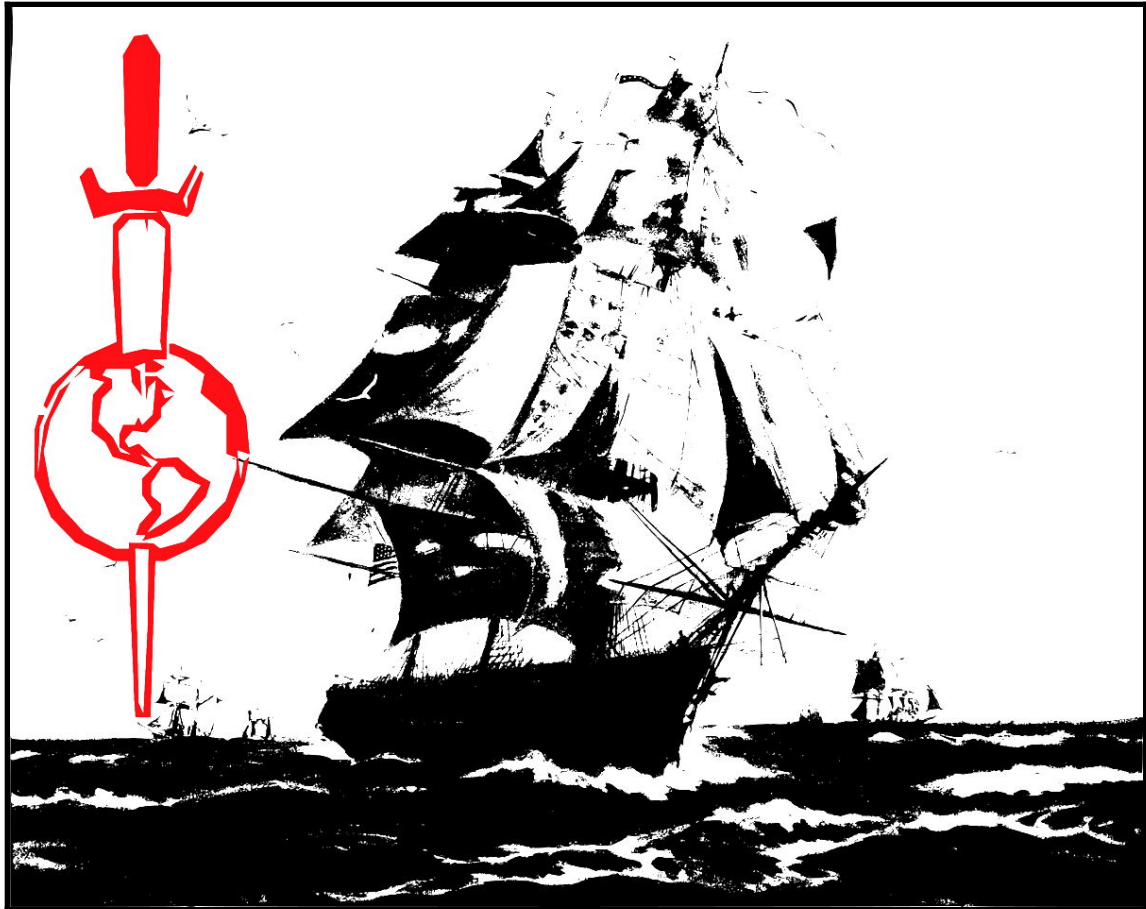# L'Entreprenante l'Entreprenante

An Adventure for *Flashing Blades* featuring the Mirror Universe, with Rules for creating Imperial Star Fleet military and scientific personnel

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Introduction

Entry

Blurb: The Guardian of Forever. Mirror Universe Trek. The Golden Age of Piracy. The Imperium's research into the Guardian has destroyed the Enterprise and the Imperium. Righting the timeline requires braving the high seas and… flashing blades!

Additional: Half of you will play characters from a world where advancement is by assassination and wealth is gained through plunder. The other half will play 1705 Naval officers. The future of the Imperium is in your hands—next to your cutlass, dagger, and pistol.

Explanation

Half of you are from the Mirror Universe Enterprise. Half are from the Marine Royale warship l'Entreprenante. Read your character sheets carefully, especially the reverse.

For those of you from the Mirror Universe: advancement is by assassination. Everyone is trained in fencing and some of you have scars. You do not generally carry your naval cutlasses on missions and do not have them with you now. You do carry naval daggers at all times, however. Everyone except Captain Tiberius carries an agonizer tuned specifically to cause you excruciating pain. It may be activated by either the Captain or your immediate superior.

Both in the eighteenth and the twenty-third century wealth in naval service is gained through plunder—if you're familiar with Master and Commander, that's how it works. Prizes are taken in combat and turned over to the navy, which then doles out the prize in money.

For those of you from 1705, your ship is patrolling the Mediterranean, between Spain and Corsica, in search of English, Austrian, and Dutch ships. Louis XIV is the King of France; there is no minister of state, that is, there is no cardinal. Queen Anne is the Queen of England.

History for the Gamemaster

In *City on the Edge of Forever*, the Guardian of Forever showed l'Entreprenante. It also appeared a couple of times in *Star Trek: Enterprise*, if I'm reading the descriptions correctly.

The crew of the Enterprise have been using the Guardian to explore history; somehow their actions have caused l'Entreprenante's capture by the English, creating the non-mirror Federation and destroying your own. If the ship remains in French hands, it becomes part of Imperial lore. If it passes to English hands, it becomes part of Federation lore.

The War of the Spanish Succession pits England, Austria, and the Dutch Republic (supporting Habsburg Archduke Charles of Austria) vs. France and Bourbon Spain (supporting Bourbon Philip, Duke of Anjou).

The Marine Royale l'Entreprenante, in our world, was captured May 7 1705 by H.M.S. Triton under Captain Joseph Taylor. She served the British as the Enterprise in the Mediterranean, saw action off of Livorno Italy, and was wrecked on October 12, 1707 off of Thornton.

Queen Anne has been the Queen of England since 1702. William III, of William and Mary fame, reigned from 1689 to 1702; Mary died 1694. Anne is Mary's sister.

Weird Trivia: Captain Taylor's son, the politician Joseph Taylor, will die May 6, 1746 (b. ca. 1693—he's twelve years old in 1705), 41 years and one day from the events of this adventure.

Gamemaster Notes

If they aren't getting into fighting each other, consider bringing the Triton into play earlier.

Don't forget that Spock's ears mark him as very strange, at least, in 1705. If he can't hide them, he'll need to have an explanation that sailors and seamen will accept.

The basic idea is that with the Mirror Universe's help, the French *Enterprise* defeated the stronger *Triton*—a British ship but that had been captured from the French. Because of this the *Enterprise* name still entered the lexicon even though it wasn't captured by the English. And the expected failure, if there is one, is that the *Triton* defeats the *Enterprise* as in the non-mirror universe and captures it in usable form. There are, however, at least two other outcomes. If the *Enterprise* goes down without being captured, there will be a Mirror Universe but there will be no *Enterprise* in it. And if the *Triton* is captured and then somehow becomes more heroic than the *Enterprise*—this can only happen through player action—then the Mirror Universe *Enterprise* will have changed to be called the *Triton*. Only the player who caused the change will remember anything different.

Player Character Notes

Chief Gunner Pierre Lupian on l'Entreprenante is being Blackmailed by Louis Armoir. What they're being blackmailed for is left up to the player and GM. Options might include that he is really a she. This could also be done for **First Mate Louis Armoir** as part of their Secret Identity.

First Officer Spock has modified his tricorder for time work.

Red Shirt players must choose a specialty and two secondaries, as described on the back of their character sheets.

Chief Engineer Scott has an ancestor in Triton Pilot **James Preston**. If Preston dies, Scott disappears.

Yeoman Janice Rand's player should decide in what way she is a drunkard.

The Ships

Both l'Entreprenante and the Triton are sailing ships—fore, main, and mizzen masts and warships. A frigate such as l'Entreprenante has one covered gun deck. A ship of the line such as the Triton has two or more covered gun decks. Compare the USS Constitution (frigate) with the HMS Victory (ship of the line).

Line of Succession

For purposes of this game, the line of succession and the chain of command on l'Entreprenante and the Triton is:

1. Captain
2. First Mate
3. Ship's Pilot
4. First Officer
5. Chief Gunner

L'Entreprenante

See *ThreeDecks.org* for what we actually know about this ship. The ship pictured on the captain's card for the l'Entreprenante is a 1927 painting by Gordon Grant of the USS Constitution, from *the USS Constitution Museum*. This is very similar to what l'Entreprenante would look like, although it is about a century later.

Type:	Frigate, Sixth Rate Ship
Gundeck Length:	93 feet
Keel Length:	80 feet
Beam/Breadth:	28 feet
Crew Complement:	115
Armament:	24 guns
Displacement/Burthen:	320 tons

Triton

See *ThreeDecks.org* for what we know about this ship, which is quite a bit more than what we know about l'Entreprenante. The ship pictured on the captain's card for the Triton is a painting of unknown origin of an unknown Marine Royale ship of the line in the Musée National de la Marine. This is very similar to what the Triton would look like, and may even be about the right time period.

Like l'Entreprenante would become as the Enterprise in our world, the Triton is a repurposed ship captured from the French in 1702.

Type:	Ship of the Line, Fifth Rate Ship
Gundeck Length:	128 feet
Keel Length:	106 feet
Beam/Breadth:	34 feet
Crew Complement:	230
Armament:	42 guns
Displacement/Burthen:	662 tons.
Lower Gun Deck:	18 British 9-pounders
Lower Gun Deck:	20 British 6-pounders
Quarterdeck:	4 British 6-pounders

Prins Willem

This is a fictional Dutch ship that should be a pushover for the crew of l'Entreprenante, to get the game started and also prep the players for how ship-to-ship combat works.

Type:	Merchantman
Captain:	Evert Huygens van Ruiter
Game Type:	**Merchantman, Lightly Armed**
Gundeck Length:	105 feet
Keel Length:	80 feet
Beam/Breadth:	27 feet
Crew Complement:	68
Armament:	10 guns
Displacement/Burthen:	180 tons
Broadsides:	**4 x 2**
Chasers:	**0**
Stern Guns:	**2**
Pont Guns:	**0**
Speed:	**3**
Handling:	**2**
Size:	**3**
Hull Hit Points:	**40**
Rigging Hit Points:	**25**

Note that the ship has no chasers; it will thus not attempt to bear down on any ship with hostile intentions until this would put them in close range, which will allow them to use broadsides. Of course, they're not going to want to take on a warship in any case.

Imperial Star Fleet

Succession and Command

On an Imperial Warship like the Enterprise, there are two chains of command. When an officer is unable to perform their duty temporarily, the Chain of Command is used. When an officer is permanently removed from duty, the Line of Succession is used. The basic difference is that the Chief Medical Officer is not in the line of succession.

For purposes of this game, Ensign Chekov's position on the helm places him in both lists.

Line of succession on the Enterprise

1. Captain J. Tiberius Kirk, Ship's Captain
2. Lt. Commander Spock, First Officer and Science Officer.
3. Lt. Commander Montgomery Scott, Chief Engineer and Second Officer
4. Lieutenant Hikaru Sulu, Helmsman, Navigation Officer
5. Lieutenant Nyota Uhura, Communications Officer
6. Ensign Pavel Chekov, Helmsman, Weapons Officer

Chain of command on the Enterprise

1. Captain J. Tiberius Kirk, Ship's Captain
2. Lt. Commander Spock, First Officer and Science Officer.
3. Lt. Commander Montgomery Scott, Chief Engineer and Second Officer
4. Lt. Commander and Dr. Leonard McCoy, Chief Medical Officer
5. Lieutenant Hikaru Sulu, Helmsman, Navigation Officer
6. Lieutenant Nyota Uhura, Communications Officer
7. Ensign Pavel Chekov, Helmsman, Weapons Officer

Star Fleet Equipment

Weapon strength for Star Fleet-era weapons are +1 their Flashing Blades counterpart.

- Agonizer (Marine, Soldier, Sailor, Officer)
- Dagger (Marine, Soldier, Sailor)
- Phaser (Marine, Soldier, Officer) (Damage is 12/kill, 6/beam, or stun up to 5 NPCs; PCs are allowed an Endurance roll (if successful, they are at half movement), a Luck roll to avoid it completely, or, if aware of the attack, a Dexterity roll. Close: +5; Short: +4; Medium: +2; Long: -1; Far: -4; base expertise of 8, as firearms, but greater accuracy reflected in range adjustments; beam provides for adjacent targets within two meters and +2 to hit each.)
- Communicator (Signals, Officers)
- Xenylon Uniform (3 points armor to chest, flank, arms, and legs, adjustable environmental protection; and Universal Translator; weight 2). When it blocks damage, roll d20. If it is less than or equal to the damage blocked, there is a 1 in d6 chance each for the translator and environmental protection to malfunction. The Captain and First Officer's uniform includes a temporary log recorder.
- Tricorder (Physic, Natural Philosophy, Chemist, Signals, Engineering)
- Grenades (Grenadier): Grenades do 12 points damage, and otherwise follow the rules for grenades (p. 15, 18). Stun grenades also exist if the player prefers.

The Universal Translator built into all uniforms can translate any language known to the Imperium. It cannot translate unknown languages. Although there is a larger computer aboard the Enterprise that can do this, the Enterprise is inaccessible during this adventure.

When a fumble is rolled for advanced equipment from the future, such as a phaser, the player who fumbled should roll d6. On a six, the battery has inexplicably drained due to temporal distortion. Otherwise, handle normally. When a fumble is rolled for normal equipment from the future, such as a dagger, results indicating damage to the device only take effect if the difference in durability is not rolled on d6. I.e., daggers have +1 durability over daggers from the past, so on a 1 the dagger would not be damaged.

Time Travel

The Enterprise's Experiences with Time Travel

STOS City on the Edge of Forever: Mr. Spock and Captain Kirk spent several weeks investigating timeline divergences in 1930 using this same time portal, *The Guardian of Forever*. Dr. McCoy had inadvertently caused the defeat of the Empire by causing the death of peace activist Edith Keeler.

STAS Yesteryear: Spock also used the time portal once, for reasons undisclosed to the rest of the crew, to research the history of Vulcan, and met himself as a child undergoing Kahs-wan.

Effects of Killing Someone in the Past

Every turn in which a person from the future kills a person from the past, the player whose character killed the most must roll for consequences. The first time a person from the past is killed, roll 4d6 and take the lowest number. Each subsequent death, reduce the number of dice rolled by 1 until it reaches 1d6.

1. No changes.
2. No changes.
3. The killer's past is changed drastically. Choose from demotion; same character, but opposite sex; change of a random skill; gain of a new secret.
4. Future technology from the killer's timeline (such as phasers and communicators) stop working for d20 minutes of game time. Increase by d20 each time this comes up. (Grenades are unaffected; stun grenades are affected; uniform tech is effected)
5. The killer's immediate superior officer is erased; the killer has always been in that superior's position.
6. The killer is erased from the timeline.

For results that don't erase the killer completely, only the character knows of the original history.

The rules for time travel are for when the episode is filming. After the episode is over, they don't apply. Any player whose character stays behind should make a single luck roll, to see how well they become integrated with the timeline. If they're well-integrated into the existing timeline, only minor changes occur; poorly-integrated, and Spock's modified tricorder can detect that it might be better to force the character to return.

For example, when Sulu stayed behind to remain the French captain of the captured *Prins Willem*, his character (due to a good Luck roll) was explained to have had no ancestors in the area to affect. The only change was that the future Enterprise became the *Prince William* due to Sulu's becoming such an inspiring legend to the later Empires that led into the Imperium. The cunning Oriental so common in early twentieth-century literature was also affected. Perhaps in that timeline, the Fu Manchu stereotype was a hero!

Handouts

There are a couple of handouts that are only provided to the appropriate character if they request them. While both Spock and Scotty have some knowledge of time travel, for example, they must actually request the knowledge to remember it.

The two ship handouts are given to their respective Captains immediately.

Time Travel (for Spock)

The Enterprise has had an inordinate amount of experience with time travel, both backward and sidewise in time. This has made Chief Science Officer Spock and Chief Engineer Scott experts in the technology and science of the paradoxes and methods of travel through time.

The timeline is resilient. "Changes" seem to be either things that would have happened anyway, things that were inexplicable but are now explained *by* time travel, or things that rebound back onto the cause of the change.

The latter is the most dangerous to the time traveler: it means that the most likely target of changes to the timeline is the person changing the timeline. The most likely effect is a cessation of existence. You theorize that the paradox this creates—the person changing the timeline has ceased to exist, thus not being able to change the timeline—somehow isolates the change and prevents it from propagating.

It is a most logical effect, although its mechanism remains mysterious. It means that if you cause a major change, such as killing someone, you yourself are the most likely to be affected—even erased—by the change. Your immediate companions are the next most likely, and the history that most affects you after that.

How this happens is beyond any science you know.

Analysis (for Spock)

In the timeline that you are familiar with, l'Entreprenante inspired a line of ships among European nations and through them into the Imperium. In this new timeline, it appears that l'Entreprenante was captured by the English, and the Imperium never built ships named Enterprise. It is possible that this bifurcation plays into the mirror universe you visited in which the Enterprise was part of something called the Federation.

Time Travel (for Scotty)

The Enterprise has had an inordinate amount of experience with time travel. This has made Chief Science Officer Spock and Chief Engineer Scott experts in the technology and science of the paradoxes and methods of travel through time.

The timeline appears to be subject to some sort of temporal inertia. "Changes" seem to be either things that would have happened anyway, things that were inexplicable but are now explained *by* time travel, or things that rebound back onto the cause of the change.

The latter is the most dangerous to the time traveler: it means that the most likely target of changes to the timeline is the person changing the timeline. The most likely effect is a cessation of existence. The most dangerous time travel effect is this self-perpetuating loop. The person changing the timeline has ceased to exist, thus not being able to change the timeline. This loop seems to somehow isolate timeline changes and protect the real timeline.

It is a very elegant effect, although its mechanism remains mysterious. It means that if the Enterprise or its crew cause a major change, such as killing someone, it is the Enterprise and its crew that are most likely to be affected—even erased—by the change. The parts of history most relevant to the Enterprise and its crew are the most likely to be altered.

l'Entreprenante (Captain's Sheet)

Type:	Frigate, Sixth Rate Ship
Game Type:	**Small Warship**
Gundeck Length:	93 feet
Keel Length:	80 feet
Beam/Breadth:	28 feet
Crew Complement:	115
Armament:	24 guns
Displacement/Burthen:	320 tons
Broadsides:	**9 x 2**
Chasers:	**2**
Stern Guns:	**4**
Pont Guns:	**3 x 2**
Speed:	**3**
Handling:	**3**
Size:	**2**
Hull Hit Points:	**35**
Rigging Hit Points:	**20**

The Triton (Captain's Sheet)
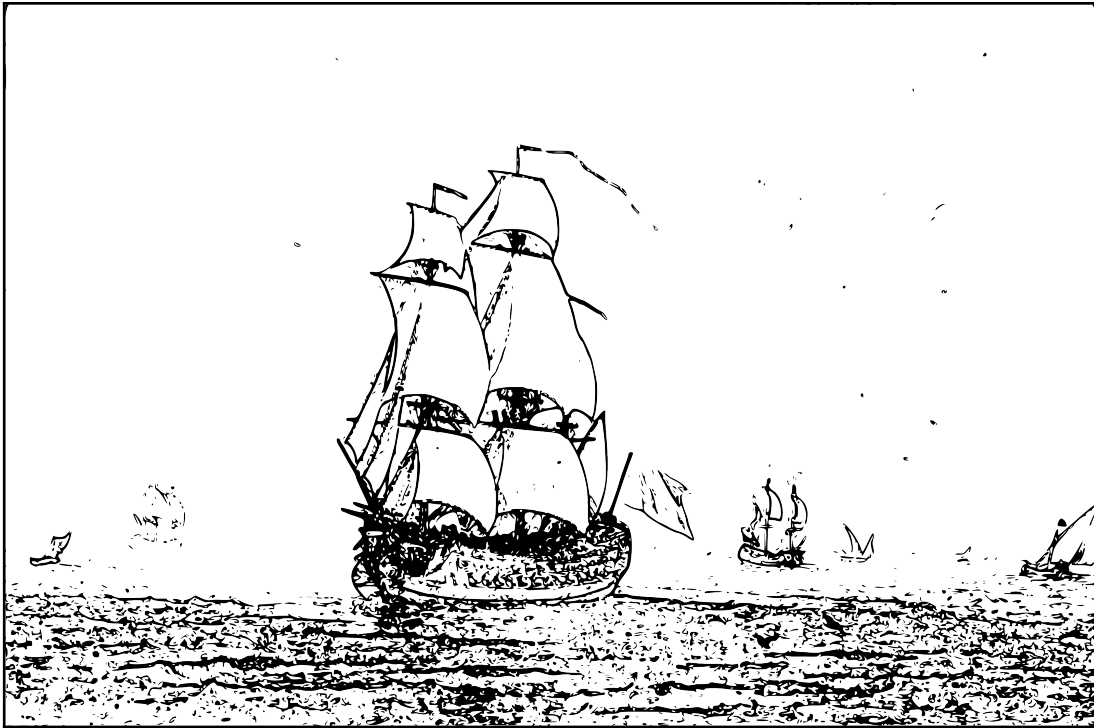
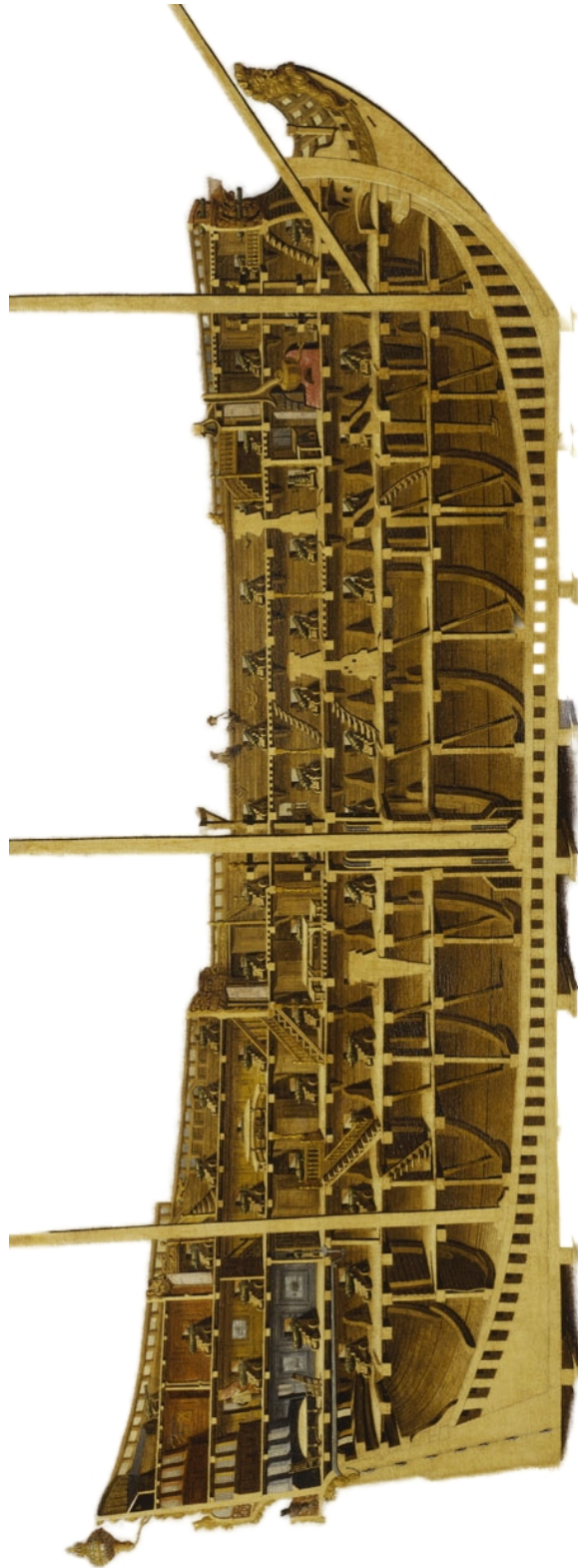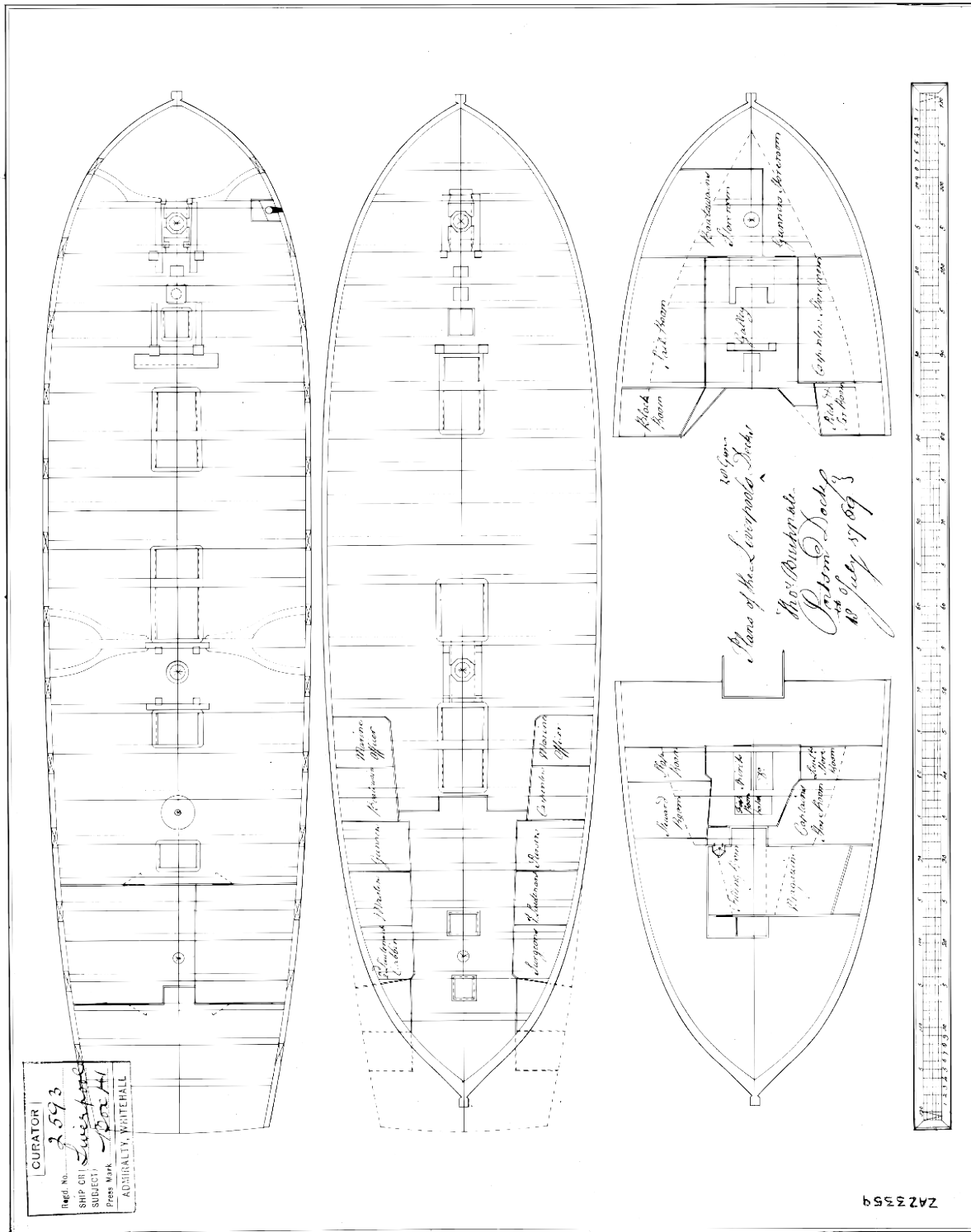|	
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Game Type:	**Large Warship**
Gundeck Length:	128 feet
Keel Length:	106 feet
Beam/Breadth:	34 feet
Crew Complement:	230
Armament:	42 guns
Displacement/Burthen:	662 tons.
Lower Gun Deck:	18 British 9-pounders, 20 British 6-pounders
Quarterdeck:	4 British 6-pounders
Broadsides:	**17 x 2**
Chasers:	**2**
Stern Guns:	**6**
Pont Guns:	**4 x 2**
Speed:	**2**
Handling:	**2**
Size:	**4**
Hull Hit Points:	**45**
Rigging Hit Points:	**25**

First Rate, Section, 1690-1701

possibly after a drawing by Captain Thomas Phillips, "second ingineer of England"

Generic Deck Plans