 SCU	600 credits	Althori
Pantorite			
Machine Tools	70 SCU	2000 credits	Beldav
These machine tools can be operated by Humans, and could be in great demand on a new colony.			
Wines from			
Miros XII	60 SCU	2500 credits	Kerav
The pale golden wines of the Miros system are much sought after by Human connoisseurs.			

SHOP TALK

Besides offering the crew of the *Eridani Star* an opportunity to make more money, the High Market could prove an invaluable source of background information for Star Fleet's spy team. After all, the market is the center of the planet's economy, and "the business of Daros is business."

The crowded streets and domes of the High Market are a hive of mercantile gossip, and any character who attempts to overhear something useful may be required to make a Skill Roll against his rating in *Streetwise* to filter out the "background noise" of ordinary Orion innuendo, business double-dealing, slander, and character assassination. It is up to the gamemaster whether the use is 'routine' or not, depending on the circumstances.



The following useful tidbits of information are available.

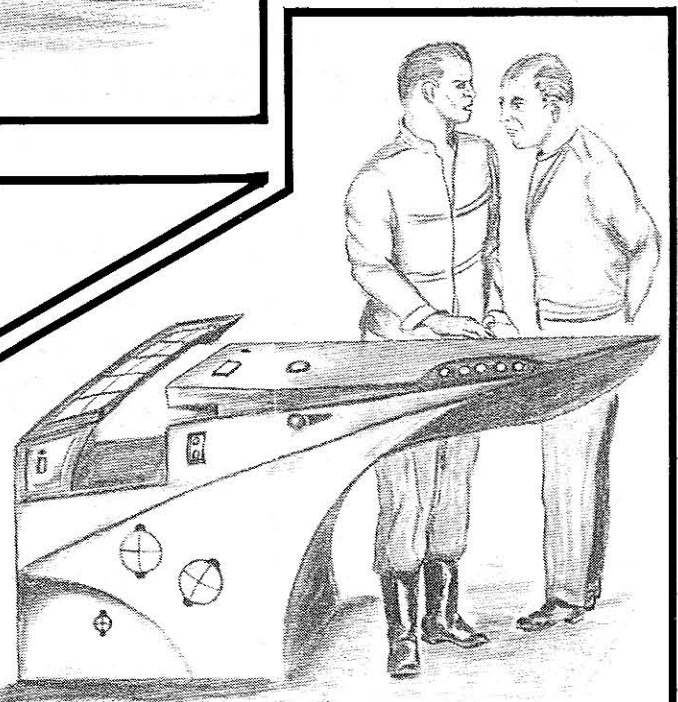
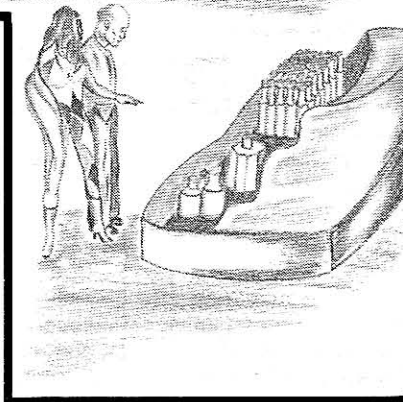
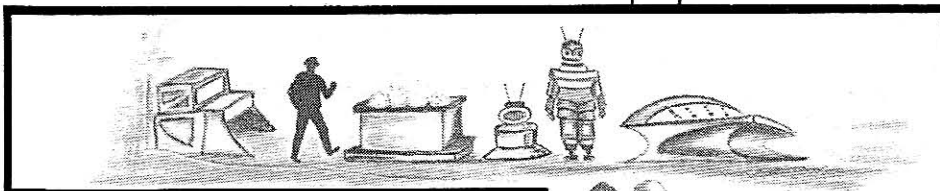
1. Someone or some Family has been selling small amounts of Klingon-manufactured high-tech goods at high prices. Most of the sales take place in the Shadow Market, and a merchant named Ivra is most often mentioned as the middleman (or middle-Orion) involved.
2. The Keros Family is suffering a significant decline in its fortunes. Several recent disasters have plagued their off-world operations. ("Take that outbreak of Eldor Fruit Rust on Kelthor IX, for example...")
3. In the past, the Kerav Family's inability to get its own contracts for mid- and high-tech products kept sales from other Families brisk. Recently, however, Merkos Kerav's agents have slowed their purchases to a trickle. At the same time, the Kerav Family has invested substantial sums in buying steel, aluminum, and other metals. The Family has also bought several large pieces of construction equipment within the last two years.

RAISED EYEBROWS IN KERAVKAR

If the Star Fleet characters are too obvious in their quest for information, they could accidentally alert Merkos Kerav and his subordinates to their danger. It's perfectly normal to exchange gossip with an Orion merchant while looking over his products, but it's painfully brash to openly interrogate him.

Kerav probably won't hear anything unsettling if Star Fleet's agents accompany an honest-to-goodness trader from the *Eridani* who will buy goods while on the fishing expedition, but his suspicions almost certainly will be aroused by rumors of curious strangers with empty pockets.

The gamemaster should keep in mind one truism about Merkos Kerav – "A worried Kerav is a dangerous Kerav." If he grows suspicious of the crew and passengers of the *Eridani Star*, Merkos will order his agents to follow them wherever they go. If he is convinced that his secret operations against Federation shipping are threatened, both the merchants and the Federation officers onboard the *Eridani* will quickly find their lives and liberty at risk, as detailed in **A Shot In The Dark**.



THE SHADOW MARKET

At some point, characters will visit the Shadow Market of Daros. Some may be Star Fleet officers looking for Ivra, the mysterious dealer in Klingon goods, while others could be merchant characters in search of high-profit items to smuggle. The information contained in this section should prove equally useful for handling either party.

The Shadow Market is a peculiarly Orion institution. There are no Family names and no laws within its confines. It is a place where almost anything that is illegal in some part of the known Galaxy can be found for the right amount of money. It is a haven for thugs, pimps, shipless spacers, and rogues of every description. It is a place of great opportunity and of great danger.

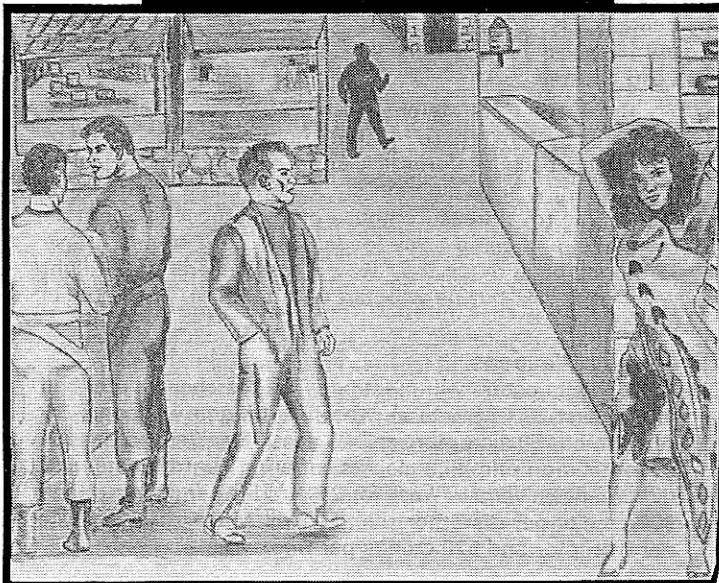
The Shadow Market's twisting alleys and dirty, white-washed adobe buildings sprawl across the desert floor just outside Daroskellar Starport and just below the High Market. The dark doorways of its seedy bars, drug dens, and bordellos face each other across narrow, garbage-strewn streets. Those visiting the Shadow Market will be struck by its smell, an odorous combination of unwashed bodies, cheap liquors, and varied narcotic vapors.

SHADOW MARKET ENCOUNTERS

In the Shadow Market, just getting from one place to another can be quite an adventure. Every time the characters set out from a location within its boundaries, the gamemaster should roll percentile dice for an encounter using the *Encounter Table* below. Characters who are idly or energetically walking its alleys in search of information, profit, or pleasure should be rewarded with one encounter roll for every 30 minutes they devote to that activity. The descriptions of the encounters follow the table.

Shadow Market Encounter Table

<i>Dice Roll</i>	<i>Encounter</i>
01 – 10	Drunk
11 – 20	Tribble Salesman
21 – 30	Beggars
31 – 40	The Dream Seller
41 – 60	Ladies Of The Evening
61 – 70	Savro Kerav
71 – 80	The Bag Of Bones
81 – 90	Ernst Metz
91 – 00	Mercenary Warriors



ENCOUNTER DESCRIPTIONS

Drunk

A wizened old drunk, trying to cadge a drink, will stagger up to the player characters, babbling with relief at his "first sight of a fellow Human face in weeks."

If the characters treat him kindly by offering to help him drown his sorrows in drink, he will introduce himself as Arminius Muldoon, whose shipmates abandoned him on Daros 2 years ago. Arminius will tell them about his drinking pal, Thorn. He may even show them the present Thorn game him just before leaving Daros, a holocube photograph of a mountain.

Should the characters check around with knowledgeable locals, they will find that the photo is a picture of Skaroskar, the site of Merkos Kerav's mountaintop mansion. If they are being followed by Kerav's agents, their discovery of this holocube will prompt him to order their capture or assassination.

Tribble Salesman

An seedy Orion will offer to sell the characters a genetically-altered tribble that is guaranteed not to reproduce. His asking price is 100 credits, but he will take 25. The tribble will not breed as guaranteed, but it will die within 24 hours.

Anyone inspecting the corpse carefully will discover that the tribble is a stuffed fake, equipped with a cheap battery enabling it to purr when touched.

Beggars

The characters will be followed by a crowd of beggars, each horribly disfigured and intent on pestering them for alms. There will be D10+10 beggars, some disfigured by nature, some by disease, and others by make-up artistry. They will persist until the characters have given at least some money.

The Dream Seller

The characters will be approached by a man who offers to sell them dope sticks made from a potent narcotic grown only on Mirox X. He names himself as Vasro the Dream Seller, and gives his (negotiable) price as 40 credits per stick.

Ladies Of The Evening

Members of the group will be accosted from time to time by Orion 'ladies of the evening' plying their trade, who offer to take them to one of the many houses in the Market – at prices ranging from 25-150 credits.

Savro Kerav

The characters will meet Savro Kerav, the Kerav Family flunky at Daroskellar Starport. Savro has had slightly more Saurian Brandy than is good for him, and he will just barely manage to remember who they are through his alcoholic haze.

If the group is being followed by Kerav's thugs, Savro will notice their menacing presence, turn pale, and leave hurriedly. If that doesn't alert the group to the danger they're in, they deserve whatever horrible fate they later meet!

If, however, they are not yet under suspicion, Savro will gladly gossip about the Family in exchange for a few drinks. In the main, he's miffed because his uncle won't let him visit the extensively remodelled Family villa at Skaroskar. It's rumored to be luxurious beyond belief or imagining, though only a few of Merkos's closest confidantes are allowed access.

The Bag Of Bones

As the characters pass, an extremely tall (2.35 meters), thin (60 kg) alien will be thrown bodily out of the nearest doorway, while a deep voice from inside exclaims, "And stay out! You worthless, lazy, good-for-nothing, lay-about bag of bones!" The owner of the voice has obviously been taking abuse lessons from Stella Mudd!

After dusting himself off, the "bag of bones" will introduce himself as Skrix Veestar, lately the bellhop of Madame Altair's House of Joy, and even more lately an Eldor-fruit farmer on Klethor II. After losing his orchard to the dreaded Rust, Skrix finagled a working passage aboard an Orion ship, hoping to make his fortune on Daros. Needless to say, things haven't exactly gone according to plan! Skrix will offer his services as a guide, porter, and general assistant for the startlingly low salary of 4 credits per day with room and board.

If the characters accept his offer, they quickly will discover that Skrix is just about as worthless a servant as can be. He is lazy, ignorant, and shiftless. Even worse, he's a gargantuan eater, requiring at least 50 credits per day of food and drink! Finally, Skrix is a complete coward. At the first sign of danger, he'll vanish, only to reappear later with some pathetic excuse.

Ernst Metz

The group will meet Ernst Metz, ship's doctor of the *Illusion (Werewolf)*, coming out of The Tears of Rigel, a notorious narcotics den. He's just taken a dose of Adrenalane and, as a result, he is highly unstable and extremely cheerful.

If any of the characters are wearing the *Eridani's* insignia, Metz will greet them heartily and invite them to join him in a "peace offering." If the characters accept, he'll take them to Mavro's Place for a "few quick ones between new-found friends." The Orion bartender at Mavro's is an old acquaintance of Metz who will slip Melanex B (a heavy sedative) into the characters' drinks. If all the characters are rendered unconscious by the drug, Metz will take their money and head back for the *Werewolf*.

Mercenary Warriors

One of the characters will run full-tilt into a group of 4 enormous men in the livery of the Simri Family.

The 4 are Torian mercenaries, men who have been described as "self-propelled sledgehammers with very nasty tempers, especially when drunk." Unfortunately, these Torians are very, very drunk... As a small blessing, they've left their battleaxes, halberds, and energy weapons at home. Still, their fists are likely to prove painful enough.

Name: Torian Mercenaries

Sex: Male

Attributes:

END 90 INT 35
CHA 30 LUC 45

To-Hit, HTH: 55

Bare-Hand Damage: 2D10+3

SMUGGLING MADE SIMPLE

It's not necessarily easy to find good buys in the Shadow Market. After all, the Market is crawling with con artists and beggars looking for an easy mark. However, characters with a talent for mingling with the wrong sort should eventually be able to find something illegal they can buy.

Depending on the situation, the gamemaster may decide that a character making such a search might find a bargain. In other situations, he may decide to require a successful Skill Roll from the player against his character's rating in *Streetwise*. In either case, the gamemaster rolls percentile

dice and consults the following *Shadow Market Cargo Table* to determine what bargains the characters find. If Kerav's agents are following the player characters, subtract 10 from the dice roll. If the player characters spread around a little wealth to gain the information, add 1 to the dice roll for every 10 credits spent. The encounters are described below.

Shadow Market Cargo Table

Dice Roll	Cargo
01 - 10	Nothing available
11 - 30	Klingon beverages
31 - 50	Idris flower dust
51 - 70	Soriel pelts
71 - 90	Luru stones
91 - 00	Klingon weapons

Nothing Available

No one seems willing to sell anything of value to the characters. In fact, the characters will notice that they are being avoided.

Klingon Beverages

An Orion merchant named Sirav will offer to sell 10 liters of Kolothian Whipcrack, a potent beverage produced only in the Klingon Empire. His asking price is 250 credits per liter, but he will take 150 credits per liter. If questioned closely, Sirav may admit that he purchased his stockpile from Ivra.

Unbeknownst to the player characters, Sirav will also inform Ivra that someone's taking an unhealthy interest in his business dealings.

Flower Dust

An Orion called "The Pharmacist" will offer to sell 50 kilos of processed Idris Flower Dust, an extremely powerful hallucinogen banned on all Federation worlds. He will sell his supply in 10-kilo lots. He wants 1,000 credits per kilo, but he will settle for 500 per kilo. On high population Federation worlds, the street value of Dust can reach 4,000 credits per kilo.

Soriel Pelts

An Orion named Radros will offer to sell 2 SCU of rare Soriel Bounder pelts from Mandrak VI. The sleek, azure pelts are prized highly on civilized planets in the Federation because the Bounder is protected by rigid game laws and supplies are very limited. These pelts were obtained by poachers. Radros wants 10,000 credits per SCU, and he will not take less than 7,500 credits per SCU.

Luru Stones

Barak The Gem Merchant will sell 12 Luru Stones from the Coros system. These brilliant, multi-colored gems are of great value because Coros III is under a Prime Directive Interdict. Recently, several Orion smugglers made a successful raid on the royal treasure house of the largest kingdom on the planet and came away loaded with Luru stones. These 12 stones have made their way across several dozen light years to Barak, but he will part with them for 1500 credits apiece.

Klingon Weapons

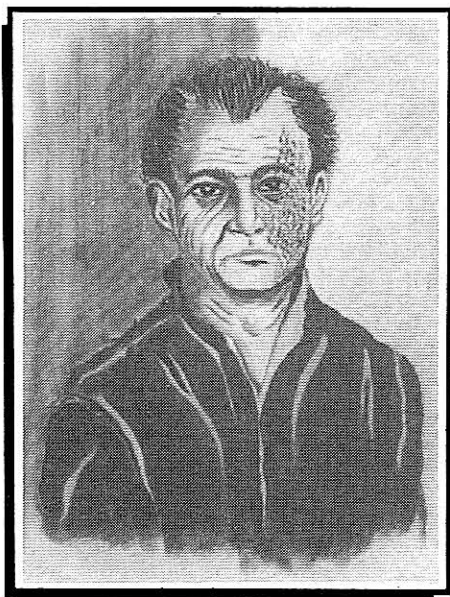
The characters will meet Ivra The Merchant (described in the **Cast Of Characters**), who has Klingon weaponry for sale. He has 50 disruptors and 25 disruptor rifles, both much in demand on primitive planets suffering "unfortunate local disturbances." Ivra will ask for 250 credits per disruptor and 600 credits per disruptor rifle. He will settle for 180 credits per disruptor and 520 credits per rifle.

SEARCHING FOR IVRA

This section should be used if Star Fleet characters enter the Shadow Market on a deliberate search for Ivra.

The Shadow Market's indigenous population is so large, mobile, and downright furtive that finding any given individual is no easy task. Fortunately for the player characters, Ivra is fairly well-known throughout the Market. By the same token, it will be difficult for a group of strangers to look for Ivra without alerting him.

The characters can search for their quarry in several different ways. First, they can simply ask around for him. Eventually, they'll meet someone who can direct them to Soron's Hole, Ivra's most recent place of business. The information will cost them 20 to 200 credits (D10x20) for drinks and petty bribes. However, Ivra will learn that people are looking for him long before they discover his location. If Kerav's suspicions have already been aroused by their actions, he'll instruct Ivra to vanish until the characters have been "dealt with on a permanent basis." If, on the other hand, Merkos Kerav is still unaware that anything threatens his operations, Ivra won't flee his business address, though he will take precautions, including stationing members of Kerav's hit team inside Soron's Hole, as described at the end of **A Place For Business**.



If members of Star Fleet's intelligence team decide the first method is a bit too obvious, they may choose to search for Ivra by posing as merchants looking for cargo to smuggle into the Federation. Should the characters embark on this course of action, the gamemaster can use the methods detailed in **The Shadow Market** to judge this search. This search will be far more difficult if Kerav is suspicious already of the *Eridani Star's* crew. In addition, inept acting by Star Fleet's traders could blow their cover. ("What do you mean you won't buy any Flower Dust? This stuff sells like Spican Flame Gems on Caloron! Say, just who are you, anyway?")

Finally, the characters can just find an Orion who's likely to know where Ivra is (a competitor, for example) and persuade him (at phaser point, if need be) to take them to him. While this approach may seem a bit rough, it is probably the one most likely to get results. After all, Ivra's a very elusive fellow when given sufficient warning. If they use this method, there's an 80% chance that Ivra will be in Soron's Hole conducting business.

A PLACE FOR BUSINESS

Soron's Hole is a seedy, smoke-filled dive deep in the heart of the Shadow Market. The Hole has no front door; one of its more rambunctious patrons tore it off the hinges some years ago and the owner never saw any need to replace it. The ground floor is windowless and is lighted only by a few small battery-powered lamps, whose glass globes are covered with dust. Several plasti-steel tables and a bar crowd the downstairs common room. (Plasti-steel may be expensive, but you can't pick it up to throw at someone!) A battered staircase leads up to the second floor, where Soron maintains a few small rooms for rent.

Most of the Hole's patrons prefer their own company, and, as a result, the bar will be much quieter than most such establishments. For the most part, the customers will be typical denizens of the Market — some well-off, others on their way down. Many sit in a drug- or alcohol-induced stupor. Ivra will be holding court at a table in a far corner of the building.

If the player characters have surprised Ivra, there is a 50% chance that he'll be sitting with a Klingon in civilian dress. As soon as the characters enter the bar, the Klingon will catch sight of them, jump up, and leave by a small door in the rear. What happens if the characters follow him is detailed in **A Klingon In Flight**.

If the characters remain behind, Ivra will talk with them. He doesn't like anybody standing when he's sitting down, so he'll have the barkeep bring chairs for all his guests. Ivra will try to convince those left behind that the Klingon was "just a penny-ante smuggler who brings me Kolothian Whip-crack from time to time." Ivra will not agree to leave Soron's Hole voluntarily. If the characters force him to go, the barkeep will be aware that something's wrong and he'll warn Kerav immediately, who will take steps to either free Ivra or kill him as detailed in **A Shot In The Dark**.

Even if the Klingon is not there, Ivra will not agree to go anywhere with the player characters, and he will not admit to having any knowledge of Klingon trade goods. (This is the kind of standoff where the players may regret being the good guys, but that's life in Star Fleet!)

If Ivra has called in Kerav's bully boys, they'll be spread around the room, but they should be fairly conspicuous. Ivra will be "delighted" to talk with the characters, but he won't allow himself to be pinned down by specific questions about his source of Klingon goods. Instead, the group will find that Ivra seems more intent on questioning them about everything from the trade situation inside the Federation to tariffs on Diristani Neurocoffee. Characters who are Star Fleet officers will quickly find themselves out of their depth. Merchant characters will take a bit longer, and may even be lucky enough to fool Ivra.

If Ivra satisfies himself that the player characters are not authentic customers for his wares, he will call for a round of drinks, the signal for Kerav's men stationed around the room. The hit team will surround the group and invite them "to pay the boss a social call." If the characters accept, they will be disarmed and flown to Skaroskav for a little interrogation in Kerav's dungeon, described in **House On A Hill**. Should they decide to refuse the invitation, they will find it necessary to fight their way out of Soron's Hole.

IVRA'S HIDING PLACE

If Ivra escapes them or if he is not downstairs at Soron's Hole, the characters can force Soron to admit that he has rented a room upstairs, on the second floor.

Ivra's room is sparsely furnished and starkly decorated. It contains nothing more than a bed, a desk, a chair, and a wardrobe with two or three changes of clothing. There is an empty crate underneath the bed, but there are no identifying marks on it. A thorough search of the room will turn up a crumpled piece of paper caught between the desk and the wall. The note reads, in Orion script, "New shipment arriving soon. Standard procedures. (Signed) MK."

If Ivra is cornered here, he will attempt to return below with the characters. In any case, judge the encounter as described in **A Place For Business**.

A KLINGON IN FLIGHT

After leaving by the back door, the fugitive Klingon from Soron's Hole will try to lose any pursuers in the narrow, twisting alleys of the Shadow Market. Any characters going after him will not be too far behind, and the chase should quickly develop into a pell-mell, box-hurdling, fence-climbing, flat-out dash through milling crowds of curious onlookers.

ROUND ONE SAVING ROLLS

Following the Klingon at high speed will not be very easy, and the GM should have every character joining the pursuit make a Saving Roll against both their END and their DEX scores. If the roll against a character's END score fails, the hapless character will be left puffing and panting while the chase roars on without him.

If the roll against a character's DEX score fails, even more serious consequences result. The gamemaster should roll one die. If the roll is 1 – 8, the character has crashed into an Orion merchant's stall, scattering valuables across the alley and generally irritating the owner; it will cost the character 4D10 credits to soothe ruffled feathers and pay for incidental damage. If the roll is 9 or 0, the character will slam right into a group of alcoholic Torian mercenaries! The encounter description in **The Shadow Market** gives the unpleasant details. In this case, the gamemaster should allow the character to make a Saving Roll against his LUC score to avoid the long, hairy arms of the Torians.

ROUND TWO SAVING ROLLS

After the first series of Saving Rolls, the Klingon and any characters still pursuing him will need to make a second set of Saving Rolls against their END and DEX scores to continue the chase. If the Klingon fails either roll and one or more of the characters succeeds, he will be caught! If, on the other hand, all of the characters are forced to drop out of the chase by exhaustion or mishap, then the Klingon will have escaped the Shadow Market and be safely on his way to Skaroskar.

Repeat the procedure until the Klingon either is caught or gets away.

SUBDUING THE FUGITIVE

Catching the Klingon and subduing him may be two different things. The intended captive will certainly fight for his freedom, but, for some reason, he will not draw a weapon to protect himself. Depending on how many of the player characters have managed to stay with him, the Klingon may give them more or less trouble. It is even conceivable that he could escape. Use standard combat rules to judge the fracas.

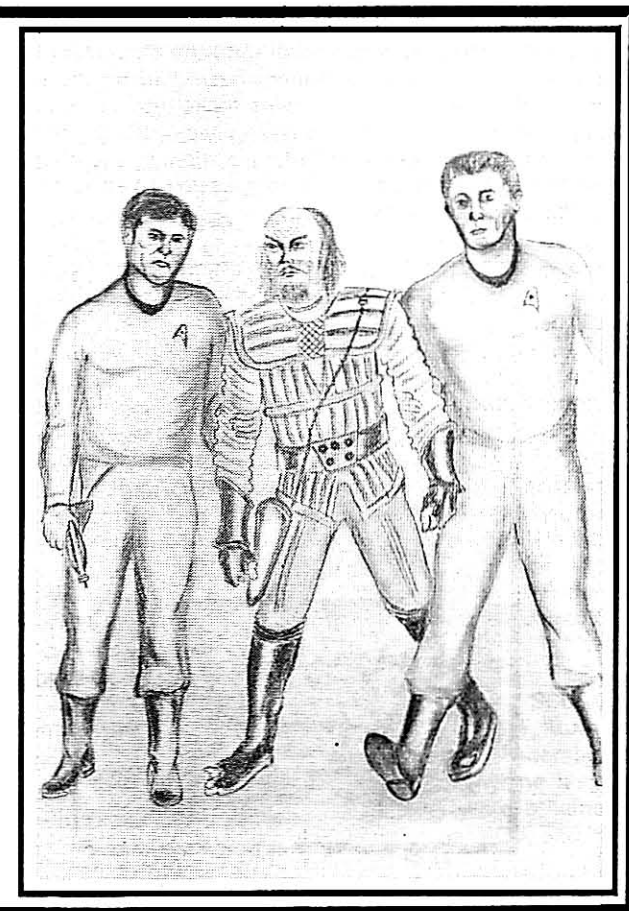
A KLINGON CAPTIVE

If they subdue the Klingon, the player characters will discover they have collared one Kolor, whose papers identify him as an independent commercial traveler. He has no

weapons on his person, but a thorough search will reveal a pocket computer in one of his pockets.

Kolor will immediately demand his release and the return of all his property. He has a very loud and unpleasantly shrill voice that should attract a great deal of attention, which will make it difficult for the characters to get him out of the Shadow Market without being stopped or questioned. If they attempt this, success will be determined by a Skill Roll made against the group leader's rating in *Negotiation/Diplomacy*, with a penalty of –20.

A successful roll will allow the characters to take Kolor back to their ship. A failed roll indicates that armed Orions will intervene and force them to let him go. ("This isn't some namby-pamby Federation World, you know. Everyone's wel-



come on Daros, providing they don't cause any trouble..."") Should the roll fail and the player characters be forced to free Kolor, they will not be forced to give him back his pocket computer. Kolor will be visibly upset by this loss, but he will leave hurriedly just the same.

INTERROGATING KOLOR

Interrogating Kolor himself will prove useless. He will not talk, and Star Fleet officers acting according to regulations can do nothing to make him talk. A character with the appropriate psionic skills could try a telpathic interrogation using the Vulcan mind touch, though it should prove an unpleasant experience.

KOLOR'S COMPUTER

Kolor's computer contains a list of cargo shipped from the Klingon Empire to Merkos Kerav in the last two months. The list includes a large number of sidearms, assorted computer parts, navigation programs, and dilithium crystals for warp drive engines; all of Klingon manufacture.

To extract this information, the character must make a successful Skill Roll against his rating in *Computer Operation*. To interpret the data, the character must have a rating of at least 10 in *Klingonaase*, the Klingon language.

CUSTOMS INSPECTION

Late one night, those aboard the *Eridani Star* will be awakened by an Orion demanding entry at the airlock. He will be wearing a gray and black tunic with the Kerav Family insignia in the upper left corner. This is the Engineer from the *Werewolf*. Any character who attended the Keros Family banquet and who makes a successful Saving Roll against his INT score, with a penalty of -40%, will remember Kane and Corrigan's attire!

The Orion will introduce himself as Skevar Kerav, one of the Family's cargo inspectors. He will apologize for the delay and explain that it is his duty to inspect their cargo hold for signs of contamination. ("We don't care what you're carrying, but several ships have come in lately with some nasty diseases aboard. You just can't be too careful in this part of the Galaxy, you know!")

If the characters refuse to let him on the ship, Skevar will bellow for a while, but he'll leave peaceably in the end. (Kane Plan A down the drain.) If, however, they allow him on the *Eridani*, Skevar will move briskly toward the cargo hold, without needing any directions at all. Once there, he will move methodically through the entire hold, opening boxes and crates and poking around inside them.

If a character carefully inspects any crate of computer equipment that Skevar has opened, he will have a 15% chance of finding a small piece of powerful magnetized tape concealed inside. If Skevar is searched either before his inspection or during it, the characters will find a number of pieces of this tape. Any character will know instantly that this kind of magnetized tape is capable of scrambling the memory banks in every piece of computer hardware it is attached to, rendering it nothing more than a piece of expensive junk. Skevar carries enough of this tape to sabotage most of the high-tech cargo onboard the *Eridani Star*.

If they catch him, Skevar will surrender without a fight. While it's possible that some of the characters may believe he really is a Kerav, Skevar will not be able to tell them anything about Thorn, about Klingon goods, or about Orion conspiracies against the Federation, though he will find these questions extremely interesting. He will not betray Kane's identity or plans unless he is offered a bribe of 100,000 credits or more; after all, it takes a lot of money to escape the long arm of Solomon Kane!

If the characters try to turn Skevar over to the Starport authorities, they will discover quickly that no one is interested in a simple case of non-violent industrial sabotage. The Orions will agree to hold Skevar in detention for a time, but only until he makes bail, which Kane will speedily and anonymously arrange.

BACK AT THE BARGAINING TABLE

This section should be used when the Captain and Cargomaster of the *Eridani* return to Keroskar for their second round of contract negotiations.

Early in the afternoon, an aircar will arrive at the Starport. The journey to Keroskar will be uneventful and the aircar pilot uncommunicative. At Keroskar, the group will be taken directly to Imri's study. After an introductory round of liquid refreshment, serious negotiations will begin, as detailed in the section **Down To Business**.

At some point in the talks, however, the gamemaster should roll secretly against each character's INT score. Players whose characters were successful should be told that they have heard a small sound outside the study door.

If a character rushes to the door and flings it open, he will catch one of Keros' servants with his ear literally to the keyhole. Keros' pride will be touched by this treachery. The servant will find himself dismissed from service and booted out of the mansion immediately, and the characters will not be able to question the would-be spy.

If, however, one of the group finds an excuse to leave the room, he will notice the servant hurrying away down the hall, not so fast that he cannot be caught. Either a forceful interrogation (a phaser in the ear) or a sufficient bribe (100 credits or more) will convince the eavesdropper to spill his Orion guts. The servant will confess that Captain Kane has paid him more than 200 credits for information on the *Eridani* trade talks. In addition, the servant will reveal that he thinks Kane is bribing others inside Keroskar, though he doesn't have any proof.

A SHOT IN THE DARK

Merkos Kerav is a very dangerous and very vindictive Orion, indeed. Any one of a number of things could prompt him to settle accounts with the crew and passengers of the *Eridani Star*. Should he decide on that course, he will send his team of hired thugs to serve as his bill collectors. Naturally, Kerav's instructions to his hit team will vary according to the situation.

If the thugs have been ordered to take prisoners, Markav will not send his boys into action with disruptors blazing. Instead, he will rely on Jovra's tranquilizer pistol and Radras' phaser to "drop the Feds in their tracks." Markav will not hesitate to ambush a small group of characters, but he will try to bluff a larger number into surrendering without a fight. ("We've got you covered from every window and alley around, so don't do anything you'll regret later. If there is a later... Got me?")

If Kerav decides he would rather see some of the *Eridani*'s passengers and crew safely dead, Markav's team will attempt to kill them. They will not try anything out in the open, but both the High Market and the Shadow Market will prove ideal locations for a fatal ambush. At the right moment, Kerav's thugs will push, shove, trip, and punch enough people to start a minor riot all around the characters. In the confusion, they will attempt to encircle the group without attracting undue attention. At a signal from Markav, the assassins will go to work with short-range disruptor blasts and knives. If they have allowed the situation to go this far, the characters had better pray they make their LUC Saving Rolls.

Kerav's thugs will not stay around for a protracted battle. Remember, his operations are being kept secret from the other Families, as well as from the Federation, and he does not want too many unusual incidents that could disturb them. Isolated ambushes are one thing, full-fledged street-fighting with its incidental property damage is quite another! If they cannot overwhelm their targets in short order, Markav and his thugs will retreat as quickly as possible.

THE CONFRONTATION

If all goes according to plan, the Captain and Cargomaster of the *Eridani Star* will be ready, at some point, to sign an agreement with Imri Keros. It will take a while to draw up the contract in correct Federation 'legalese,' and the formal signing ceremony will be postponed until the next day.

The next day, when the characters arrive at Keroskar for the ceremony, the characters will find another aircar parked by the main door. As the characters debark, Solomon Kane and Jack Corrigan will be ushered politely out the door after having been told the bad news.

Kane will be tight-lipped, but his first mate will be red-faced and beside himself with rage. He will stride toward the group with clenched fists and murder in his eye. ("You worm-ridden scavengers! When I'm through with you, you'll have to look up to Durnian slime-beasts!" (Note: Durnian slime-beasts are spineless creatures whose eyes are never more than 10 centimeters off the ground.) When Corrigan is within three or four paces of the group, Kane will catch his arm and push him off toward their own aircar. In a low, even voice, he will offer his congratulations on their victory. ("Farewell, gentlemen. The best men appear to have won.")

CELEBRATION BANQUET

After the contract signing, Keros will invite the characters to another banquet in celebration of their new partnership. This gathering will be much larger and louder than the first. Dozens of Orions will crowd the mansion's central courtyard and music will fill the air. The Keros Family liquor stockpiles should be greatly depleted by the evening's end, as toast after toast is offered. ("To Transsolar!", "To Keros!", "To the *Eridani*!", etc.)

Throughout the party, Keros' green-skinned dancer will perform her dagger dances with consummate skill. The entertainment will not end until well after midnight, when Keros will send his weary guests back to their ship.

THE SLAVE GIRL

Later that night, whoever is on duty will be summoned to the ship's airlock, where Imri's lovely, green-skinned dancer is waiting. She will be wearing a cloak against the chilly night air, but apparently little else. She will say that her master has sent her to the Captain "for the evening, as a gift between friends." (If the *Eridani*'s captain is female, the slave girl will be sent to the ranking male officer aboard, along with a bottle of very rare Saurian brandy for the Captain.)

In order to get on board the *Eridani*, it is likely that the Orion slave girl will have to use her seductive charms on the Captain or ranking officer. The system given below will help the gamemaster determine the success or failure of her attempt to seduce the character.

First, the player must make a Saving Roll against his character's INT, modified as shown in the table below. The modifiers apply to the Saving Roll *target*, and not the dice roll itself.



Modifiers For Orion Slave Seduction Rolls

For Courtesan's Skill:

Subtract the seductress' Skill Rating in *Carousing* or *Courtesan*.

For Character's Race:

Race	Modifier
Human	+5
Orion	+20
Vulcan	+90
Romulan	+30
Klingon	None

For Other Factors:

Character not alone	+25
Physical barrier between character and slave	+30
Character intoxicated	-10

If the character's Saving Roll against his modified INT score is successful, he is unaffected by the slave girl's charms and can refuse her entreaty.

If, however, the character fails his Saving Roll, he has been seduced. In this case, he will allow the girl onboard the *Eridani* and into his cabin. To determine the results of the liaison, the gamemaster should make a series of secret die rolls in the following order:

1. A Skill Roll against the character's rating in *Carousing* averaged with his CHA score. If this roll is successful, the green-skinned Orion falls in love with her intended victim (a la Captain Kirk).

In this case, she immediately confesses that Kane has hired her to kill him and to let the Wolfen onboard to slaughter his crew. No further dice rolls are necessary.

2. A Skill Roll against the slave girl's rating in *Carousing* (*Courtesan*). A successful roll indicates that the dancer has managed to maneuver the hapless character away from his weapons and onto the bed. An unsuccessful roll means that the character is watchful, and can react to an attack with his weapons, even though he is bedazzled by her charms.

3. A Saving Roll against the character's INT. If this Saving Roll is successful, the character will notice the dancer drawing her deadly dagger, and he can react with his bare hands! If it is unsuccessful, she will be able to make a free attack with the poisoned dagger concealed under her cloak.

BOARDED!

If the dancer manages to kill the Captain, she will move immediately to the *Eridani's* airlock. There, she will deal with anyone on guard, using the same techniques she used on the Captain.

Solomon Kane and his Wolfen are waiting in the darkness outside. Once the airlock is open, Kane will send his boarding party in to hunt down anyone aboard. Kane will not board the ship himself.

If they can, Kane's boarding party will kill every crewman or passenger they find. They will take no prisoners. Furthermore, each Wolfen carries a patch of cloth with the Kerav Family insignia. They will leave them scattered around with the bodies.

Although "Black Alex" Soloviev, Star Fleet's agent aboard the *Werewolf*, will not have had the time or ability to warn the characters in advance about Kane's dastardly plan, he will join in the battle on their side; hoping to put an end to the *Werewolf's* crime spree.

If they meet with fierce resistance, they will beat a retreat, fleeing to the *Werewolf*. Kane will flee along with the survivors and blast off for parts unknown, where he will nurse an eternal hatred for anyone connected with the *Eridani Star*. This should provide some excitement for the player characters in the future!

HOUSE ON A HILL

This section contains a description of Merkos Kerav's mountaintop estate at Skaroskar. The gamemaster will need it if the players choose to reconnoiter the mountain. Also included is information vital to play in the event that any of the characters have been captured and taken to Kerav's dungeons.

APPROACHING SKAROSKAR BY AIR

Should the player characters attempt to reconnoiter Kerav's mountaintop estate, they will need to fly there, unless they are prepared to undertake a long and arduous hike. Skaroskar lies nestled among the mountain ranges of the main continent, more than 300 kilometers south of Daroskellar Starport. Six-seater aircars can be rented at the Starport control center for 150 credits a day, no questions asked. However, anyone who wrecks a rented aircar is liable for the CR 30,000 replacement cost. These aircars are largely automated and no *Vehicle Operation* skill is necessary to fly them safely.

The characters have two basic choices. They can either try to fly right into Kerav's secluded estate, or they can land somewhere close by out of sight, planning to make the rest of the trip on foot. The second approach, which is the only one that gives the characters a chance to make the desired reconnaissance, is described in the section called **The Hike**.

If the group flies directly toward Skaroskar, they will be fired on by a ship-sized disruptor as soon as their aircar is within sight of the estate. The first shot will miss, but if the characters do not take immediate evasive action away from the mansion, the second shot will disintegrate them if it hits (7 or less on a D10)!

Naturally, the mansion's security forces will be placed on full alert as soon as the aircar is sighted, and anybody trying to reach Skaroskar on foot afterward will run directly into a well-placed ambush. (Hopefully, the players' jailbreak skills will be better developed!)

By flying low (nap-of-the-earth), the characters will be able to get within 5 kilometers of the mountain without being detected.

THE HIKE

After landing, the characters will have a long, hot, cross-country hike to get within tricorder range of the Kerav mansion. For judging purposes, one character should be designated as the group's leader. Any Star Fleet officer would know that it will be the leader's skill in *Small Unit Tactics* that can get the player characters to the mansion undetected by Kerav's lookouts. Star Fleet Officers would feel that, without such skill, the group will have only 1 chance in 5 of making it undetected.

ANIMAL ENCOUNTERS

The characters will have to survive a 5-kilometer walk across rough terrain occupied by the animal and plant life of Daros IV, a planet whose ecology is best characterized as unfriendly and hungry. To determine if any encounters take place on this hike, roll once on the *Animal Encounter Table* below for every kilometer the group travels. If an encounter with a beast is indicated, the group may avoid it by having one player make a successful Skill Roll against his rating in *Ecology* or in *Planetary Survival, Desert*.

Animal Encounter Table

Die Roll	Encounter
01 – 60	No Encounter
61 – 70	Shadowkiller
71 – 80	Winged Torturers
81 – 90	Sand Pit
91 – 95	Fall; bruised
96 – 97	Fall; sprained ankle
98 – 99	Fall; broken leg
00	Fall; concussion

Shadowkiller

The characters will be attacked by a solitary Morakos (Shadowkiller), which leaps from beneath an overhanging ledge. It attempts to drop on its prey's back, pinning the victim to the ground with its weight. Its claws grasp the character, causing 1D10+8 damage points, and it attempts to break its victim's neck. The **Background Information** section gives a complete description.

Winged Torturers

The group is attacked by 3 Slethii (Winged Torturers). See the **Background Information** section for a complete description of the Slethii.

Sand Pit

One of the party, chosen at random, will begin to slide down a steep, sandy slope of a conical pit that opens in the desert floor. The character must make a successful Saving Roll against his DEX score, or slide into the crushed bones that litter the bottom. Suddenly, as the character slides downward, a Korgasant (Tentacled Mauler) erupts from the ground beneath the character's feet. The **Background Information** section gives a complete description of this beast.

The creature will lurch from a hole, waving its claw-equipped limbs. The Korgasant is remarkably quick, attempting to grasp the victim and draw it to its waiting mandibles. The claws do 2D10+4 damage points on each successful attack, and the mandibles will crush the victim to death.

Falls

One of the characters, chosen at random, slips while climbing out of a ravine. That character must make a successful Saving Roll against his DEX score to avoid toppling back down the rocky slope. If the Saving Roll fails, the character suffers damage, as detailed below. Unlike the encounters with the fauna described above, this encounter cannot be avoided by a successful Skill Roll against a character's rating in *Ecology* or *Planetary Survival, Desert*.

Bruises: The character is lucky and suffers only 1D5 (D10/1) damage in bruises, cuts, and contusions.

Sprained Ankle: The character takes 1D10 in damage and sprains an ankle.

Broken Leg: The character takes 1D10 in damage and suffers a broken leg.

Concussion: Disaster! The character takes 3D10 in damage and is knocked unconscious for 1D10 hours.

AMBUSH

If the group moves to within 3 kilometers of Skaroskar, there is a chance that the mansion's sensors and lookouts will detect them. To determine if the group is spotted, the gamemaster should make a Skill Roll against the group leader's rating in *Small Unit Tactics*, with a bonus of 20. If none of the characters have a rating in *Small Unit Tactics*, a D100 roll higher than 20 will cause them to be detected by those in Skaroskar.

If they are spotted, the group will be ambushed within one kilometer of Skaroskar by a force of 10 household guards armed with disruptors. The guards will be deployed behind rocks all around the characters. A character with a Skill Rating of at least 10 in *Small Unit Tactics* should be given a chance to spot the ambush before walking into it by making a successful Skill Roll.

Once the trap is sprung, Kerav's guards will open fire immediately and they will not cease firing until all the characters are either killed, wounded, or have surrendered. Even if the characters win the fight, it should be clear to them that they will be unable to get near enough to Skaroskar to make a tricorder reconnaissance.

DISTANT VIEW

If the characters survive the journey, they will arrive at a rocky outcrop roughly 150 meters west of Skaroskar's walls. Kerav's hideaway is a large, eight-sided building on a large plateau jutting out from the mountain's north face. There are no roads to Skaroskar; it appears accessible only by air or by foot. The ground between the rock outcrop and the mansion is devoid of cover.

The mansion's outer wall is windowless and roughly 10 meters high. Each of the 6 corners facing away from the mountain are topped by 10-meter-tall, open watchtowers, each with a guard and a sensors dish. Steel-rung ladders climb the walls from a domeless, 8-sided, inner courtyard to each tower. A Klingon disruptor is mounted on the north wall. Two metal doors set in the center of the east and west sides are the only entrances in the outer wall.

Anyone observing the watchtowers will notice that not all are manned at one time, and that the lookouts spend most of their time scanning the sky, not the ground. Despite this, it is obviously impossible to get closer in daylight without being spotted. (The guards are not that preoccupied with the heavens!)

TRICORDER SCAN OF SKAROSKAR

The tricorder picks up the guards in the watchtowers, the sensors dishes they are using, and the disruptor system immediately. Furthermore, it picks up a power source below the mansion, but it is impossible to detect the type due to interference.

The tricorder cannot scan anything within the octagonal walls of the mansion, except at the doors, where the tricorder picks up occasional life form readings. Any character with a Skill Rating of at least 10 in *Starship Sensors* will realize that the building must be shielded against such a scan. Furthermore, the shielding would render it almost invisible to a sensor scan from orbit. The character also would be aware that only a massive amount of material could accomplish this — enough to fill up most of the space between Skaroskar's outer walls and the courtyard.

BREAKING AND ENTERING

The group will find it impossible to cross the open ground between their hiding place and the mansion's outer wall safely until Daros IV's bright, white sun has set. Once it is dark, however, the characters will be able to make it across without being seen. Their earlier observations should have alerted them to the only two obvious methods of entry: through the outer doors and over the walls.

Even a cursory inspection will reveal that both the outer doors are solidly locked electronically. Obvious ways to bypass the locks include using a phaser either set on *disintegrate* to vaporize a door or on *heat* to burn through it. Both seem a bit too obvious, as even the most dull-witted Orion lookout is likely to notice a phaser going off beneath his watchtower.

If a character decides to try deactivating the lock, he must make a Skill Roll against the average of his ratings in *Electronics Technology* and *Security Procedures*. If the roll is successful, the door will open, but it will set off an alarm unless it, too, is deactivated. If a character makes an additional inspection before opening the door, a second Skill Roll will reveal the alarm, and a third, this time against only the rating in *Electronics Technology*, will deactivate the alarm. Opening the door without deactivating the alarm will summon most of Kerav's garrison to the threatened entrance.

If, on the other hand, the characters can scale the outer wall, they will find that the inner court also has 8 sides, each paralleling the outer walls. The courtyard is paved and empty, save for 3 aircars parked off to one side. Two doors from the inner courtyard lead into the walls; they are opposite the outer doors.

If the characters climb down into the courtyard, they will notice that a low hum permeates the air, accompanied by a persistent tremor through the paving beneath their feet. A tricorder scan at this point will reveal that the underground power source is at least one warp drive engine. They also will find that the inside doors are unlocked and have no alarms.

WITHIN THE HIDDEN BASE

If the group decides to continue on inside Skaroskar, they will discover that both inner doors open onto corridors running straight through the wall to the outer exits. Turbolifts are located halfway along each corridor. There are no other entrances or exits. While the characters are within the complex, refer to the floor plans of Skaroskar provided and the descriptions found in the **Maps** section.

Kerav's mountain base is garrisoned by 10 Family guards. Roughly 20 technicians maintain and operate Skaroskar's sensors and other support systems. For simplicity's sake, the characteristics of the occupants of the garrison have been standardized.

In addition to the garrison, Kerav's pirate ship has a crew of 38 Orions, but they are quartered aboard ship and should not come into play during a character reconnaissance of the base itself.

ESCAPE FROM THE MOUNTAIN

If the characters can manage to get inside Skaroskar, get the information they need, and get out without alerting the guards, they will be able to make it back to their aircars without incident. It is more likely, however, that any escape will be made with the garrison alerted.

In that case, the characters will be pursued by Orion guards in the 3 aircars parked in the courtyard, unless they have been disabled or stolen. The gamemaster should be kind to the players in the escape. If they have managed to get this far, they deserve a break. Besides, Kerav and his pirate ship will be waiting for them when the *Eridani* leaves Daros IV, as described in **The Pursuit**.

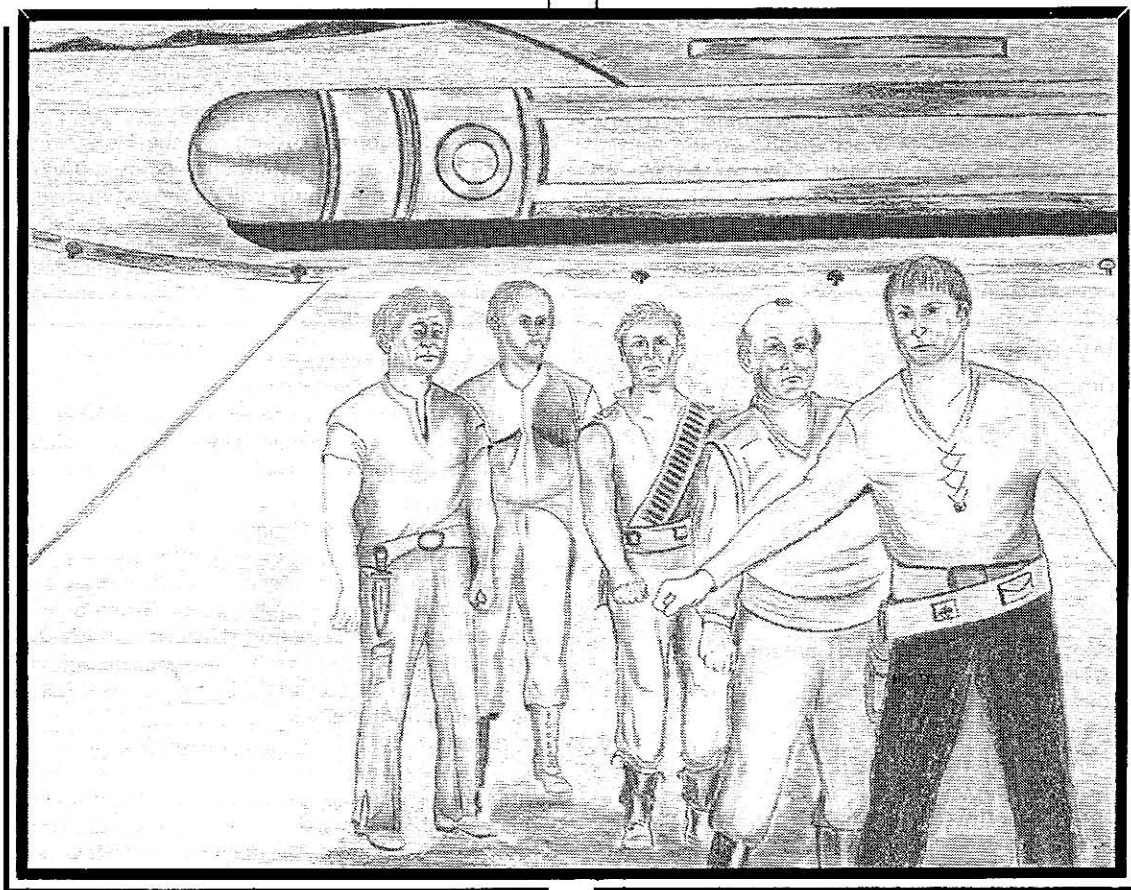
THE PURSUIT

There are two situations in which this section should be used when the *Eridani Star* leaves Daros IV: after the raid on Kerav's hidden base, or if Kerav suspects the crew or passengers of spying on his operations.

As soon as Kerav's agents at Daroskelar Starport report the *Eridani's* departure, Kerav will take the *Morakos* out in pursuit. If the characters are keeping the ship's sensors trained on Daros IV, their scans will pick up a ship leaving the planet and following on the same course. The unidentified ship is moving at a high speed.

When it becomes clear that the *Eridani* cannot shake off pursuit, the gamemaster and players should prepare for a space battle using the **STAR TREK III: Starship Combat Game** or the roleplay rules suggested in the second edition rules set.

By this time, if the Star Fleet team is onboard, they should be making desperate attempts to hail the *USS Patton*. (If they've been left behind, the merchants are going to pay dearly for their treachery.) If the Star Fleet team aboard the *Eridani* signalled for help, the *USS Patton* will arrive in 1D10 turns. If the characters did not signal the Star Fleet vessel before the *Morakos* joins combat, the jammers aboard *Morakos* will block any attempt to do so.



CAST OF CHARACTERS

THE KERAV FAMILY

Name: KERAV, Merkos
Title: Council Lord Of Daros
Race: Orion
Age: 61
Sex: Male
Attributes



STR — 63 CHA — 74
 END — 61 LUC — 43
 INT — 77 PSI — 28
 DEX — 82

To-Hit; Modern: 64 **Bare-Hand Damage:** 1D10 + 6
HTH: 60 **AP:** 12

Significant Skills	Rating
Leadership	67
Marksmanship, Modern	46
Personal Combat, Unarmed	38
Starship Combat Strategy/Tactics	45
Streetwise	83
Trade and Commerce	64

Distinguishing Physical Characteristics:

Merkos Kerav is 5'9" tall and weighs roughly 130 pounds. He has lost most of his brown hair, and his skin is the ruddy, golden-orange color typical of most Orions on the Homeworld. Kerav's eyes are very unusual. They are a dark red color, and many of his superstitious servants believe they give Merkos supernatural powers — a rumor that he does not discourage.

Brief Personal History:

Birthplace: Daros IV

Merkos assumed leadership of the Kerav Family shortly after his older brother's untimely demise. Although it was long suspected that the elder Kerav had been murdered, the legitimacy of Merkos' rule is no longer questioned. In private, the other Families attribute this to the 'tragic' rash of fatal accidents that plagued the Keravs just after the succession. Merkos has been THE Kerav for over thirty years now, and he is firmly entrenched in power.

Personality:

Motivations/Desires/Goals:

Kerav is extremely ambitious, and so the Klingons found him a willing partner in their professed plan to unify Daros IV under his leadership. He believes himself to be one of the few True Orions left on Daros, and he is convinced that the Daros colony's preoccupation with peaceful trade is sapping its vigor. As a result, Kerav is eager to unearth the ancient Orion custom of piracy.

Manner:

Kerav has a fierce temper and is known for his impulsive decision-making. He is rash even for an Orion. Merkos is also extremely conscious of his status as head of the Kerav Family, and he makes sure that everyone around him is equally conscious of his importance. He is constantly fidgeting or pacing, and the characters (should they have the misfortune of meeting him) will never see him sit still.

Special Knowledge/Powers:

None.

Name: KERAV, Savro
Title: Port Official
Race: Orion
Age: 30
Sex: Male
Attributes

STR — 65 CHA — 47
 END — 60 LUC — 36
 INT — 55 PSI — 25
 DEX — 58

To-Hit; Modern: 55 **Bare-Hand Damage:** 1D10 + 7
HTH: 50 **AP:** 9

Significant Skills	Rating
Marksmanship, Modern Weapons	51
Negotiation/Diplomacy	38
Personal Combat, Unarmed	42
Streetwise	57

Distinguishing Physical Characteristics:

Savros is a 5'8" tall Orion male weighing about 160 pounds. He wears gaudy and brilliantly-colored clothing at all times.

Brief Personal History:

Birthplace: Daros IV

Savro's life has been as undistinguished as his familial position. Only his mother's whining entreaties got him his current position as one of the Kerav Family's port officials.

Personality:

Motivations/Desires/Goals:

Although his position within the Kerav Family is a minor one, Savro has convinced himself that he actually wields great power within Family circles. Savro desperately wants to back up that conviction by making a great trading coup that will attract his uncle's attention. He will view snagging the high-tech cargo carried by the *Eridani Star* as the opportunity of a lifetime.

Manner:

Savro is vain, impatient, and arrogant. He will probably attempt to impress the characters by informing them that his mother is the sister of Merkos Kerav, THE Kerav. If he manages to convince the player characters of his importance, they should be rudely disillusioned by the first Kerav of real importance that they meet. His story is true, but she is the youngest of 12 sisters and Merkos has little use for Savro.

Special Knowledge/Powers:

None.

Name: KERAIV, Ivra

Position: Smuggler

Race: Orion

Age: 52

Sex: Male

Attributes

STR —71	CHA —43
END —56	LUC —38
INT —79	PSI —29
DEX —81	

To-Hit; Modern: 61 **Bare-Hand Damage:** D10+4
HTH: 49 **AP:** 12

Significant Skills	Rating
Marksmanship, Modern	41
Personal Combat, Unarmed	17
Streetwise	82
Trade and Commerce	73

Distinguishing Physical Characteristics:

Ivra is a tall (6'1"), thin Orion with an unusually dark complexion. The left side of his face is disfigured by scar tissue from a blaster burn. He wears a plain black tunic and cloak, unlike most other Orions, who prefer brilliantly colored attire. The cloak camouflages a holstered disruptor at his hip.

Brief Personal History:

Birthplace: Daros IV

Ivra is a member of one of the cadet branches of the Kerav Family. He left Daros at an early age and journeyed to the main Orion Worlds in search of adventure and a fortune. Eventually, he worked his way into the captaincy of an

Orion Privateer and established a reputation as a ruthless and bold shipmaster. Then, a disastrous raid cost Ivra his ship and very nearly cost him his life. After a lengthy convalescence, he returned to Daros and agreed to serve as Kerav's broker in the Shadow Market.

Personality:

Motivations/Desires/Goals:

Ivra is loyal to Merkos Kerav, but his loyalty is not unbounded. Ivra's wound tempered his natural recklessness but it left his ambitions intact. His services to Kerav are rendered for cold cash and for the advancement of his branch of the Family.

Manner:

Ivra appears slow-moving, but his deliberate motions conceal an ability to explode into action with lightning-quick speed. His voice is calm and quiet, but observant characters will hear the tone of one accustomed to receiving instant obedience. He has a tight, bitter, ironic smile.

Special Knowledge/Powers:

Essentially, Ivra knows that Kerav has official contacts with agents of the Klingon Empire, that major construction work is going on at Skaroskar, and that Kerav Family ships have unloaded off-world ship components (warp drive engines, hull armor, weaponry, etc.) at the Starport within the past year!

If Keros has Ivra assassinated to stop him from talking, Ivra will find the strength to mutter, "the mountain..." to any of the characters within earshot. If he survives a murder attempt, he will tell the group as much as he knows about Kerav's scheme.

Name: MADRAV

Position: Assassin; Leader of Kerav hit squad.

Race: Orion

Age: 47

Sex: Male

Attributes

STR —64	CHA —36
END —52	LUC —45
INT —58	PSI —22
DEX —67	

To-Hit; Modern: 66 **Bare-Hand Damage:** 1D10+8
HTH: 61 **AP:** 10

Significant Skills	Rating
Marksmanship, Modern	65
Personal Combat, Unarmed	55
Small Unit Tactics	38
Streetwise	77

Madrav carries a concealed Klingon disruptor.

Name: SKUROS

Position: Thug

Race: Orion

Age: 35

Sex: Male

Attributes

STR —76	CHA —41
END —59	LUC —09
INT —37	PSI —03
DEX —59	

To-Hit; Modern: 45 **Bare-Hand Damage:** 2D10+4
HTH: 47 **AP:** 9
Knife: 63

Significant Skills	Rating
Marksmanship, Modern	32
Personal Combat, Knife	67
Personal Combat, Unarmed	35
Streetwise	42

Skuros also uses a disruptor and carries a knife in a boot sheath.

Name: JORVA

Position: Thug

Race: Orion

Age: 39

Sex: Male

Attributes

STR —62 CHA —20
END —55 LUC —19
INT —43 PSI —11
DEX —61

To-Hit; Modern: 50

HTH: 53

Tranquilizer Pistol: 49

Bare-Hand Damage: 1D10+4

AP: 10

Significant Skills

Marksmanship, Modern

Marksmanship, Tranquilizer Pistol

Personal Combat, Unarmed

Rating

39

37

45

Jorva carries both a disruptor and a pistol that fires tranquilizer darts. Treat the tranquilizer as a fast-acting, heavy sedative.

Name: RADRAS

Position: Thug

Race: Orion

Age: 34

Sex: Male

Attributes

STR —57 CHA —46
END —60 LUC —64
INT —41 PSI —32
DEX —72

To-Hit; Modern: 50

HTH: 59

Bare-Hand Damage: 1D10+7

AP: 11

Significant Skills

Marksmanship, Modern

Personal Combat, Unarmed

Rating

28

45

Radras relies on a phaser that is a low-quality copy. Roll 1D10 every time it is used; on a 1, the phaser will not fire.

Name: MORKAI, "The Render"

Position: Mercenary Guard

Race: Torian

Age: 29

Sex: Male

Attributes

STR —109 CHA —44
END —92 LUC —48
INT —33 PSI —03
DEX —51

To-Hit; Modern: 34

HTH: 52

Bare-Hand Damage: 2D10+8

AP: 9

Significant Skills

Marksmanship, Modern

Personal Combat, Unarmed

Rating

17

53

Morkai carries a disruptor, but he is really not comfortable using anything but his hands in combat.

Position: Dancer (Assassin)

Race: Orion, green-skinned

Age: 36

Sex: Female slave

Attributes

STR —53 CHA —102
END —49 LUC —44
INT —32 PSI —41
DEX —95

To-Hit; Knife: 65

HTH: 62

Bare-Hand Damage: 1D10+6

AP: 13

Significant Skills

Artistic Expression, Exotic Dance

Courtesan

Personal Combat, Knife

Personal Combat, Unarmed

Rating

89

77

35

30

The dancer carries a small dagger strapped to her thigh. It has been coated with Cylanite. This deadly nerve poison is specific, affecting the victim's coordination. It acts only once and causes 6D10 damage points.

Position: Standard-Issue Guard

Race: Orion

Sex: Male

Attributes

STR —60 CHA —40
END —50 LUC —25
INT —45 PSI —20
DEX —55

To-Hit; Modern: 50

HTH: 45

Bare-Hand Damage: 1D10+6

AP — 9

Significant Skills

Marksmanship, Modern

Personal Combat, Unarmed

Rating

45

35

Position: Standard-Issue Technician

Race: Orion

Sex: Male

Attributes

STR —50 CHA —45
END —50 LUC —25
INT —55 PSI —15
DEX —60

To-Hit; Modern: 40

HTH: 45

Bare-Hand Damage: 1D10+3

AP — 10

Significant Skills

Marksmanship, Modern

Personal Combat, Unarmed

Rating

20

30

THE KEROS FAMILY

Name: KEROS, Imri
Title: Council Lord Of Daros
Race: Orion
Age: 46
Sex: Male



Attributes

STR — 63	CHA — 70
END — 61	LUC — 45
INT — 84	PSI — 32
DEX — 60	

To-Hit; Modern: 56 **Bare-Hand Damage:** 1D10 + 7
HTH: 52 **AP:** 10

Significant Skills	Rating
Leadership	70
Marksmanship, Modern Weapon	52
Negotiation/Diplomacy	81
Personal Combat, Unarmed	45
Streetwise	71
Trade and Commerce	63

Distinguishing Physical Characteristics:

Imri Keros is a short, slender Orion. He is only 5'6" tall and weighs less than 125 pounds. His features and skin color are very close to those found in Humans. The back of his right hand bears a jagged scar; a souvenir left by a wild trading cruise to Tor III when he was young.

Brief Personal History:

Birthplace: Daros IV

Imri is the youngest Council Lord of Daros. He assumed his rightful position as head of the Keros Family while only

28 years old. His comparative youth has irritated the older and more cautious Lords of the Althori, Simri, and Beldav. At the same time, Merkos Kerav regards him as his most dangerous rival, and he has been unremittingly hostile toward Imri. Keros' willingness to take risks initially brought the Family good fortune, but several natural disasters and fiscal miscalculations have brought hard times to Keroskar.

Personality:

Motivations/Desires/Goals:

Keros is fascinated by the advanced technologies of the Federation, but he cannot completely hide his contempt for the "dull placidity" of most Federation citizens. While the recent misfortunes of his Family have driven him to contemplate closer ties with the UFP, Keros wants to avoid placing Daros IV under the control of Federation bureaucrats, and he will not sign an agreement containing restrictions on the use of imported technology. His primary goal is to restore the Keros Family to its accustomed position of wealth and privilege among the Five Families.

Manner:

While his gestures and facial expressions are studiously controlled, Keros' eyes reveal his agile mind and quick wit. His natural arrogance is carefully concealed by his training as a negotiator, and Keros possesses the ability to act as a polite host to almost anyone. He will not tolerate deliberate insults unless there is a great advantage to be gained from doing so, but he will overlook unintentional rudeness.

Special Knowledge/Powers:

None.

Name: KEROS, Kelon
Position: Trade Representative
Race: Orion
Age: 50
Sex: Male

Attributes

STR — 63	CHA — 60
END — 60	LUC — 34
INT — 56	PSI — 05
DEX — 60	

To-Hit; Modern: 48 **Bare-Hand Damage:** 1D10 + 5
HTH: 43 **AP:** 10

Significant Skills	Rating
Negotiation/Diplomacy	52
Streetwise	51
Trade and Commerce	63
Value Estimation	62

Distinguishing Physical Characteristics:

Kelon is 5'10" tall and weighs more than 220 pounds. His facial features and eye coloring are typically Orion, but his skin coloring is closer to that common among Humans.

Brief Personal History:

Birthplace: Daros IV

Kelon has been the Keros Family trade representative at Daroskellar Starport for over ten years. In that time, he has helped negotiate some of the most lucrative deals pulled off by the Keros Family; including the Family Klethorian Eldor Fruit concession.

Personality:

Motivations/Desires/Goals:

Kelon is a shrewd trader who constantly keeps the advantage of his Family in mind. He belongs to a cadet branch of the Keros Family and is well aware that he maintains his position solely by ability and continued success. The recent business setbacks suffered by the Family have worried Kelon, and he is determined to be the one whose skill restores the Keros fortune.

Manner:

Kelon is cheerful and outgoing. Although he is a heavy drinker, he is less affected by alcohol than he often seems. He finds it extremely useful to be underestimated by those with whom he intends to bargain.

Special Knowledge/Powers:

None.

CREW OF THE WEREWOLF

Name: KANE, Solomon

Current Assignment: Commerce Raider *Werewolf*

Position: Captain

Race: Human

Age: 54

Sex: Male

Attributes

STR — 59	CHA — 70
END — 57	LUC — 73
INT — 78	PSI — 40
DEX — 80	

To-Hit; Modern: 64	Bare-Hand Damage: 1D10 + 5
HTH: 52	AP: 12
Knife: 71	

Significant Skills

	Rating
Administration	40
Communication Systems Operation	17
Computer Operation	55
Computer Technology	15
Electronics Technology	20
Federation History	36
Federation Law	51
Instruction	30
Language, Orion	71
Leadership	46
Marksmanship, Modern Weapon	48
Negotiations/Diplomacy	57
Personal Combat, Unarmed	24
Personal Combat, Knife	62
Shuttlecraft Pilot	20
Space Sciences	
Astronomy	25
Astrogation	38
Astronautics	13
Starship Combat Strategy/Tactics	68
Starship Helm Operation	56
Starship Sensors	20
Starship Weaponry Operation	48
Streetwise	68

Distinguishing Physical Characteristics:

Kane is a slender man with an Oriental cast to his features. He is 6' tall and weighs just over 170 pounds. He has short, graying hair.

Brief Personal History: Star Fleet Officers should make a Saving Roll against their INT score to remember some of this information. A computer search will yield all of it.

Birthplace: Karion VII, Simka Colony

Solomon Kane entered Star Fleet Academy as a relative unknown. He was nominated by a Federation Council delegate from a doomed colony in the Karion System. That delegate was later indicted for a number of crimes, including graft and influence-peddling.

Kane scored well on the entrance examination and did well at the Academy, where his instructors and classmates found him aloof, restrained, and arrogant. In spite of these traits, or perhaps because of them, Kane served his Cadet Cruise on a Galaxy Exploration Command vessel and was passed with Honors.



He rose rapidly through the ranks and even served a tour of duty on a *Constitution* class starship, the *USS Hood*. Despite his obvious talent, he spent four years as Supply Officer on a Star Base near the Orion Worlds. There were later allegations that Kane himself arranged the assignment.

At the age of 35, the newly-promoted Commander Kane was given command of the *USS Cortes*, a *Nelson* class Scout ordered to patrol an area just beyond the Orion Worlds. Incredibly, in four years, the ship never encountered an Orion privateer.

After returning from that cruise, Kane was accused of murdering a merchant on Tiros II. The merchant's partner claimed that they'd made arrangements to sell Kane a large supply of Curial Dust, a potent narcotic, and after the deal fell through, Kane knifed his partner and stole the drugs. Kane was tried by a local court and acquitted, but there were numerous irregularities, including the mysterious disappearance of his accuser. Two of the three judges involved in the case were later jailed for accepting bribes.

Kane resigned from Star Fleet in disgrace and vanished from public view.

Personality:

Motivations/Desires/Goals:

Kane is loyal only to himself. His chief vice, among many, is his greed, but even that is governed by his native caution. He is thoroughly vindictive and will repay any slight or injury; although he may wait years for an opportunity to take his revenge in comparative safety. He is a shrewd and dangerous enemy.

Manner:

Kane is a cold, calculating, and cautious man. He can be counted on to act in any way necessary to ensure his safety and comfort. He appears emotionless and often uses that appearance to throw his adversaries off-guard, but he is a man with a great capacity for hate. Kane never raises his voice above a soft, penetrating whisper; forcing those around him to listen attentively.

Special Knowledge/Powers:

None.

Name: CORRIGAN, Jack

Current Assignment: Commerce Raider *Werewolf*

Position: First Officer

Race: Human

Age: 48

Sex: Male

Attributes

STR — 70	CHA — 43
END — 64	LUC — 49
INT — 60	PSI — 07
DEX — 61	

To-Hit; Modern: 64 **Bare-Hand Damage:** D10 + 10
HTH: 68 **AP:** 10

Significant Skills

	Rating
Administration	40
Carousing	12
Communication Systems Operation	10
Gaming	20
Language	
Orion	28
Klingon	37
Leadership	39
Marksmanship, Modern	68
Negotiation/Diplomacy	30
Personal Combat, Unarmed	76
Medical Science	
Psychology (Orion)	14
Small Vessel Pilot	31
Social Sciences	
Federation Law	46
Trade And Commerce	48
Value Estimation	35

Distinguishing Physical Characteristics:

Corrigan is over 6'3" tall and weighs in at 215 pounds. His battered face is framed by curly red hair and a massive, jutting jaw.

Brief Personal History:

Birthplace: Terra/Ireland

Corrigan was born into a relatively poor family. He grew up in one of the last remaining ghettos in northern Ireland, and quickly became the leader of one of the most powerful youth gangs in the city. After several scrapes with the law, one of his more-prominent uncles obtained an appointment to the Merchant Academy for him, apparently having come to the conclusion that Terra wasn't big enough for both Jack's criminal exploits and the uncle's political ambitions.

After graduating from the Academy, Corrigan hired on with Hammond Lines as an apprentice Cargomaster. Two years later, he was fired for continual brawling and suspected smuggling. He drifted for several months from one tramp trader to another before he started working for Stefan Markovsky, a syndicate boss on Stavchek's World. Corrigan rose steadily in Markovsky's organization, moving from roving enforcer to Chief Cargomaster on a ship making regular smuggling runs into the Klingon Empire. When Markovsky's gang was broken up by Federation police, Corrigan escaped, killing two Star Fleet officers in the process. He fled to the Orion Worlds and joined Kane's crew about 6 years ago.

Personality

Motivations/Desires/Goals:

Corrigan is a pirate because he likes it. He enjoys violence and mayhem and regards the law-abiding Federation with contempt. He also likes money, or rather, he likes the luxuries that can be obtained with large sums of cash. Among other things, Corrigan wants his own command, but he is completely unable to save the money necessary to fulfill that dream. As a result, he's always looking for that one big break that will make him rich.

Manner:

Corrigan has a violent temper and tends to use force whenever possible. He is abusive, rude, and combative. Corrigan follows Kane's orders willingly, but he is occasionally irritated by Kane's caution and shows it. When he is enraged, Corrigan's face turns red and his hands automatically ball-up into fists. His voice rarely drops below the level of a dull roar.

Special Knowledge/Powers:

None.

Name: SOLOVIEV, Alexander "Black Alex"

Current Assignment: Commerce Raider *Werewolf*

Position: Helmsman/Navigator

Race: Human

Age: 29

Sex: Male

Attributes

STR — 60	CHA — 70
END — 65	LUC — 76
INT — 81	PSI — 65
DEX — 70	

To-Hit; Modern: 52	Bare-Hand Damage: 1D10 + 7
HTH: 56	AP: 11

Significant Skills	Rating
Computer Operation	49
Computer Technology	15
Electronics Technology	20
Language, Orion	43
Marksmanship, Modern	34
Medical Sciences	
General Medicine, Human	20
Psychology, Human	27
Personal Combat, Unarmed	42
Social Sciences	
Federation History	15
Federation Law	33
Small Vessel Pilot	47
Space Sciences	
Astrogation	45
Astronautics	10
Astronomy	40
Astrophysics	43
Starship Combat Strategy/Tactics	31
Starship Helm Operation	38
Starship Sensors	30
Starship Weaponry Operation	55
Starship Weaponry Technology	13
Streetwise	37

Distinguishing Physical Characteristics:

Soloviev is just under 6' tall and weighs roughly 180 pounds. His shoulder-length, brown hair gives him a wild and somewhat barbaric appearance that is accented by his thick Russian accent.

Brief Personal History: The following personal history would be available to players who checked on Soloviev in the library computer files. Most of this information is completely false. Compare it with his file as a Star Fleet Intelligence operative.

Birthplace: Terra/Russia

Alexander Soloviev was a brilliant Academy student and passed his Cadet Cruise with High Honors. The only flaws noted on his personnel record were a tendency to act too hastily and to make occasional disdainful remarks about the restraint required of Star Fleet officers.

While serving as Helmsman aboard the *USS Scipio*, Soloviev committed a court-martial offense. The *Scipio* had been sent to the Amal System to enforce a Federation-negotiated truce between two warring planets. Shortly after arrival in-system, it was approached by a local warship. Without waiting for orders, Soloviev, opened fire and destroyed the native craft. Although he claimed the Amalian ship had fired first, recorded tapes proved him a liar.

He was arrested and taken to a nearby Star Base. There, he was tried, convicted, and sentenced to perpetual imprisonment on a Federation Penal Conony. Soloviev escaped, stole a small trading vessel, and made his way to the Orion Worlds. He was hired by Kane shortly thereafter.

Personality: Compare with the other Soloviev file.

Motivations/Desires/Goals:

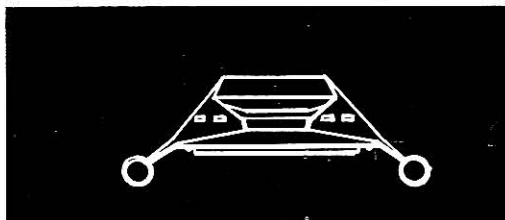
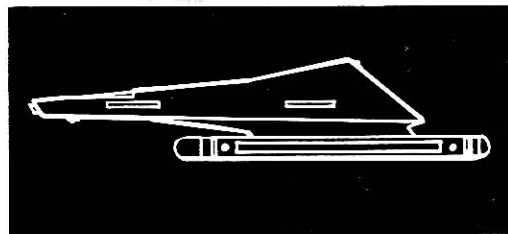
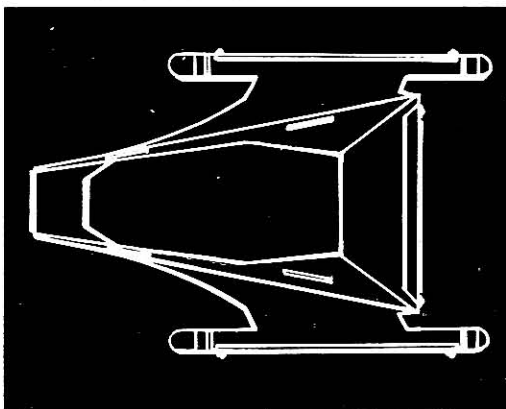
Soloviev is a fanatic anti-Federationist.

Manner:

Soloviev appears bad-tempered and excitable. In stressful situations, he reacts instinctively rather than rationally.

Special Knowledge/Powers:

None.



Name: METZ, Ernst (M.D.)

Current Assignment: Commerce Raider *Werewolf*

Position: Ship's Doctor

Race: Human

Age: 51

Sex: Male

Attributes

STR —56	CHA —48
END —52	LUC —27
INT —90	PSI —15
DEX —64	

To-Hit; Modern: 47 **Bare-Hand Damage:** 1D10 + 5
HTH: 45 **AP:** 10

Significant Skills	Rating
Carousing	39
Computer Operation	57
Language, Orion	46
Marksmanship, Modern	29
Medical Sciences	
General Medicine, Human	75
Orion	41
Psychology, Human	20
Orion	10
Negotiation/Diplomacy	10
Personal Combat, Unarmed	26
Starship Sensors	20
Streetwise	53

Distinguishing Physical Characteristics:

Metz is a 5'11" tall, white-haired man with a pleasantly plump, cherubic face. He is overweight and obviously out-of-shape.

Brief Personal History:

Birthplace: Terra/Germany

At Star Fleet Academy, Ernst Metz' medical skills were legendary. Even while still in the Academy, Metz published several papers that have since become classics in their fields.

Sixteen years later, Metz remained an embittered Lieutenant. Despite his intelligence and skill, he'd failed 3 successive promotion examinations; without any reasonable excuse.

Then, while serving aboard the Galaxy Exploration Command vessel, the *USS Amundsen*, Metz was arrested and charged with illegal narcotics use. He was allowed to resign from Star Fleet and his license was revoked. After several years of living a hand-to-mouth existence on backwater Federation colony worlds, Metz made his way to the Orion Worlds, where he signed on with Solomon Kane.

For over 25 years, Metz has been addicted to Adrenalane, an extremely powerful stimulant now outlawed in the Federation. The drug speeds up the human metabolism at an incredible rate for up to 5 hours, raising the addict's strength, fatigue tolerance, and dexterity. However, after the drug's effects wear off, the user's mental faculties, stamina, and coordination are severely impaired for a period of between 6 and 15 hours. Adrenalane addicts usually are forced to take the drug at least once a week, and Metz follows this pattern of habitual use.

It was found that Metz failed all 3 promotion examinations because he took them after the Adrenalane he'd injected was wearing off. He remains a competent doctor, but he doesn't really care how much pain his patients suffer while he works on them.

Personality:

Motivations/Desires/Goals:

Metz has NO real motivation, save the overwhelming need to maintain a steady supply of Adrenalane. Kane knows about his addiction and has secured the unfortunate doctor's loyalty by ensuring that supply. As a result, Metz is content to serve Kane, and he will follow Kane's orders; no matter how bloodthirsty and sadistic they might be.

Manner:

Under the influence of the drug, Metz is bright, jolly, and utterly psychotic. The drug's aftereffects can leave him a vacuous idiot. In his normal state, Metz is a sullen, embittered man who loathes himself almost as much as he does the rest of the galaxy.

Special Knowledge/Powers:

None.

Gamemaster's Note:

If the characters run into Metz just after he's injected Adrenalane (a likely occurrence if they encounter him outside the *Werewolf*) his STR, END, and DEX scores each will be 5D10 greater than listed. This will make him a very dangerous opponent in combat.

If, however, they meet the unfortunate doctor while he is suffering Adrenalane's aftereffects, his INT, END, and DEX scores will be substantially decreased. His INT will be decreased by 7D10, his END score by 5D10, and his DEX by 5D10.

Name: SKEVAR

Current Assignment: Commerce Raider *Werewolf*

Position: Engineer

Race: Orion

Age: 37

Sex: Male

Attributes

STR —51 CHA —53
END —59 LUC —42
INT —61 PSI —08
DEX —60

To-Hit; Modern: 48 **Bare-Hand Damage:** 1D10+5
HTH: 40 **AP:** 10

Significant Skills

	Rating
Carousing	33
Computer Operation	21
Computer Technology	16
Deflector Shield Technology	33
Electronics Technology	44
Language	
Orion	48
Galacta	40
Marksmanship, Modern	36
Mechanical Engineering	16
Negotiation/Diplomacy	10
Personal Combat, Unarmed	20
Small Vessel Engineering	49
Small Vessel Pilot	10
Space Sciences	
Astronautics	33
Starship Sensors	10
Trade and Commerce	10
Transporter Operation Procedures	23
Transporter Systems Technology	17
Value Estimation	10
Warp Drive Technology	38

Distinguishing Physical Characteristics:

Skevar is only 5'7" tall and he weighs roughly 140 pounds. His skin coloring is ruddy, golden-orange most common on the Orion Homeworld.

Brief Personal History:

Birthplace: The Orion Homeworld

Skevar began his career as an apprentice Engineer aboard an Orion privateer, the *Tiradosir* (*Rapacious*). While the ship was involved in a bitter feud with another Orion pirate gang, Skevar sabotaged its warp drive and transported himself to the other vessel. The *Tiradosir* blew up seconds later.

Although he was handsomely rewarded for this act of treachery, it had an unfortunate effect on his employability. Understandably, few Captains were willing to entrust their ships's engines to Skevar's tender mercies. Solomon Kane, however, wasn't able to be as finicky when recruiting the *Werewolf's* cutthroat crew.

Personality:

Motivations/Desires/Goals:

The operative word in Skevar's personality is greed. He is the perfect mercenary, always willing to act according to his own best financial interest. Although it is possible that the characters could bribe Skevar to betray Kane, the *Werewolf's* Captain is well aware of his Orion Engineer's weaknesses, and keeps a close watch on him. Kane also makes sure that Skevar is clearly informed about the rewards for loyalty and the penalties for treachery. ("It's hard to spend money if you haven't got any hands or feet, Skevar, my friend...")

Manner:

Skevar is both high-strung and pushy. He will bully anyone who can't resist, but he will fawn, bow, and scrape before any superior. Skevar constantly twitches, and his continual fidgeting should prove immensely annoying to anyone forced to spend time at close quarters with him.

Special Knowledge/Powers:

None.

Name: HARTZER, Joachim "The Baron"

Current Assignment: Commerce Raider *Werewolf*

Position: Boarding Party

Race: Human

Age: 36

Sex: Male

Attributes

STR —52 CHA —53
END —55 LUC —33
INT —62 PSI —12
DEX —70

To-Hit; Modern: 67 **Bare-Hand Damage:** 1D10+8
HTH: 65 **AP:** 11

Significant Skills

	Rating
Interrogation	43
Marksmanship, Modern	63
Personal Combat, Unarmed	59
Small Unit Tactics	72

Distinguishing Physical Characteristics:

Hartzer is a relatively short 5'10" tall and he weighs only 140 pounds. His blonde hair is cropped short and one of his icy blue eyes is occasionally obscured by the monocle he wears as an affectation.

Brief Personal History:

Birthplace:

Hartzer is a former Star Fleet Marine Captain who was twice decorated (and reprimanded) for reckless valor during various police actions. He had a service-wide reputation as a skilled tactician.

While serving in the garrison on Solis II, Hartzer was arrested for the murder of a fellow officer following a training exercise in which Hartzer's unit was badly beaten. Subsequent examination classified him as "deeply disturbed and psychotic." He escaped while being transported to confinement at a Federation Treatment Center.

Personality:

Motivations/Desires/Goals:

Hartzer wants to regain his status as a military leader. While service in Star Fleet is now an impossibility, he dreams of a new career as a mercenary beyond the Federation frontier. He joined Kane's crew in the hope of earning enough prize money to form a mercenary command. So far, at least, those hopes have not been realized.

Manner:

Hartzer is vain and arrogant. He is convinced that he is the ranking member of Kane's boarders, an assessment that his companions do not share. He is vicious in combat and cruel in victory. Any characters who fall into his hands will suffer enormous physical pain for their insolent resistance.

Special Knowledge/Powers:

None.

Name: MACKENZIE, Ian "Mac The Knife"

Current Assignment: Commerce Raider *Werewolf*

Position: Boarding Party

Race: Human

Age: 41

Sex: Male

Attributes

STR —76 CHA —46
END —61 LUC —68
INT —48 PSI —51
DEX —81

To-Hit; Modern: 50 **Bare-Hand Damage:** 2D10 + 2

HTH: 51 **AP:** 12

Knife: 63

Significant Skills	Rating
Personal Combat, Knife	44
Personal Combat, Unarmed	20
Marksmanship, Modern	19
Carousing	34
Gaming	16
Planetary Survival	47

Distinguishing Physical Characteristics:

Mackenzie is a powerful, brawny, giant of a man. His speed and coordination are superb. He stands over 6'5" tall and weighs more than 235 pounds. A full red beard covers most of his face.

Brief Personal History:

Birthplace: Inverness

Mackenzie was born on an isolated Federation colony and earned a living by trapping *kossets* in the wildlands beyond the colony. There were suspicions that he collected most of his skins by poaching other trappers' catches, and murdering the trappers who caught him at it. While on a visit to the starport, Mackenzie attacked a police officer who tried to question him. He fled the planet aboard an Orion trader, and was hired by Kane four years ago.

Personality:

Motivations/Desires/Goals:

Mackenzie loves killing, preferably with his own broad-bladed dagger. The prize money he has earned by working for Kane is important to him, but the slaughter involved in boarding a helpless merchant ship is worth even more. Mackenzie does not believe in fair fights, and he will not willingly engage an armed and alerted opponent.

Manner:

Mackenzie is a loud, coarse man. He speaks with a light Scots burr which becomes thicker when he is under stress or drunk. When confronted by overwhelming force, he will quickly surrender; hoping to lure his enemies within range of the back-up dagger he carries in a sheath behind his neck.

Special Knowledge/Powers:

None.

Name: CORBETT, Michael

Current Assignment: Commerce Raider *Werewolf*

Position: Boarding Party

Race: Human

Age: 27

Sex: Male

Attributes

STR —63 CHA —52
END —58 LUC —90
INT —56 PSI —22
DEX —63

To-Hit; Modern: 53 **Bare-Hand Damage:** 1D10 + 6

HTH: 49 **AP:** 10

Significant Skills	Rating
Marksmanship, Modern	42
Personal Combat, Unarmed	35
Environmental Suit Operation	23
Streetwise	46

Distinguishing Physical Characteristics:

Corbett is a short (5'9"), stocky man with curly black hair and green eyes.

Brief Personal History:

Birthplace:

Corbett first worked as an enforcer for a small-time racketeer on Miromar II. It was then that his vaunted luck nearly got him killed. Corbett placed a bet at heavy odds on a Krill-beast race and won. His employer thought Corbett must have had access to inside information without sharing it. Enraged at this betrayal, he offered a reward for Corbett's head. Fortunately, the *Werewolf* landed on Miromar III just in time to hire the too-lucky gambler.

Personality:

Motivations/Desires/Goals:

Corbett regards his acts of piracy and murder as business and nothing more. He is completely amoral and will follow any order that Kane gives him.

Manner:

Corbett is brisk and businesslike. He dislikes those fellow crewmen who actively enjoy killing; he regards their attitude as unprofessional.

Special Knowledge/Powers:

Incredible luck.

Name: SORENSEN, Ivar

Current Assignment: Commerce Raider *Werewolf*

Position: Boarding Party

Race: Human

Age: 31

Sex: Male

Attributes

STR —82 CHA —60
END —63 LUC —31
INT —41 PSI —01
DEX —51

To-Hit; Modern: 40 **Bare-Hand Damage:** 2D10 + 4

HTH: 48 **AP:** 9

Significant Skills	Rating
Marksmanship, Modern	28
Personal Combat, Unarmed	45
Streetwise	18
Electronics Technology	24

Distinguishing Physical Characteristics:

Sorensen is a tall (6'3"), strong, and clumsy man. His blonde hair and blue eyes clearly mark his Scandinavian heritage.

Brief Personal History:

Birthplace: Terra/Sweden

Sorensen joined the Merchant Service as deckhand and stayed in that capacity until he made the mistake of killing another spacer in a drunken brawl. In a surprising show of intelligence, he didn't wait for the Merchant Marine Police to arrive. Instead, he jumped ship and joined the *Werewolf's* crew. Sorensen is only dangerous when he's been drinking; in other words, he's dangerous most of the time.

Personality:

Motivations/Desires/Goals:

Sorensen is a simple man who simply wants to enjoy himself. Unfortunately, his chosen recreation is purely alcoholic in nature and brings out the darker side of his nature. He is not truly happy among the vicious cutthroats crewing the *Werewolf*, but he cannot see any way out of his situation.

Manner:

When sober, Sorensen is a very quiet, sad-eyed man. When drunk, he becomes a raging berserk; bellowing his anger and smashing anything he can get his ungainly hands on.

Special Knowledge/Powers:

None.

THE KLINGONS

Name: KOLOR

Rank: Lieutenant

Current Assignment: Daros Liaison Team

Position: Intelligence Officer

Race: Klingon

Age: 35

Sex: Male

Attributes

STR — 68	CHA — 41
END — 67	LUC — 18
INT — 59	PSI — 19
DEX — 64	

To-Hit; Modern: 55 **Bare-Hand Damage:** 1D10 + 8
HTH: 59 **AP:** 10

Significant Skills	Rating
Interrogation	62
Language, Orion	48
Marksmanship, Modern	46
Negotiation/Diplomacy	39
Personal Combat, Unarmed	54

Distinguishing Physical Characteristics:

Kolor is a Human Fusion Klingon. That is, he combines both Human and Klingon features. (Human Fusions are the type of Klingon shown on the TV series.) He is 5'11" tall and weighs approximately 160 pounds.

Brief Personal History:

Birthplace: Klevas II

Personal History:

Kolor, a junior intelligence officer assigned to the Daros



Operation, has been coordinating Klingon shipments with Ivra for the last 6 months. Before that, he was involved in routine intelligence-gathering operations along the fringe of the Organian Treaty Zone.

Personality:

Motivations/Desires/Goals:

Some years ago, Kolor's Family Line fell into disrepute. Although another member of the Line was responsible, Kolor believes that his promotion has been retarded as a result. He views the Daros Operation as an opportunity to regain his honor, and he will not willingly compromise it in any way; even to save his own life.

Manner:

Kolor will act in typical Klingon fashion. Even if he is captured by the characters, he will not show fear and he will retain the smug sense of racial superiority that is so common among Klingons. If he is held captive, Kolor will try to offer his parole; promising not to escape in return for more freedom. Naturally, his oath is worthless and he will try to escape at the first reasonable opportunity.

Special Knowledge/Powers:

Kolor does not know the Klingon objective on Daros IV; that is a state secret. He has been told by his superiors on the planet that they are on a mission of the utmost importance and that failure will be severely punished. He also has been told to report to Skaroskar only in an extreme emergency. Kolor normally receives his instructions through Keravkar, Kerav's mansion in the city.

Name: KOTHAAR

Rank: Commander

Current Assignment: Daros Liaison Team

Position: Intelligence Officer

Race: Klingon

Age: 47

Sex: Male

Attributes

STR — 78	CHA — 42
END — 67	LUC — 18
INT — 79	PSI — 09
DEX — 63	

To-Hit; Modern: 52 **Bare-Hand Damage:** 2D10 + 5
HTH: 59 **AP:** 10

Significant Skills	Rating
Interrogation	73
Language, Orion	51
Language, Galacta	40
Marksmanship, Modern	41
Negotiation/Diplomacy	56
Personal Combat, Unarmed	55

Distinguishing Physical Characteristics:

Kothaar is a member of the Imperial Race; complete with the characteristic head crest. (The Klingons shown in the *STAR TREK* movies are all members of the Imperial Race.) Kothaar is 5'10" tall and weighs approximately 165 pounds.

Brief Personal History:

Birthplace: Kolothos IX

Kothaar is regarded by his superiors as an Orion specialist since he has extensive experience in intelligence operations near the main Orion Colonies. In fact, Kothaar has been the driving force behind the Daros Operation all along. He was the one who first saw the opportunity for trouble-making presented by Daros IV.

Personality:

Motivations/Desires/Goals:

Kothaar originally conceived the Daros Operation, and he believes that it will bring him honor and great reward. At his urging, his superiors assigned him to the Operation to help restrain Merkos Kerav's impulsive nature. Both his personal reputation and the honor of his Line are now bound up in this scheme, and he will stop at nothing to ensure its success.

Manner:

Kothaar is a very rare kind of Klingon — a calm, cool professional. If the characters are unlucky enough to fall into his hands, they will find that Kothaar's methods of interrogation are skillful, painful, and emotionless. He does not enjoy torturing his captives, but he regards it as a necessary and useful tool for extracting information.

Special Knowledge/Powers:

Kothaar knows every detail of the Daros Operation; including the information given in *The Plot*.

STAR FLEET INTELLIGENCE OPERATIVES

Name: THORN, Michael

Rank: Commander

Current Assignment: Daros Investigation

Position: Intelligence Officer

Race: Human

Age: 47

Sex: Male

Attributes

STR — 52	CHA — 65
END — 61	LUC — 81
INT — 75	PSI — 31
DEX — 79	

To-Hit; Modern: 63 **Bare-Hand Damage:** 1D10 + 7
HTH: 60 **AP:** 11

Significant Skills	Rating
Carousing	57
Communications Systems Operation	12
Computer Operations	44
Electronics Technology	16
Federation History/Culture	20
Federation Law	25
Gaming	42
Language, Orion	41
Klingon	37
Marksmanship, Modern	46
Personal Combat, Unarmed	41
Planetary Survival	26
Security Procedures	36
Small Vessel Pilot	24
Social Sciences	
Orion History/Culture	25
Space Sciences	
Astrogation	27
Astronautics	12
Astronomy	10
Ground Vehicle Operations	16

Distinguishing Physical Characteristics:

Thorn is of average height (5'11") and average weight (155 pounds). He appears entirely ordinary; without any scars or other identifying marks.

Brief Personal History:

Birthplace: Terra/Canada

Thorn has been an important Federation agent in the Orion Colonies for several years now. Since Daros IV is the only Orion colony world in this region, the local Star Fleet Headquarters requested his reassignment to the Daros Investigation. Within a month of his arrival on Daros IV, Thorn uncovered the Kerav-Klingon link. Unfortunately, he was spotted and recognized by Ivra Kerav; who had had dealings with Thorn before — on the Orion Homeworld.

Personality:

Motivations/Desires/Goals:

After weeks of torture and interrogation, Thorn's overriding goal is *escape*. Although drugged and in very bad physical condition, he will make every effort to assist the characters get out of Skaroskar. He will also urge them to take Kothaar prisoner.

Manner:

Thorn has been alternately drugged and tortured for several weeks. As a result, he is only just barely conscious and he will be unable to do much more than just walk without collapsing. Even with competent medical attention, it will take at least 1D10 days before Thorn will be able to use any of his Skills.

Special Knowledge/Powers:

Commander Thorn knows about Merkos' Kerav's privateering plans. He is not aware that the Klingons only intend to give Kerav enough assistance to prompt Star Fleet intervention on Daros IV.

Name: SOLOVIEV, Alexander

Rank: Helmsman/Navigator

Current Assignment: Star Fleet Intelligence

Position: Undercover Field Operative

Race: Human

Age: 29

Sex: Male

Attributes

STR —60 CHA —70
END —65 LUC —76
INT —81 PSI —65
DEX —70

To-Hit; Modern: 52 **Bare-Hand Damage:** 1D10+7
HTH: 56 **AP:** 11

Significant Skills

	Rating
Computer Operation	49
Computer Technology	15
Electronics Technology	20
Language, Orion	43
Marksmanship, Modern	34
Medical Sciences	
General Medicine, Human	20
Psychology, Human	27
Personal Combat, Unarmed	42
Social Sciences	
Federation History	15
Federation Law	33
Small Vessel Pilot	47
Space Sciences	
Astrogation	45
Astronautics	10
Astronomy	40
Astrophysics	43
Starship Combat Strategy/Tactics	31
Starship Helm Operation	38
Starship Sensors	30
Starship Weaponry Operation	55
Starship Weaponry Technology	13
Streetwise	37

Distinguishing Physical Characteristics:

Brief Personal History: Compare this history with the information available on "Black Alex" Soloviev, his cover identity.

Birthplace: Terra/Russia

Soloviev was a brilliant Academy Cadet, and he remains a successful Star Fleet Intelligence operative. About a year ago, he was assigned to infiltrate Kane's crew. Both his court-martial and his escape were faked to give him a suitable cover.

Soloviev has been largely responsible for the *Werewolf's* recent string of bad luck. Using information supplied by him, Federation authorities have been able to break up nearly every one of Kane's operations, although they haven't been able to catch Kane himself.

Personality:

Motivations/Desires/Goals:

Soloviev is a fanatic Federation loyalist. The mental torment he has suffered in over a year of watching Kane's crimes and atrocities has caused him to be obsessed with bringing Solomon Kane to justice. For Soloviev, almost all else is now secondary to this goal. He views Kane as an enemy above all others; worth almost any price to destroy. Even the Klingon menace has become comparatively unimportant to him.

As long as Soloviev thinks the crew of the *Eridani Star* are mere merchants he won't overly concern himself with Kane's plans for them. (After all, they're only money-grubbing exploiters joining in the Orion pillage of this sector.) In fact, his need to avoid suspicion may cause him to be foremost in suggesting schemes to confound the players. If, however, he discovers that Star Fleet officers are hidden among the merchant crew, Soloviev will try to warn them about Kane's plans. He may even try to persuade them to help him arrest Kane, but only if he's obtained conclusive evidence that Kane has broken Federation law. (By trying to murder the *Eridani Star's* crew, for example.)

Manner:

Soloviev is a consummate actor. The quick temper he displays as part of *Werewolf's* crew is largely assumed. In reality, Soloviev is almost inhumanly calm, and he relies on Vulcan-taught mental discipline to keep the "Black Alex" *persona* separate from his true self.

Special Knowledge/Powers:

Soloviev has received some psionic training from a Vulcan shipmate and has a limited ability to use the two lowest forms of Mind Touch at a penalty of -15%.

MAPS

SKAROSKAR

The walls in Kerav's underground complex are roughly cut and unfinished. It is evident that much work remains to be done.

QUARTERS LEVEL (Level 1)

Depending on the turbolift used, either the eastern or western groups of rooms will be visited first. The groups are identical except for location.

Observation Rooms (A, B)

A corridor running east from the turbolift opens on Room A. An observation window on the east wall overlooks a vast underground hangar housing a new starship. Heavy armor-plates partly cover the window, probably to protect it against the ship's impulse drive during takeoff. Room B is a duplicate of Room A on the opposite side of the hangar.

Barracks (C, D)

These living quarters each contains 20 cots and personal property lockers. At any time, 1D10 Orion guards and technicians will be in the room sleeping. They are unarmed.

Heads (E, F)

Head facilities for the garrison.

Armories (G, H)

These rooms' small-arms lockers contain Klingon disruptors and disruptor rifles. They are not locked – Orions do not like to be kept away from their weapons.

Corridors (I, J)

The corridors link the level's western and eastern halves. Corridor I runs along the north edge of the starship hangar. Corridor J runs along the south edge of the hangar.

Machine Rooms (K, L)

These rooms contain the hydraulic machinery needed to lift the twin hangar doors. In each room, one Orion technician, armed with a disruptor, is on duty at all times.

SUPPORT LEVEL (Level 2)

Mess Hall (A)

Tables and benches are scattered throughout the room, and lush, flowering plants occupy the corners. 1D10 Orion guards and technicians are in the room, eating, reading, or gambling. All will be armed.

Kitchen (B)

Apparently, the Orions on Daros IV have not yet developed the food fabrication facilities so common in the Federation. Two Orion cooks, armed only with knives and cleavers, are at work here.

Storeroom (C)

Shelves in this room are filled with staple foods and liquors.

Life Support Control Center (D)

A locked security door leads to this room, which contains consoles and computers that monitor the life support systems of the entire complex. Air flow, temperature, and automatic fire-fighting equipment all are controlled here. Two Orion technicians and two guards are on duty at all times.

Corridor (E)

This corridor connects the level's western and eastern halves.

Gymnasium (F)

This room contains exercise equipment. Three Orions are pumping durosteel inside. Their weapons lie on a bench near the door.

Infirmary (G)

This room contains new Klingon medical equipment. An Orion med-tech is busy installing electronic components for one of the diagnostic beds. He is unarmed. A locked cabinet on the west wall contains a generous supply of drugs and antitoxins for native poisons.

COMMAND LEVEL (Level 3)

This level lies over 100 meters below Kerav's mansion. It is the nerve center of Skaroskar.

Hangar Entrances (A, G)

A corridor running east from the turbolift opens onto this Room A. A massive airlock door occupies the east wall and a locked security door occupies the north wall. Room G is identical, but on the opposite side of the hangar.

Control Center (B)

This room's control panels and computer consoles run everything, from the above-ground sensor arrays and air-defense disruptor to the hangar bay doors. Four Orion technicians and two armed guards are always on duty in this room.

Computer Banks (C)

This room is unoccupied, but it can only be reached through a locked and heavily armored (3 phaser shots on Disintegrate, 20 power point drain) security door.

Kerav's Apartment (D)

A locked security door leads to Merkos Kerav's luxuriously furnished private suite. The walls are covered by colorful tapestries, and the floor is covered by plush carpeting. A fountain, pool, and sweet-smelling flowers occupy the center of the room.

Kothaar's Apartment (E)

Another locked security door (trusting souls, are they not?) leads to Commander Kothaar's personal suite. This room is comfortably furnished with a separate computer console. Kothaar's reports describing the Klingon plot on Daros IV may be called up from the computer. They may be read by any character with a rating of 10 or more in *Klingonaase*.

Corridor (F)

This corridor connects the western and eastern halves of Level 3.

Maintenance Shop (H)

In this shop, two Orion technicians are hard at work on some sort of equipment console. They are armed.

Starship Hangar (I)

The starship hangar is enormous – 100 meters high, 33 meters wide, and 54 meters long. Most of it is occupied by the massive bulk of Kerav's new-built privateer. The ship's main airlock can be reached by a turbolift on the west wall.

This airlock is sealed tight, and the characters will not be able to cut their way in. (At least not without finding some way to lug a ship's phaser bank to do it with!)

DETENTION LEVEL (Level 4)

Only the western turbolift continues down to this level, more than 150 meters below the surface.

Guard Room (A)

This room has 2 alert, household troopers on duty at all times.

Interrogation Chamber (B)

This room includes a variety of Klingon-supplied torture and interrogation gear, including the infamous agonizer.

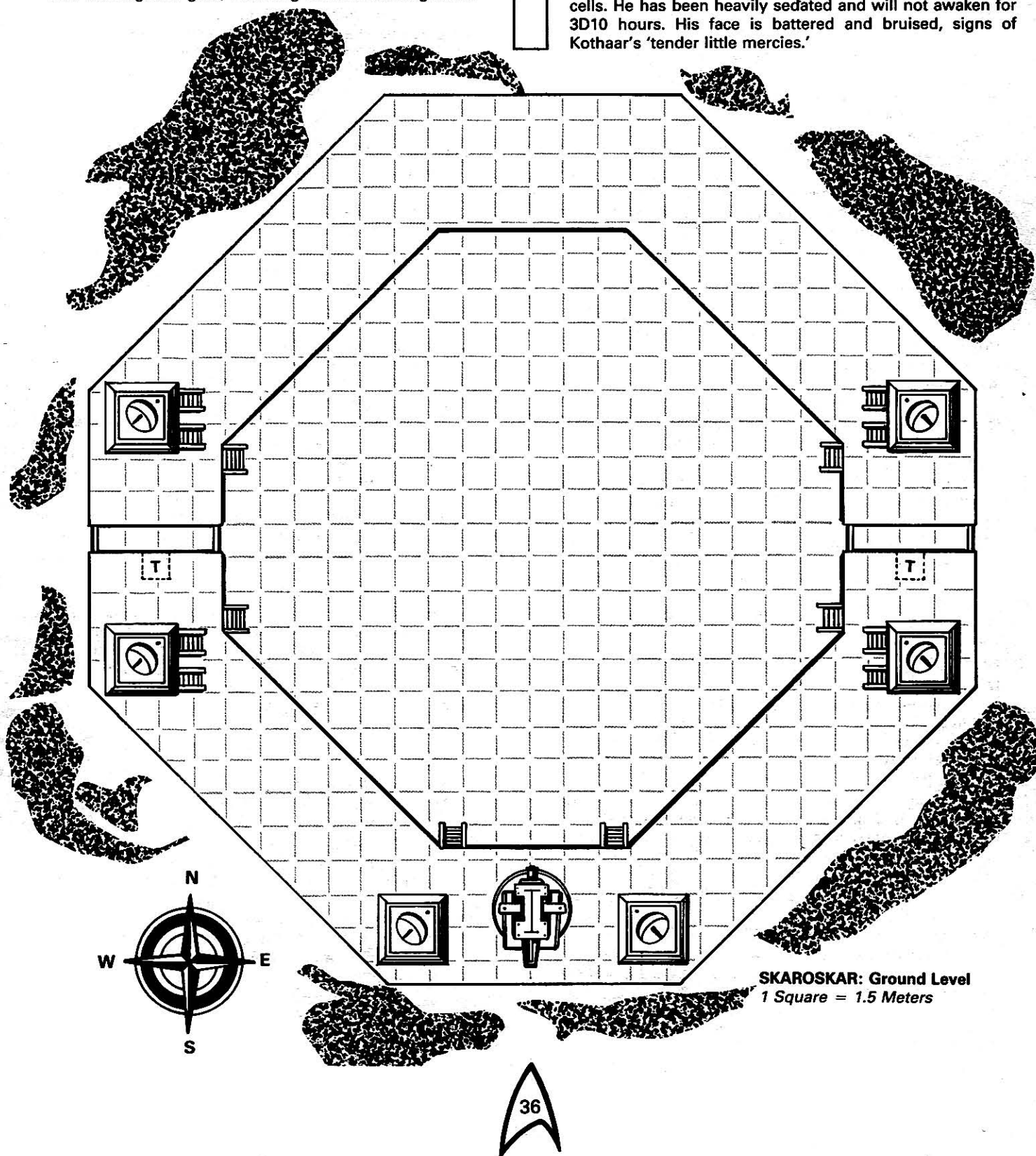
Kothaar's Office (C)

This office contains a desk, personal computer, and chair, but nothing else of any importance. The computer ties into the computer in his quarters.

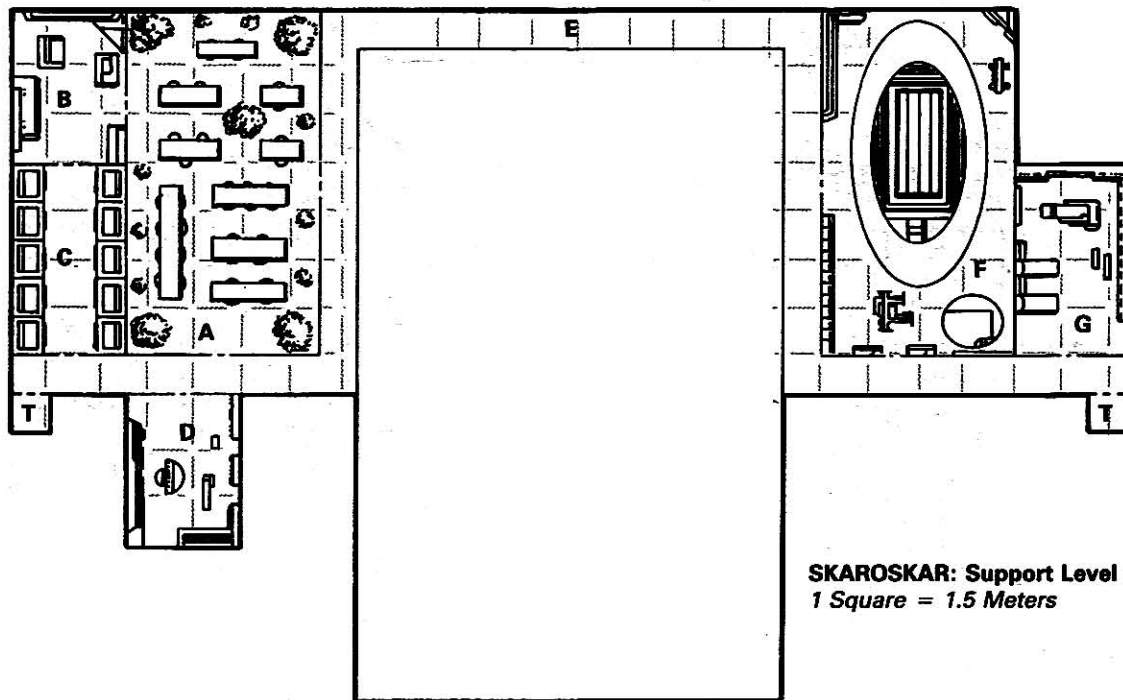
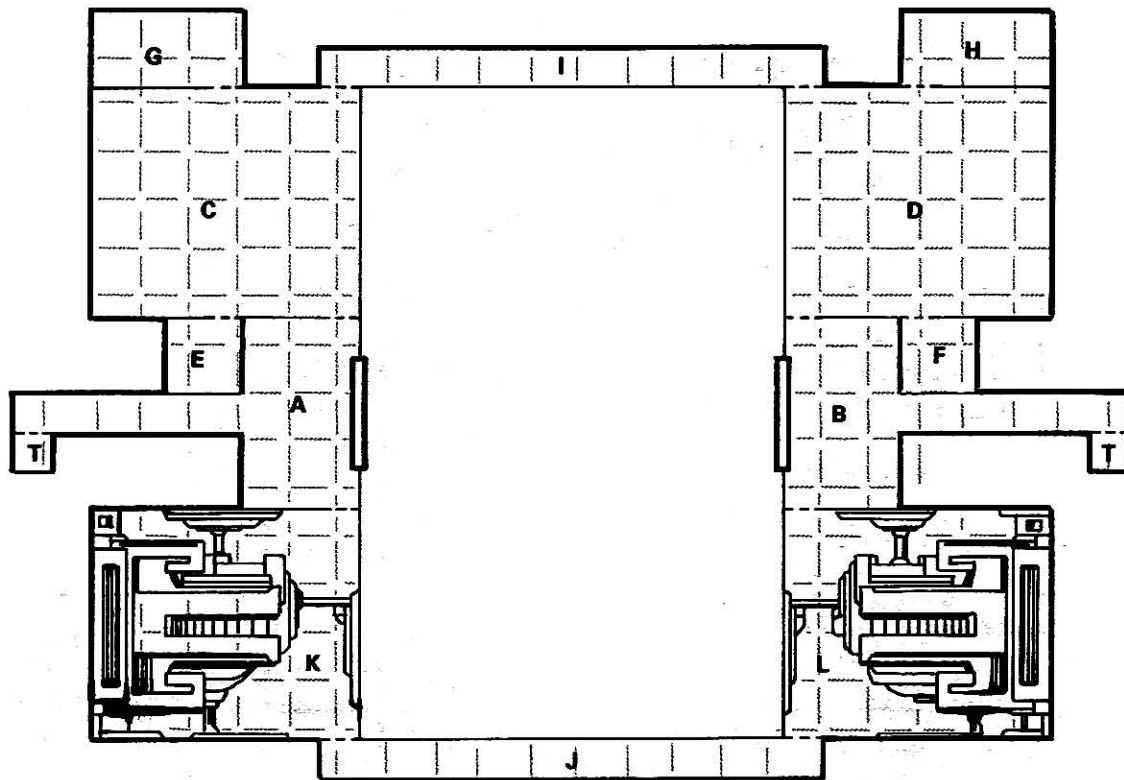
There is a 50% chance that Kothaar will be present if the characters break in. Otherwise, he will be on the ship, supervising the installation of some equipment.

Cellblock (D)

Thorn, Star Fleet's agent, is asleep in one of the cramped cells. He has been heavily sedated and will not awaken for 3D10 hours. His face is battered and bruised, signs of Kothaar's 'tender little mercies.'

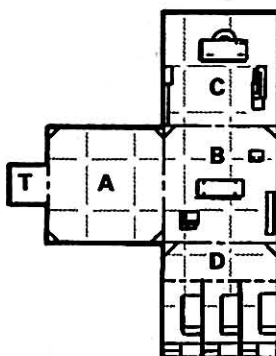
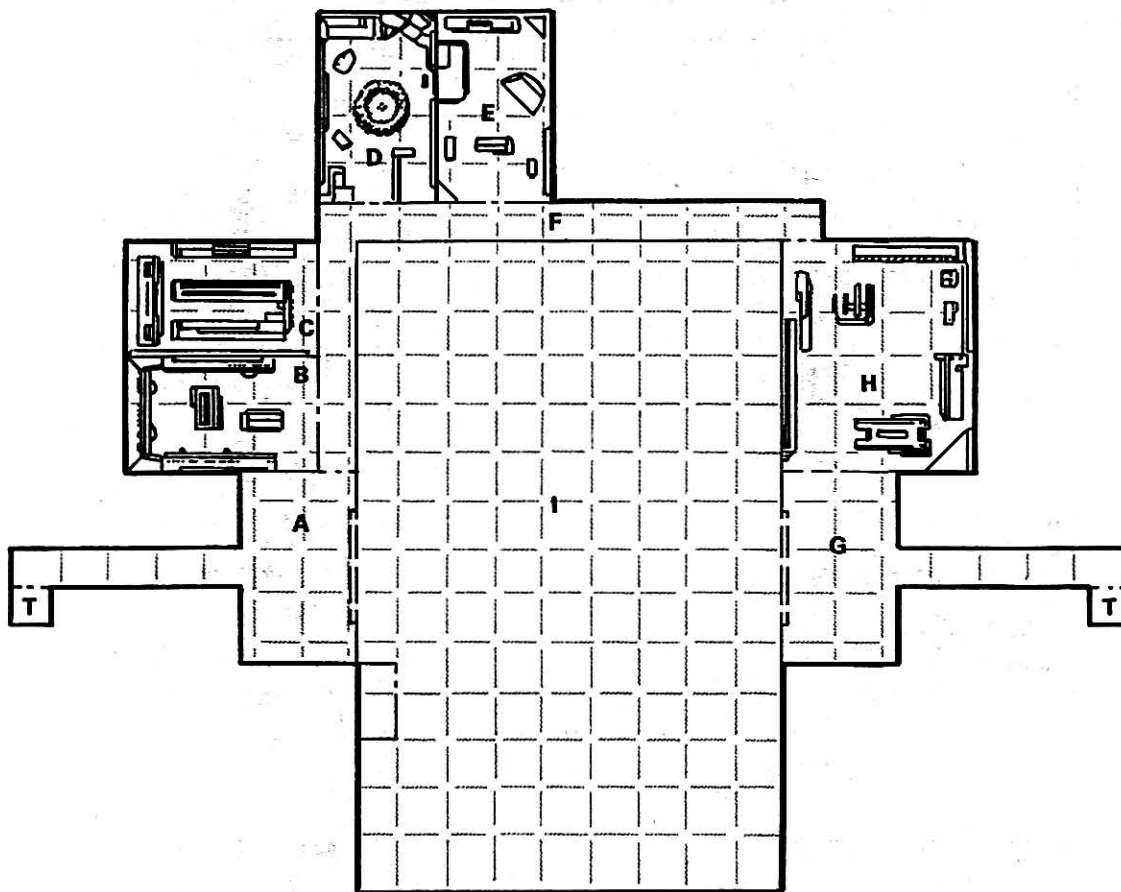


SKAROSKAR: Quarters Level
 1 Square = 1.5 Meters



SKAROSKAR: Support Level
 1 Square = 1.5 Meters

SKAROSKAR: Compound Level
 1 Square = 1.5 Meters



SKAROSKAR: Detention Level
 1 Square = 1.5 Meters

WEREWOLF Small Commercial Transport

Hull Data:

Registration Number — F-006212

Class — Mission Class

Date Entering Service — 2/0302

Size

Length — 32 m

Width — 25 m

Height — 13 m

Weight — 6000 mt

Cargo Units — 100 SCU

Other Data:

Crew — 9

Transporters —

1 standard 3-person

1 cargo

Engines And Power Data:

Total Power Units Available — 18

Movement Point Ratio — 1/1

Warp Engine Type — FWA

Number — 2

Power Units Available — 6

Stress Charts — G/K

Maximum Safe Cruising Speed — Warp 7.5

Emergency Speed — Warp 9

Impulse Engine Type — FIC

Power Units Available — 6

Weapons And Firing Data:

Beam Weapon Type — OD-4 Disruptor

Number — 1

Firing Arcs — port/fwd/stbd

Firing Chart — T

Power Range — 0-6

Damage Modifiers — +2(1-18)

Shields And Damage Control Data:

Superstructure Points — 6 (reinforced)

Superstructure Damage Chart — B

Deflector Shield Type — FSC

Shield Point Ratio — 1/1

Maximum Shield Power — 8

The *Werewolf* was built almost 12 years ago in an Orion shipyard. After his resignation from Star Fleet, Kane traveled to the Orion Worlds to recover his stashed loot. Payments for "looking the other way" and for selling his own illegal cargos had increased Kane's personal fortune to a total of nearly three million credits. After using that money as a downpayment, he persuaded several Orion merchant princes to loan him the rest of the money needed to build the *Werewolf*.

The ship was built deliberately along standard *Mission* Class lines, with an additional weapons system, reinforced superstructure, and powerful impulse engine. The *Werewolf's* resemblance to hundreds of other *Mission* Class ships has proven invaluable for smuggling, and her superior armament and power are useful aids in piracy.

For the last twelve years, the vessel has roamed across the Federation, the Klingon border, and the Orion Worlds. Up till now, Kane's creditors have been paid promptly. In recent months, however, he and his ship have run into a string of bad luck. Smuggled cargos have been intercepted and potential merchant victims have been escorted by Star Fleet warships. After a number of close calls in another sector, Kane hired on with InstellCo for this mission to Daros. Without bonus money from InstellCo, Kane will be unable to pay his Orion investors, some of whom are renowned for both their impatience and their intemperate treatment of defaulers.

MORAKOS (Shadowkiller) Orion Privateer

Hull Data:

Numbers — None

Model Numbers — None

Date Entering Service — 2/1009

Number Constructed — 1

Size

Length — 100 m

Width — 49 m

Height — 30 m

Weight — 17,000 mt

Cargo Units — 2000 SCU

Other Data:

Crew — 38

Shuttlecraft — 1

Transporters —

1 standard 6-person

1 emergency 22-person

1 cargo

Engines And Power Data:

Total Power Units Available — 18

Movement Point Ratio — 2/1

Warp Engine Type — KWB

Number — 2

Power Units Available — 12

Stress Charts — P/Q

Maximum Safe Cruising Speed — Warp 8

Emergency Speed — Warp 9

Impulse Engine Type — KIC

Power Units Available — 6

Weapons And Firing Data:

Beam Weapon Type — KD-4 Disruptor

Number — 2

Firing Arcs — 1 port, 1 stbd

Firing Chart — J

Power Range — 0-4

Damage Modifiers — +1(1-10)

Beam Weapon Type — KD-5 Disruptor

Number — 2

Firing Arcs — fwd

Firing Chart — P

Power Range — 0-4

Damage Modifiers — +2(1-10) +1(11-18)

Missile Weapon Type — KP-1 Photon Torpedo

Number — 1

Firing Arcs — aft

Firing Chart — F

Power To Arm — 1

Damage — 6

Shields And Damage Control Data:

Superstructure Points — 10, reinforced

Superstructure Damage Chart — B

Deflector Shield Type — KSG

Shield Point Ratio — 1/2

Maximum Shield Power — 10

The *Morakos* has been built almosy completely with Klingon-supplied high-tech components. Although Orion engines and weaponry from the main worlds are smaller and better-designed, the Klingons have no desire to help Kerav build a ship that is better than their own. Instead, they have equipped the *Morakos* with one of their first-generation photon torpedo tubes. Kerav's ship also carries an extremely powerful jamming device, capable of blocking subspace communications at close range.

BACKGROUND INFORMATION

The information contained under each of the separate subheadings in this chapter is available to the player characters through the *Eridani Star's* computer. The characters, however, must initiate their own computer searches in order to gain access to each piece of data.

WORLD LOG

System Name Daros
Number of Class M Present (D100 Roll) 1

01-90 = 1 Class M World
91-97 = 2 Class M Worlds
98-00 = 3 Class M Worlds

World Name Darōs IV
Position in System (D10 Roll) 4
Number of Satellites (D10 Roll) 2
Planetary Gravity ($\frac{D10-5}{10}$) 0.9 G
Planetary Size:
Diameter 11,700 km
Equatorial Circumference 36,000 km
Total Surface Area 504,900,000 km²
Percent Land Mass (D100 Roll) 62 %
Total Land Area 313,000,000 km²

1-2 = 0 Satellites 9 = 3 Satellites
4-6 = 1 Satellite 10 = 4 Satellites
7-8 = 2 Satellites

Diameter = 13,000 km x gravity
Circumference = 40,000 km x gravity
Total Surface Area = 510,000,000 x gravity
Total Land Area = Total Surface Area % Land Mass

Planetary Conditions:
Length of Day (14 + 2010) 28 hours
Atmospheric Density (D10 Roll) Normal

General Climate (D100 Roll) Desert

Technological/Sociopolitical Index: 987754-54
Planetary Trade Profile: BCFBDG/A (A); Trade Center

1-2 = Thin Atmosphere
3-8 = Terrestrial Atmosphere
9-10 = Thick Atmosphere
01-15 = Desert Climate
16-35 = Tropical Climate
36-60 = Warm Temperate Climate
61-85 = Cool Temperate Climate
86-00 = Arctic Climate

Mineral Content (D100 - 2 Roll)
Normal Metals 31 Radioactives (-20) 13 Gemstones (-30) 6
Industrial Crystals (-40) 6 Special Minerals (-35) trace

DAROS IV, PHYSICAL DATA

Daros IV orbits its primary, an F spectral class white sun, at a mean distance of 1.4 AU, roughly 200 million kilometers. Its year is equal to 1.65 Terran years. Although Daros IV is somewhat larger than Terra, a scarcity of heavy metals gives it a slightly lower density and gravity. From space, the planet is marked by large deserts, small greenish-blue seas, and areas of yellow-green vegetation. The climate is predominantly hot and arid.

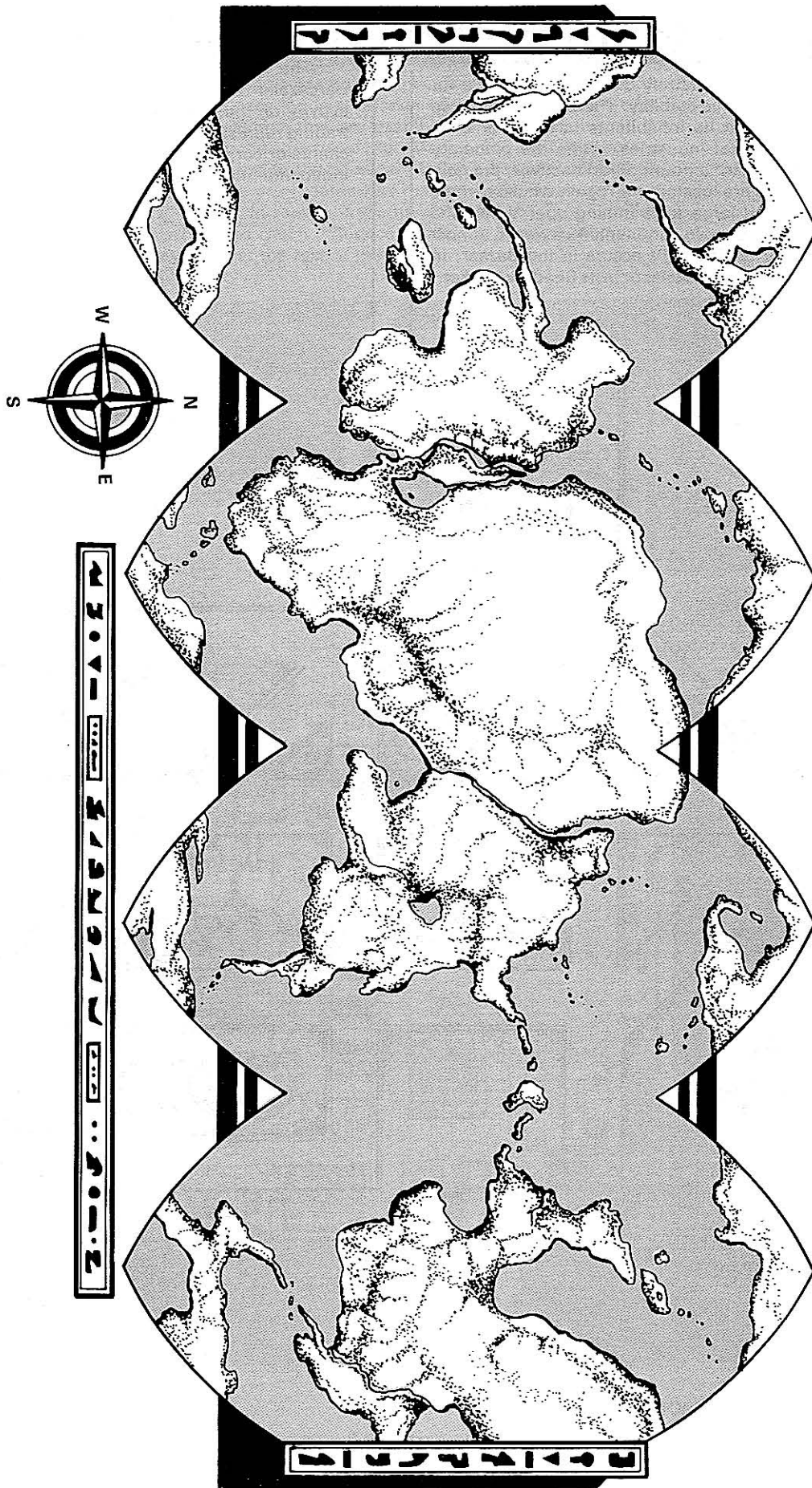


DAROS IV, SOCIO-POLITICAL DATA

Daros IV is an Orion-colonized world lying just outside the Organian Treaty Area. It has been isolated from the mainstream of Orion civilization for decades, and, according to Star Fleet Intelligence, it has never been used as a base for privateering. Currently, Daros is a center for the trade of a dozen worlds around it, and the planet is renowned as a place where fortunes can quickly be made by dealing in the rare, and often illegal, commodities that find their way to the bazaar at Daroskelar, the capital and starport.

The planet is governed by the descendants of the trading captains who colonized it; these are known as the Five Families. Together, the senior members of the Kerav, Althori, Simri, Keros, and Beldav families form the governing Council of Trade. Though each family operates its own merchant fleet and runs separate commercial ventures, the Council has obtained exclusive trade treaties with several of the richest worlds in the sector and its members act as middlemen for all transactions with these planets.

The Federation is new to this area of space, but already several companies and independent merchants have tried to break the Orion monopoly. They have been uniformly unsuccessful. Most of the worlds that have Orion trade treaties are reported to prefer their traditional arrangements with the merchants of Daros to the untested offers of 'alien' newcomers. Star Fleet Intelligence also has indications that the Five Families maintain control over their clients through a judicious combination of bribery and violent intrigue.



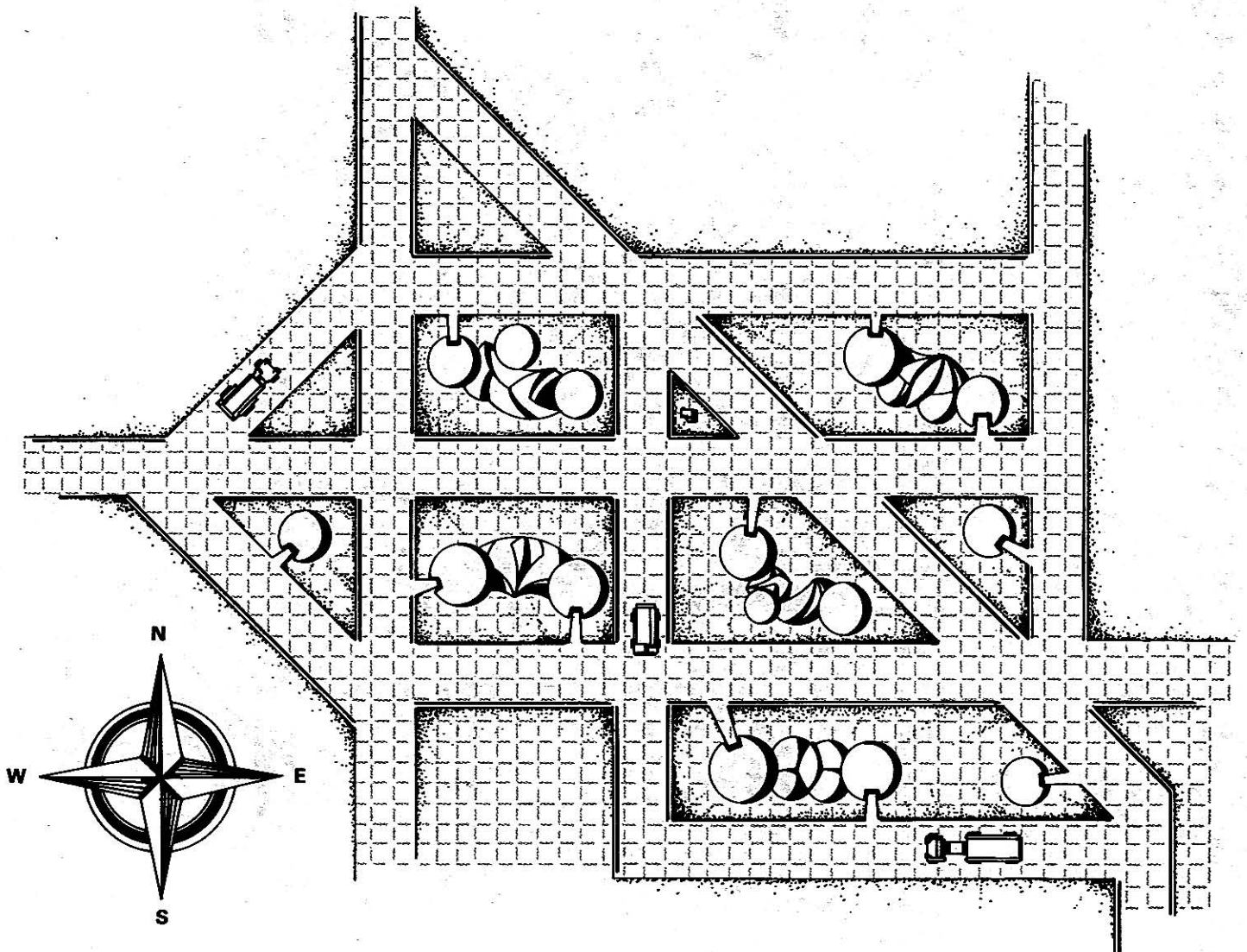
DAROS IV

DAROS IV, PLANETARY ECONOMY

Daros IV relies almost entirely on interstellar trade for its prosperity and economic stability. The planet itself is so desolate and barren that its inhabitants have never even bothered to develop local industries. While the planetary crust contains a significant amount of radioactives, the richest veins of these ores are located in a region whose climate is too harsh to support large-scale mining operations—the vast central desert of the main continent. As a result, almost all economic activity on Daros IV occurs in the Bazaar; in either the High Market of Daroskellar or in its Shadow Market.

DAROS IV, THE HIGH MARKET

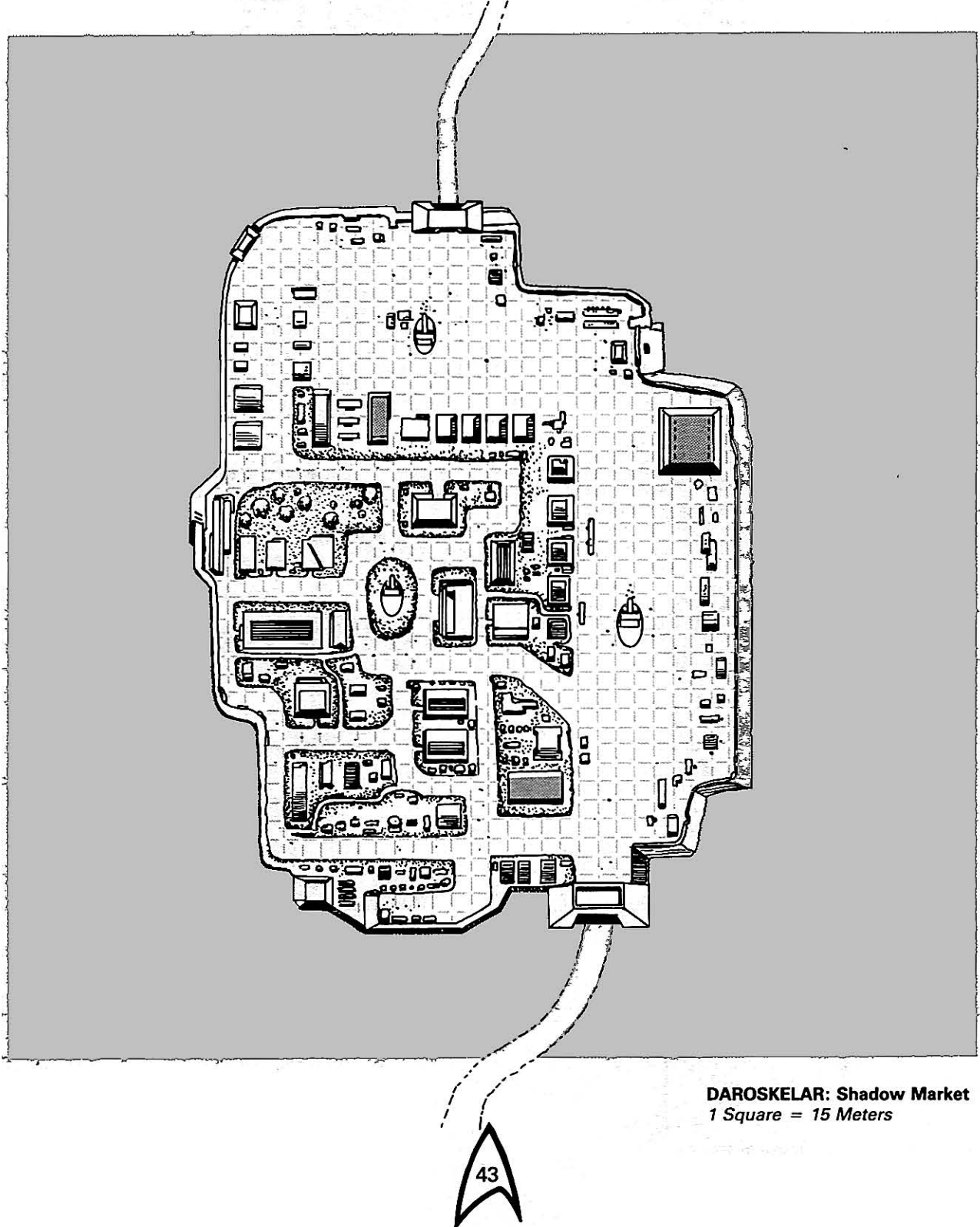
The High Market of Daros IV is located just outside Daroskellar Starport. It is the center of legitimate mercantile activity on the planet and it is completely controlled by the trading representatives of the Five Families. Federation merchants or corporations are not allowed to conduct business independently in the High Market.



DAROSKELAR: High Market
1 Square = 15 Meters

DAROS IV, THE SHADOW MARKET

The Shadow Market is a peculiarly Orion institution. It is located near the High Market and serves as a center for trading activities that are prohibited by Federation law. In contrast to the structured High Market, no Family names are ever used inside the Shadow Market's boundaries, and all transactions are regarded as matters between anonymous individuals. In reality, it seems clear that the Five Families exert just as much influence inside the Shadow Market as they do over the rest of the world.



DAROS IV, THE FIVE FAMILIES

Each of the Five Families is a collection of related Orions whose combined financial- and blood-ties bind them together into a comparatively cohesive economic, political, and social unit. Status within each Family rests on two factors; wealth and birthright. Those Orions who are part of the original Family by unbroken descent have superior status to those who belong to a cadet branch or associated clan. Federation sociologists have classified the Families as paternal, governmental, and corporate. An estimated 90% of all the Orions on Daros IV are affiliated with one of the Five.

THE ALTHORI FAMILY

The Althori Family is the oldest and richest on Daros IV. It appears that the Family holdings and trade contracts are concentrated on planets with abundant minerals and natural resources. Federation merchants who have visited Daros report that the Althori Family appears completely uninterested in closer ties with the UFP.



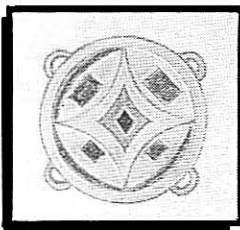
THE BELDAV FAMILY

The Beldav Family is the third most senior clan on Daros. Its clients provide the Family with low- and mid-level technology goods for resale on lesser developed worlds. Based on reports from off-planet sources, Federation analysts believe the Beldav and Althori Families are closely allied and together form a working majority within the ruling Council of Trade.



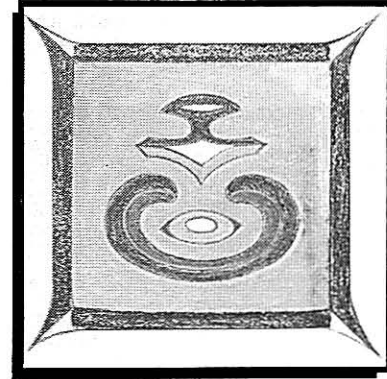
THE KERAV FAMILY

The Kerav Family is the second oldest on Daros IV. Its virtual monopoly on luxury goods has given the Family both prestige and wealth. It is known, however, that the Families controlling resource and technology contracts are able to charge the Keravs high prices for their products and services.



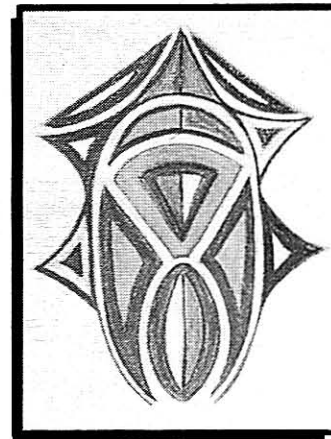
THE KEROS FAMILY

The Keros Family is the least senior among the Five. The Family holds extensive agricultural lands and contracts on at least six different planets. In the last ten years, several natural disasters involving vitally important crops are believed to have seriously weakened the Keros Family's financial and political position.



THE SIMRI FAMILY

The Simri Family ranks fourth among the Five. Its mineral holdings often place the Family in direct competition with the Althori. Nevertheless, Federation visitors to Daros IV have reported that the Simri Family usually joins with the Althori-Beldav coalition in the Council.



DAROS IV, CLIENT WORLDS

Many of the worlds that trade with the Five Families are comparatively primitive. In fact, it is likely that the Federation would have forbidden contact with them under the Prime Directive. It is clear, however, that the situation is now out of hand. The native cultures have been irreparably distorted by an unbalanced mix of modern technology with primitive socio-economic and political patterns. Federation officials have been dismayed by the attempts that Federation merchants have tried to cash in on this unfortunate situation.

DAROS IV, PLANETARY ECOLOGY

Daros IV is a desert world. Although areas near the sea-coast of the main continent can support life, the vast interior desert is rendered virtually uninhabitable by intense heat, lack of water, and poisoned soils. Few native plant or animal

species remain on Daros, and most are as harmless as they are rare. Federation personnel visiting the planet are warned, however, that three species of dangerous predators still survive in the deserts and mountain ranges of Daros IV; the Morakoi, the Slethii, and the Korgasanti.

ALIEN CREATURE RECORD

Name: MORAKOS (Shadowkiller)

Life Form: Mammal Size: Medium Feeding Habits: Carnivore

Attributes:

STR 51 END 50 DEX 84 MENT 4 (high)
(For Intelligent Races Only) INT CHA LUC PSI

Tactical Movement and Combat Statistics:

AP 12 Combat Skill Rating 64 Damage 1D10+9 Armor 5

General Description:

This lion-sized carnivore lurks in silence beneath overhanging rocks and ledges for its prey. Its dull black fur blends perfectly with the shadows cast by the bright, white sun. Even in attack, the Shadowkiller will make no sound whatever. Its claws cause 1D10+8 damage to its victims.



ALIEN CREATURE RECORD

Name: SLETHI (Winged Torturer)

Life Form: Reptile Size: Small Feeding Habits: Omnivore

Attributes:

STR 13 END 14 DEX 59 MENT 2 (low)
(For Intelligent Races Only) INT CHA LUC PSI

Tactical Movement and Combat Statistics:

AP 10 Combat Skill Rating 55 Damage 1D10+5 (Poison) Armor

General Description:

A Slethi is a very small, cat-sized reptile with bright red eyes and a brownish-yellow hide. Its dorsal cooling fins serve as gliding surfaces for attacks from above. Although its teeth cannot do much damage by themselves, any puncture injects a lethal venom into the victim's bloodstream. Once it has injected venom, the Slethi will scuttle for cover. It will then trail its dying prey, waiting for the inevitable collapse.

Slethi venom is a complex poison giving 1D10+5 damage immediately, and a like amount 1D10 times, at intervals of 1D10 minutes. It is specific, affecting the victim's strength. Each time the poison does damage, the affected character will be immobilized by a wave of intense, clawing pain.



ALIEN CREATURE RECORD

Name: KORGASANT (Tentacled Mauler)

Life Form: Anthropod Size: Medium Feeding Habits: Carnivore

Attributes:

STR 99 END 94 DEX 85 MENT 2 (low)
(For Intelligent Races Only) INT CHA LUC PSI

Tactical Movement and Combat Statistics:

AP 11 Combat Skill Rating 56 Damage 2D10+6 Armor 15

General Description:

This man-sized arthropod is covered with sickly yellow-orange scales. It has six, clawed limbs and a pair of formidable mandibles. Huge, multi-faceted insectile eyes cover almost all of its small, bony skull. The creature's claws do 2D10+4 with each successful attack, and its scales give an armor factor of six.



GAMEMASTER'S NOTES

FEDERATION ATTITUDE TOWARD DAROS IV

Many of the worlds that trade with the Five Families are comparatively primitive. In fact, it is likely that the Federation would have forbidden contact with these planets under the Prime Directive. It is clear, however, that the situation is now out of hand. The native cultures have been irreparably distorted by an unbalanced mix of modern technology with primitive socio-economic and political patterns. Star Fleet is not especially happy that Federation merchants have tried to cash in on this unfortunate situation.

THE RIVALS

The ship known to the players as the *Illusion* is actually named *Werewolf*. The *Werewolf* is a radically-modified Mission-class ship capable of piracy, smuggling, and almost any other illegal operation. She is captained by the infamous Solomon Kane, a Star Fleet renegade, and is crewed by a vicious group of cutthroats, brigands, and thieves.

The *Werewolf* has been chartered by InstellCo, one of TransSolar's shadier rivals, to get a trade agreement with one of the Five Families on Daros IV — by any means necessary. Kane's ship arrived on the planet nearly five weeks before the adventure begins, and he has been unsuccessful so far.

Kane and Jack Corrigan, his First Mate and Cargomaster, first approached Merkos Kerav with InstellCo's offer. Kerav, however, refused to offer anything resembling an acceptable contract, and all the other Families have been completely unwilling to sign a long-term contract with any Federation company. At last, in desperation, Kane and Corrigan have opened talks with Imri Keros. Keros was interested, and contract negotiations were proceeding smoothly. Unfortunately, the arrival of the *Eridani Star* has thrown a planet-sized monkey wrench into Keros' plans. Because InstellCo is a much smaller corporation than TransSolar, it cannot afford to offer as generous terms.

Kane and his crew are fully aware that they will lose any bidding war with the *Eridani*. Therefore, they will resort to treachery, intimidation, and even violence to knock TransSolar out of the race for Daros IV's market. It is inevitable, then, that they will become one of the main dangers facing the merchant crew of the *Eridani*. It is even possible that the Star Fleet team could mistake the *Werewolf* and her crew for the object of their search.

Additional information on the *Werewolf* is included in the **Vessels** section, and information on her Captain and crew is included in the **Cast of Characters**. One of the most important things to notice is that the *Werewolf's* navigator, "Black Alex" Soloviev, is a Star Fleet Intelligence agent working to bring Solomon Kane and his piratical crew to justice.

THE KLINGON PLOT

The Klingons began the Daros Operation over three years ago. Their agents contacted Merkos Kerav and offered him the Empire's aid in unifying Daros IV under his benevolent rule. As proof of their good will, they've been shipping him the high-tech components necessary to build an ad-

vanced commerce raider. The Klingons have also been supplying Kerav with a limited quantity of other high-tech goods for resale on Daros.

In reality, the Klingons have no intention of any further involvement in Daros IV's internal politics. Instead, they hope that Kerav and his ship will harass Federation merchant shipping and prompt Star Fleet intervention on Daros IV. Armed intervention on a "neutral" world will blacken the Federation's reputation among the other independent planets in the quadrant. Furthermore, it will tie down Star Fleet ships desperately needed elsewhere. Finally, a Star Fleet attack on Daros IV will make the Federation look bad in Organian eyes, something that can only benefit the Klingon Empire.

HINTS ON PLAY

By alternating play between the two groups when separate action is necessary, the gamemaster and players can keep the adventure moving at a fairly rapid pace while maintaining at least the appearance of simultaneity. With care, it shouldn't prove necessary for the play to get bogged down in the arguments and complications that are common to games in which some players find their characters far advanced in time beyond their comrades or enemies. ("Just because Raker and his motley band killed that Klingon three days from now doesn't mean that we can't kill him now!")

It is quite possible that either Star Fleet arrogance or merchant stubbornness will prompt one, or both, of the groups to actively work against the other. If open or covert conflict breaks out among the players, it will be especially important that the gamemaster alternate play between the two (or more) factions involved. Don't be too upset if this happens. It can prove a fascinating, fun, and very challenging game experience for all involved. Make sure, however, that all real weapons have been locked away before play starts!

While the descriptions are organized to form a logical chain of events as the players unravel the mystery on Daros IV, it is possible that they will skip right past whole sections of this booklet. For this reason, the gamemaster should be thoroughly familiar with all sections, and he or she should be ready to improvise in order to keep the adventure running while the players move in whatever new direction their inspirations or mistakes have led them.

THE ERIDANI STAR

The *Eridani Star*, a small commercial transport of the *Mission* class, is armed and highly maneuverable. Deck plans are provided in **Trader Captains And Merchant Princes**. TransSolar intends to use the *Eridani* as a long-range trade exploration vessel, and the company has appointed one of its most enterprising officers as ship's captain.

PLAYER CHARACTER EQUIPMENT

Merchant crew are allowed whatever personal gear they've had the time and money to buy. The Gamemaster should allow them to select some extra gear for use on Daros IV. Keep in mind, however, that the *Eridani Star* is now a very crowded ship.

TRANSLATIONS

If none of the characters can read Orion with a Skill Rating of 10 or more, they'll have to find their way around by asking for directions. The gamemaster should not give them information contained on any signs or documents unless they are able to persuade a native to translate for them;

translations are not always reliable. If they thought to bring along a Universal Translator, they shouldn't be as handicapped.

JUDGING BARGAINING WITH KEROS

The system below should be used for conducting the bargaining sessions with Keros instead of that given in **Trader Captains And Merchant Princes**. This system will help the gamemaster flesh out the negotiations, which are crucial to the success of the merchant crew player characters.

Important Skills

Three skills will be especially important during each session of trade talks: *Trade And Commerce*, *Language (Orion)*, and *Psychology (Orion)*. The Skill Rating used for any required Skill Roll should always be that of the character actually conducting the negotiations, usually the ship's Cargomaster.

First Move

Before the contract talks can get underway, both Keros and the merchants must establish a bargaining position by making an opening offer. That offer must include terms for each of the four contract clauses:

1. Starport landing fees and repair charges.
2. Required annual cargo purchases, in SCU.
3. The price for that cargo, in percentages of normal market value.
4. Contract length.

Because both TransSolar and Keros want to limit this first contract to one year, there will be no need to negotiate the last clause. In addition, Keros will quickly agree to TransSolar's demand for free landing and repairs on Daros IV. Therefore, the only two clauses requiring negotiation will be those dealing with minimum cargo purchases and the price that Keros must pay for cargoes. The characters must open the bidding. Judge the response from the table below.

Clause	Characters' Offer	Keros' Counteroffer	TransSolar Minimum
2	Any	1,000 SCU	5,000 SCU
3	Any	50% Market Value	125% Market Value

The characters can set their opening offer as high as they want. If, however, their demands are absurdly high (15,000+ SCU per year and/or 200% of normal market value), Keros will refuse to negotiate until another, more realistic, offer is made. On the other hand, if the characters make an opening offer equal to or lower than TransSolar's stated minimum contract, Keros will never offer them terms that meet TransSolar's requirements. (Allow the players to make this mistake, but you might want to reconsider running a merchant-oriented campaign, at least with the same set of players!)

Resolving Offers And Counteroffers

Each bargaining session will take the form of a series of offers and counteroffers. Keros' responses to the characters' proposals will be determined by the proposals themselves, the bargainers' relative skills, and by the actions of the Star Fleet team. (Have they made him suspicious of the crew of the *Eridani Star*? See the section below for judging this.)

The procedure for arriving at Keros' counteroffers is fairly straightforward. After each new offer from the *Eridani's* negotiator, the gamemaster rolls on the *Trade Talks Table* below, applying modifiers as indicated. The modified die roll should enable him to calculate Keros' response.

While it is outwardly simple, the negotiating process should not be reduced to a dry series of dice rolls. Players should be encouraged to role-play as much as possible, and the gamemaster should reward especially clever acting with additional modifiers, though these modifiers should be limited to a maximum of -20.

Bargaining with an Orion merchant prince is a long, drawn-out process... at least it ought to be. Players who close a deal with Keros quickly will find that they've been had, badly! Consequently, the gamemaster should limit each bargaining session to a total of four offers followed by counterproposals. Each set of offers will consume at least an hour of game time.

Trade Talks Table

Die Roll	Keros' Counterproposal
01 - 10	Raise offer by 2x the characters' drop in demands.
11 - 20	Raise offer by 1.5x the characters' offered reductions.
21 - 30	Raise offer by 125% the character's offered reductions.
31 - 70	Raise offer by the same amount as offered reductions.
71 - 80	Raise offer by .75x the characters' offered reductions.
81 - 90	Raise offer by .5x the characters' offered reductions.
91 - 95	Raise offer by .25x the characters' offered reductions.
96 - 00	Refuse to make a counteroffer until new offer is made.

Modifiers To Trade Talks Dice Roll

For Trade And Commerce Skill Rating:

81 or more	-20
66 - 80	-10
51 - 65	none
41 - 50	+10
40 or less	+20

For Successful Skill Rolls:

In <i>Language (Orion)</i>	-05
In <i>Psychology (Orion)</i>	-05

For Characters Threatening To Break Off Talks:

(Apply once per session)

First time	-15
Second time	-05
Third time	+05
Fourth time	+15

For Other Circumstances:

Keros' suspicions aroused	+10
Star Fleet team exposed	+25
Good role play	-20, maximum

Trade Talks Example

Captain Arens has a Skill Rating in *Trade And Commerce* of 46. He last offered Keros a contract requiring the Orion to buy 6,500 SCU of TransSolar cargo at 150% of normal market value. Keros countered by offering to purchase 3,000 SCU at 100% of the market price. Arens now offers a contract of 6,200 SCU at 140%. This is a reduction of 300 SCU and a reduction of 10% of market value, respectively. The player makes a successful Skill Roll against his rating in *Language (Orion)*, and he gets a -05 modifier to the Trade Talks dice roll. He does not make a successful Skill Roll against his rating in *Psychology (Orion)*, and so there is no additional

bonus. The gamemaster rolls a 32, which is modified to a 27. This means that Keros will raise his offer by 1.25 times Arens' reductions. When the gamemaster tells this to the player, the player rolls his eyes and acts exceedingly outraged. Another player steps in, soothing Captain Arens, saying that Keros must have made a mistake. Because of the good role play, the gamemaster revises his roll to a 17, and counteroffers with a raise of 1.5 times Arens' reductions. Therefore, Keros' counteroffer will be a contract for 3,450 SCU at 115% of normal market value ($300 \times 1.5 = 450$; $3000 + 450 = 3450$ SCU. $10 \times 1.5 = 15$; $100 + 15 = 115\%$).

TransSolar's Minimum Contract

TransSolar will accept a contract that guarantees the purchase of at least 4,000 SCU at 115% of market value. However, the company will refuse to pay the merchant characters a bonus or give them any share in the TransSolar-Daros run if the contract is less than that stated above. The gamemaster should not give the players this information unless it is impossible for them to get a better contract.

It is quite possible that the characters will reach a final agreement with one clause above TransSolar's stated minimum and the other below it. TransSolar will pay the bonus and offer shares if the total value of the agreement is equal to or greater than that of the company's minimum contract.

Total Value is determined by multiplying the required cargo buy (RCB) by the price (P) of that cargo as a percentage of its normal market value.

Formula: $RCB \times P = \text{Total Value}$

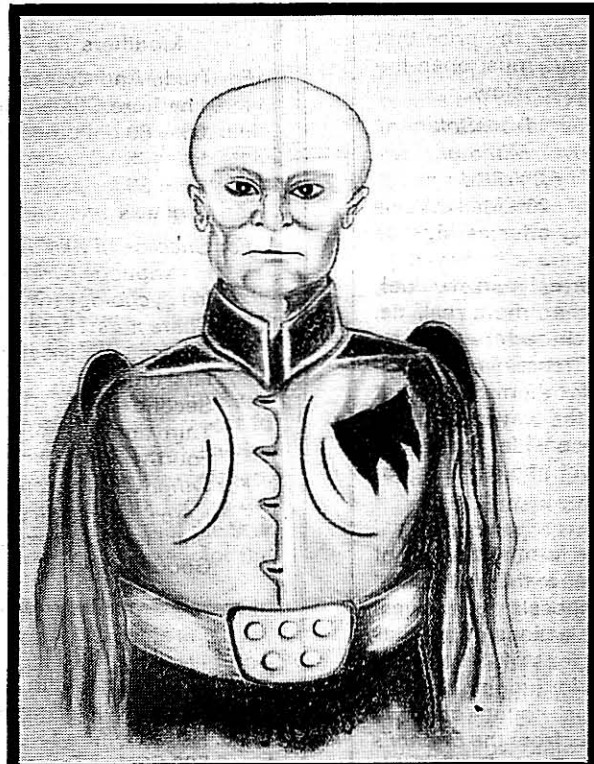
TransSolar's Stated Minimum: $5,000 \times 125 = 625,000$

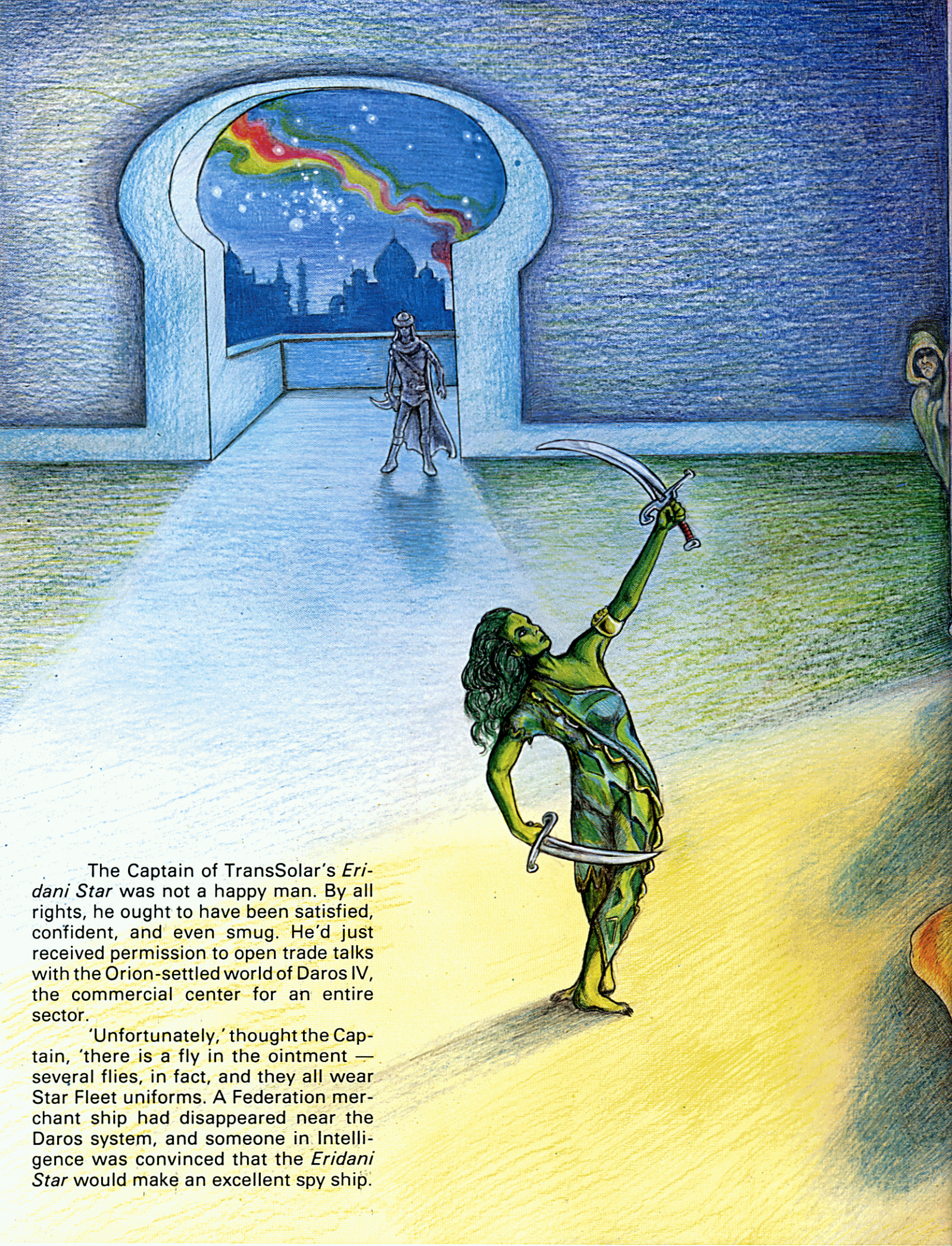
MAKING KEROS SUSPICIOUS

Keros will grow suspicious of the motives and identity of the merchant characters from the *Eridani* under a number of different circumstances. First, if the Star Fleet characters have been too obvious in their investigations in the High Market, the rumors caused by their strange behavior will get back to Imri Keros, as well as to Merkos Kerav. (See **Raised Eyebrows in Keravkar** for more details.) Second, Keros' suspicions will be aroused if any of the crew or passengers from the *Eridani* are involved in unusual incidents. (Trying to kidnap a Klingon merchant named Kolor, or fighting off an assassination squad are good examples of unusual incidents.) Finally, if Solomon Kane gets his hands on proof that some of those aboard the *Eridani* are Star Fleet agents, he will hand the information over to Keros in an attempt to discredit his rival.

ADAPTING FOR ONGOING CAMPAIGNS

If this scenario is being used as part of an established campaign, the players can use whatever ship they possess. If their characters are independent merchants, TransSolar will have hired them to conduct the trade talks with the Orions.





The Captain of TransSolar's *Eridani Star* was not a happy man. By all rights, he ought to have been satisfied, confident, and even smug. He'd just received permission to open trade talks with the Orion-settled world of Daros IV, the commercial center for an entire sector.

'Unfortunately,' thought the Captain, 'there is a fly in the ointment — several flies, in fact, and they all wear Star Fleet uniforms. A Federation merchant ship had disappeared near the Daros system, and someone in Intelligence was convinced that the *Eridani Star* would make an excellent spy ship.'