



## “THWART THE KLINGONS” MISSION DESIGN

### THE MISSION

The mission involves beaming down to the planet's surface to investigate a distress call that came from the indigenous inhabitants. The map is a small and relatively simple indoor area. This portion of the mission is about combat. There should be little chance of the player milling about seeking out Klingons to fight. The player is up against a unit of veteran Klingons who are searching for an as yet undetermined (from the player's point of view) object or objects and they are using non-lethal force on the planet's inhabitants to facilitate their search.





# MAP FLOW SYNOPSIS

## Starting Room (SE)

Starting in the south east room of the map, the player and their team are presented with two exits, west and north. The northern exit has no door and they can see into the corridor beyond the room. This should draw them towards the NPC standing in the corner of the room. She tells the player the very basics of the current situation; that there are Klingons in the building and that they are looking for something and are using threats against the locals to search for whatever it is that they seek.

The player will find out that the west door is effectively locked after being shot at and rendered inoperable by the Klingons. Using the northern exit will bring the player into contact with two aggressive Klingon sentries.

## Ransacked Rooms (NE and Centre)

Moving either north or west will bring them to a scene of devastation. Both rooms have been totally ransacked. Broken ornaments and picture frames, desk drawers emptied out onto the floor and so on. Aside from the carnage there is nothing of note within these rooms.

## Intact Room (SW)

The major fighting of this mission occurs in the south west room. The main Klingon contingent is in this room, currently in the midst of searching it. The player and their team will fight them here, 4 against 4. Once these adversaries are subdued the player is invited north. Before the final room which contains the mission-end NPC, there is one last fight with a Klingon sentry, just when the player thought that all the fighting was done with.

## Final Room – Mission End (NW)

The player talks to the NPC who explains that he is in possession of the secret documents that the Klingons were looking for. The documents are designs for a new Klingon Vor'cHa variant (the Vor'cHa is an important starship type to the *Imperial Klingon Fleet*) which were stolen by a mercenary who planned to sell them to the highest bidder. The mercenary hid on the planet hoping to lose his pursuers, but they caught up to him and killed him, before beginning their search of the planet's surface. The documents are given to the player to pass on to *Starfleet Command*.

Once in possession of these mission items the mission ends and the Away Team beams back to their starship and gain XP etc.





## “THE WHY”

I wanted this part of the mission (this map) to be straightforward. There are not many options for taking different routes around the building, but at the same time the player is not always forced down a single path. The west door of the starting room is only damaged and an Engineer with enough skill can get it functioning again. Repairing it will make enough noise to bring the sentries running. Using this door the player could bypass the two ransacked rooms (which contain nothing of value anyway).

The fights increase in length and difficulty, the pinnacle being in the ‘Intact Room’. After this potential difficulty spike, the player fights one more time on their way to the final room and mission completion, a single sentry providing the drop in difficulty the succeeds a spike.

