

La Croisade Élevée



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

For the North Texas RPG Con

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Introduction

Entry

Blurb: French Naval officers from 1705 cross blades with Mirror Universe Trek officers and crew on a disabled and strangely deserted Enterprise. Only the boldest can survive the highest of seas and... flashing blades!

Additional: Half of you will play characters from a world where advancement is by assassination, where wealth is gained through plunder. The other half will play 1705 Naval officers. The future of an Empire is in your hands—next to your cutlass, dagger, and pistol. Choose from Mirror Universe Original Trek characters or French or English Naval officers. Uses FGU's Flashing Blades! rules.

Explanation

Half of you are from the Mirror Universe *Enterprise*. Half are from either the Marine Royale warship *l'Entreprenante* or Her Majesty's Ship *Triton*. 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; they will be in your quarters. 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 was patrolling the Mediterranean, between Spain and Corsica. 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. Your ship was infiltrated by strange men with strange weapons; when they left, you risked following them through the strange portal. There was darkness, then you heard a voice in your head:

The step you have chosen is dangerous. If you lose, you will find no mercy on that strange warship in the heavens. But the rewards are unlimited and the adventure unparalleled. Even the sky cannot limit your ambition. There is more plunder in the skies than on the sea.

I am the Guardian of Forever. I have spoken.

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; they had accidentally caused l'Entreprenante's capture by the English, destroying their future; they returned to the past and assisted l'Entreprenante in defeating the Triton. They then returned through the portal of the Guardian of Time and transported back to their ship. Meanwhile, some of the men aboard the 1705 ships took the opportunity for adventure and followed through the portal. The Guardian of Time encouraged this for its own inscrutable reasons.

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.

The Trek characters are from the year 2270, the fourth year of the Enterprise's five year mission. It is currently Stardate 37007.20, or August 20, 2270.

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

Gamemaster Notes

Following the French *Enterprise* defeating the stronger *Triton* with help from the Imperial *Enterprise* the Guardian of Forever has sent 18th century naval officers aboard the Enterprise and has frozen the Enterprise in time. Only the crew which went into the past are visible.

However, when a player character dies, the player may choose any of the crew from either era for which a character sheet is available, as well as unspecified red shirts. Those crew then become manifest again in this interstitial time bubble.

Player Character Notes

Chief Gunner Pierre Lupian on l'Entreprenante is being Blackmailed by Louis Armoir. What they're being blackmailed for is left 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. Or becomes a ghost, with its own special powers and liabilities.

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

Inspiration

This adventure is, of course, inspired by Poul Anderson's 1960 novel, *The High Crusade* as well as by Grant Morrison's *JLA: Earth-2*.

The French and English

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

However, given that the invading crew is likely a mix, and is also clearly separated from their higher command, it is up to the players how much they follow this line of succession.

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

Given the nature of their return to the Enterprise, where the player characters are the only available crew, it is up to the players how much they adhere to the official chain of command.

Star Fleet Equipment

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

No electronic weapons work in the initial part of the game; neither do communicators. It may be possible for the Enterprise players, especially with Spock's help, to re-enable the basic workings for phasers and communicators.

The Universal Translators built into their uniforms do work. If, however, anyone removes their uniform it will stop working and then take twenty minus Charm minutes to begin working again. Agonizers do not work. The receiver works, but the transmitter does not. If the crew somehow manage to start restoring the operation of electronics in general to this bubble, they will be the first item to start working. Tricorders, except for Spock's tricorder, also do not work.

- 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 uniforms include a temporary log recorder.
- Tricorder (Physic, Natural Philosophy, Chemist, Signals, Engineering)
- Photon 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.

Universal Translators

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 computer is inaccessible during this adventure barring some major miracles from the crew.

Fumbles

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., Trek daggers have +1 durability over daggers from the past, so on a 1 the dagger would not be damaged.

Grenades

While photon grenades will not work, the ship also carries old-fashioned grenades in its weapons stores, most commonly concussive, incendiary, and sleep. These grenades require only a normal action to both prime and throw, and must be thrown by the end of the turn following the turn they are primed. They can be caught and returned, but a dexterity roll is required or the grenade will explode on catching if set to explode on landing.

Grenades can be set to **explode on a timer** rather than on landing. This requires a long action (which can include altering grenade strength)—and be set up to five minutes later.

Concussive grenades do one to six points damage as normal for a grenade, decreasing with distance. The default is to do four points; it takes one action to change to a different setting.

Incendiary grenades do five points damage, and anything flammable that takes damage is on fire, with a strength of the damage taken. One action or one gallon of water can reduce the strength of the fire by one; each turn the fire increases by one. Fire does its strength damage every round until the material is consumed or the fire is quenched.

Like concussive grenades, incendiary grenades can be altered to do less initial damage, but this requires an action.

Sleep grenades have a strength of 5 which decreases as normal. They thus have a five meter radius. Anyone in range must make an endurance roll—with a penalty of the strength of the grenade—every turn that they remain within the gas. In an open space the strength dissipates by one every turn. In a tightly enclosed space, the strength dissipates by one every minute. Slept characters may be awakened as normal after a number of turns have passed since the gas dissipated of the number they failed their roll by.

Sleep grenade strength cannot be altered, but they can be timed as normal.

The weapons stores are locked by electronic means. They cannot be opened except by jury-rigging them, which they are designed not to allow. Or by somehow re-enabling electronics in the area of the lock and opening mechanism.

There are, of course, many other more technologically advanced weapons in the ship's weapons stores, as well as spare daggers and cutlasses. Other types of stores, similarly protected, will contain rope, axes, and other more general ship equipment.

Ancient Weapons

Sulu is a well-known archaist. He has a large collection of pre-electronic firearms, and has brought a very small collection along with him on the ship.

Weapon	Damage	Close Range	Short Range	Medium Range	Long Range	Far Range
Colt Cowboy Revolver:	4	+4	+3	+2	+1	-5
Wheellock Pistol:	2	+3	-0	-2	-6	-10
Dueling Pistol:	2	+3	+1	-1	-4	-10

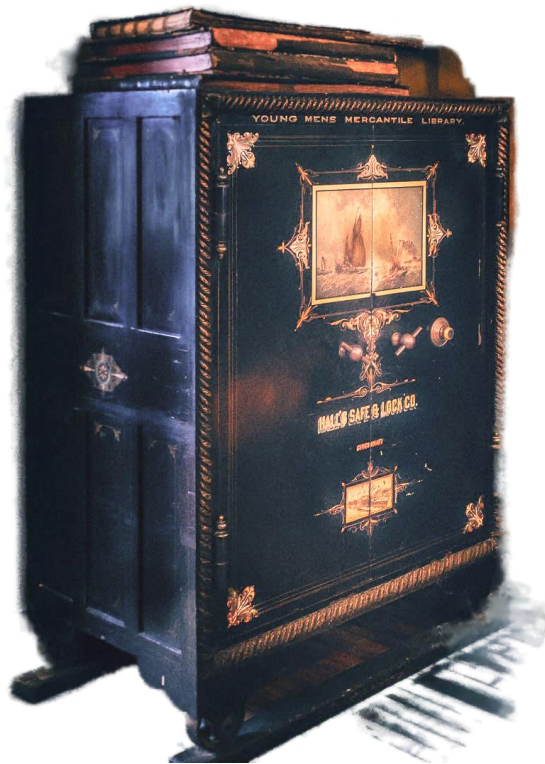
Loading the Colt Revolver requires one normal action. Fumbles are as for Flintlock Firearms, but a roll of 1, 3, and 5 have no effect.

The weapons are on display in his quarters. He has ammunition for each; however, the ammunition is in a nineteenth-century office safe. Opening the safe requires a Fine Manipulation roll at a penalty of 6, and at a further penalty of 6 if the character does not have the Archaic Rider. (1705 characters would need something like a Futurist Rider.) The combination is Sulu's scar day, the day he received his first facial scar, or 11-16-63. The full combination:

1. Rotate dial left three times to 11, stopping on 11.
2. Rotate dial right two times to 16, stopping on 16.
3. Rotate dial left and stop on 63.
4. Rotate the handle on the lock to disengage, and pull outward.

Other important days and numbers in Sulu's life:

Significance	Stardate	Archaic Date
Birthday:	33707.09	July 9, 2237
Entrance Day:	35508.29	August 29, 2255
Graduation day:	35905.17	May 17, 2259
Scar Day:	36311.16	November 16, 2263
Start of five year mission:	36403.24	March 24, 2264
Promoted to Lieutenant:	36710.21	October 21, 2267
Serial Number:	232-71846	



Sulu's archaic collections safe, from the Young Mens Mercantile Library, Cincinnati, Ohio, ca. 1840-1903. Via "Hallsafe", <https://w.wiki/PqRZ>, on Wikimedia Commons.

What is going on?

The characters find themselves in a limbo between time, a limbo created by the Guardian of Forever. In this limbo, time is actually stopped, although it may take a while for the characters to figure this out. The rest of the crew is on board, but barring a character death they are inaccessible and invisible, being temporal potentialities that exist only in the uncertain limbo between the ticks of the clock.

The ship has been transported by the Guardian to an all-time bubble; when there is a resolution, it will snap into just the 23rd century, though it may delay long enough for the 1705 characters to be transported back to Earth. While unlikely to happen given the nature of the Mirror Universe, this would be a very good idea to avoid time paradoxes.

Technology that is integrated into the person of a player character will work; the further from the person, the less likely it is to work. Their translators, built into their uniforms, work. Their communicators do not work, and neither do their phasers, tricorders, or agonizers.

Only 23rd century electronic technology is affected by being in limbo. The firearms of the French and English will continue to work as normal—as will Sulu's archaic firearms. And the daggers and swords of the Enterprise continue to be of better quality and more durable than the daggers and swords of 1705.

The Mirror Universe Trek characters begin in Transporter Room 1 on the Main Deck, Deck 7. The 1705 characters begin in the Emergency Transporter next to the Entertainment Center park.

Most of the adventure will probably take place on Deck 7 and Deck 8. Likely the Trek characters, at least, will attempt to reach the Bridge on Deck 1, although there is also an Emergency Bridge at the center of Deck 7.

Maps

Of the Trek characters, both Kirk and Scotty are allowed to have copies of the maps if they ask for one. Any other Trek character must either make a wit roll to look at the relevant floor map for one minute, or find a copy. If multiple characters work together, each must make a roll, and the number of minutes they can look at the map is equal to the number of successes. Kirk and Scotty count for an automatic success each.

Barring an unforeseen-by-me trick, 1705 characters can only look at a map by finding one. Inboard Profile maps are common near elevator doors and stairways.

Doors

Most general-purpose doors are easily overridden. They work magnetically; both the magnetic force that would open them and the magnetic glides that allow them to slide easily are not working. Only a strength roll at a penalty of six is required to force the door to slide. More secure doors, such as the doors to weapons stores, have latches within the walls. They will require breaking in or otherwise disengaging the latches, which is nearly impossible without phasers or lasers, or somehow jury-rigging the doors to (a) unlock or (b) get power from an alternative source.

Lights

Lights work throughout the ship wherever the lights were on before entering the intertemporal limbo. Any shadows cast by the lights will continue to be cast even if the shadowing object is moved. Characters themselves do not cast shadows, nor does anything else that was not on the ship before the ship was moved to the Guardian's non-time bubble.

Spock's Tricorder

Spock's tricorder is the only tricorder that works, because he has modified it specifically to work outside of normal time. Depending on how much he stresses it, he may have to roll a d6 against 1 or more to avoid disabling it until he can repair it by rolling higher than the amount he failed by, a half-hour task.

If he has Scott's assistance, modifications can either be reduced to a ten-minute task, or he can be given a bonus of three on the roll.

For example, he was rolling against 2, and rolls 1. He failed by two, since both two or one would fail. He has to roll greater than two to fix the tricorder. This means that if he is rolling against 6 and rolls a 1, he cannot fix it without Scott's assistance, because he would have to roll greater than 6 to fix it.

The Guardian of Forever

The Guardian exists outside of time. While it cannot move items through time, it can move them into an intertemporal limbo which, like the Guardian, exists outside of time.

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 from 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.

Maps

These maps are from FASA's 1983 15mm deck plans, designed originally as "blueprints", available on the Star Trek Blueprints Database at <https://www.cygnus-x1.net/links/lcars/blueprints-main2.php>.

Only the decks likely to be important are reprinted here; for the rest (and possibly even for these given their size and legibility) it will be easier to wing it.

In the deck maps, the solid black areas are the turbolift. While the doors can be forced open just as any other door can, it is very unlikely that the lift itself will be at any door; most likely it was in the process of moving between doors. Whether the turbolift tunnels contains ladders or just glider rails for the characters to use is up to you.

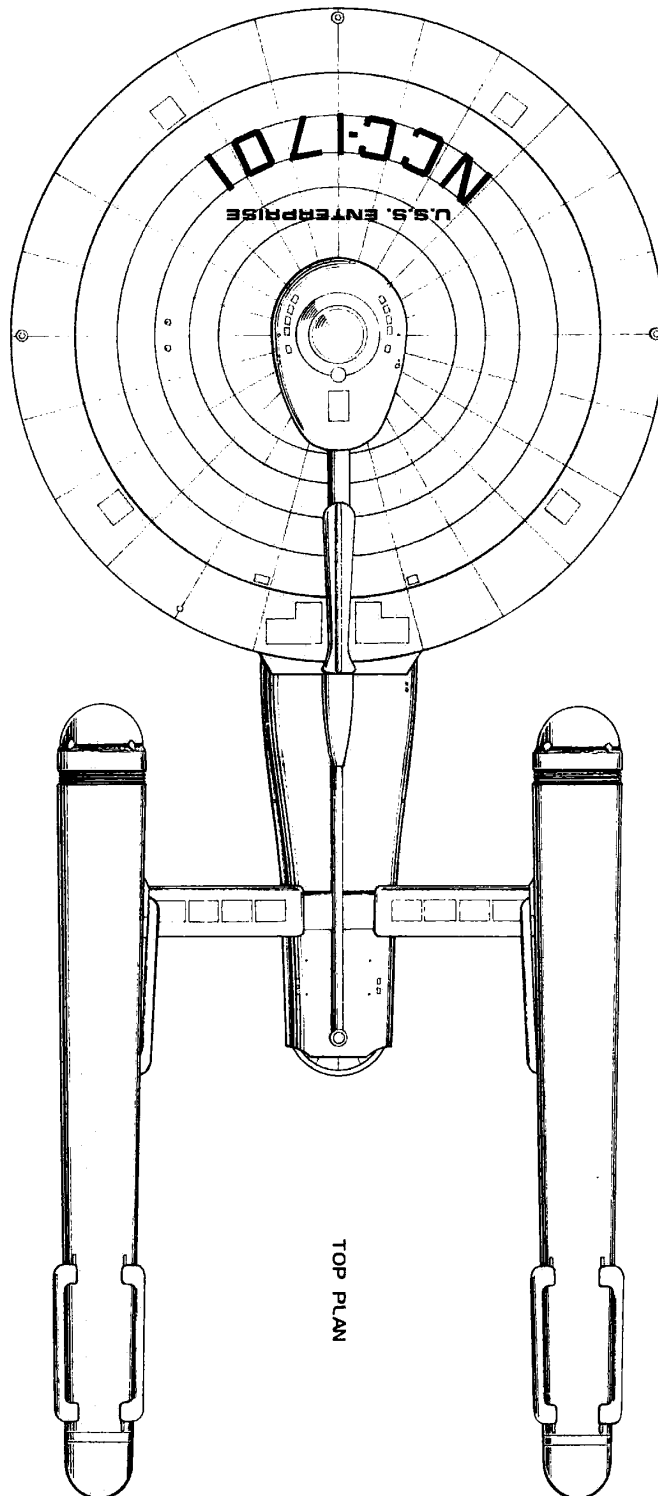
More likely, the characters will use stairs to go from deck to deck.

Officer's Quarters

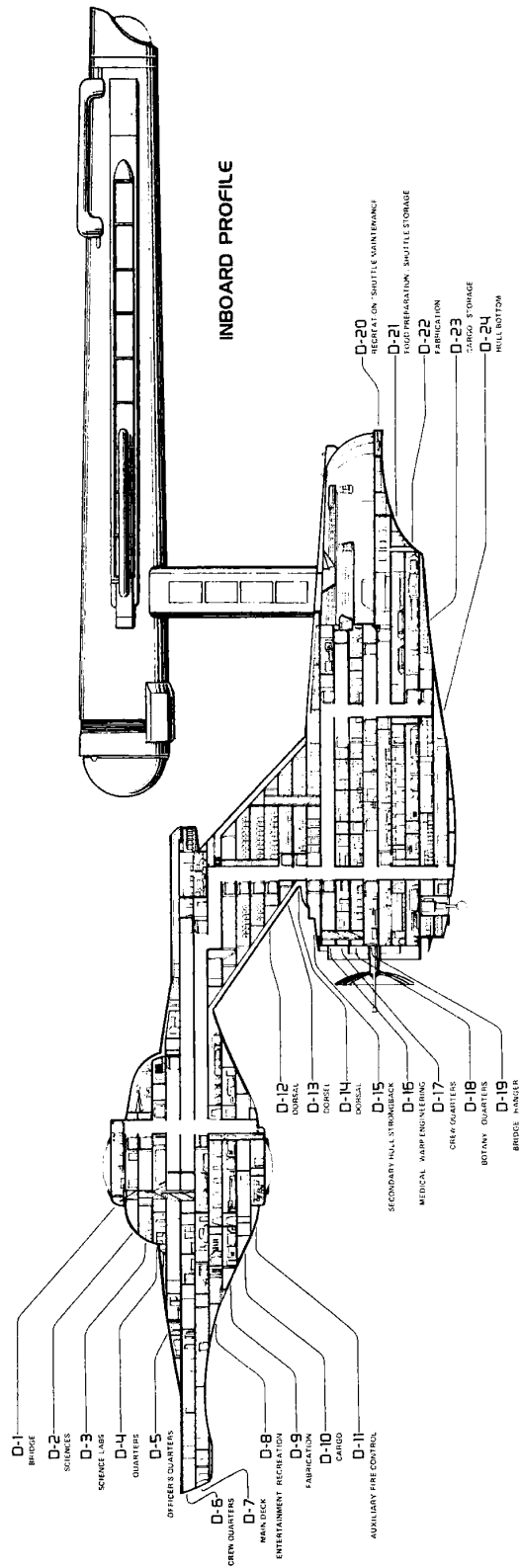
Captain Kirk:	Room 121	Deck 5
Chief Science Officer Spock:	Room 125	Deck 5
Chief Medical Officer McCoy:	Room 127	Deck 5
Chief Engineer Scott:	Room 129	Deck 5
Lieutenant Sulu:	Room 143	Deck 5
Lieutenant Uhuru:	Room 133	Deck 5
Ensign Chekov:	Room 142	Deck 5
Yeoman Rand:	Room 140	Deck 5
Red Shirts (Soldier):		Deck 6
Red Shirts (Scholar):		Deck 6

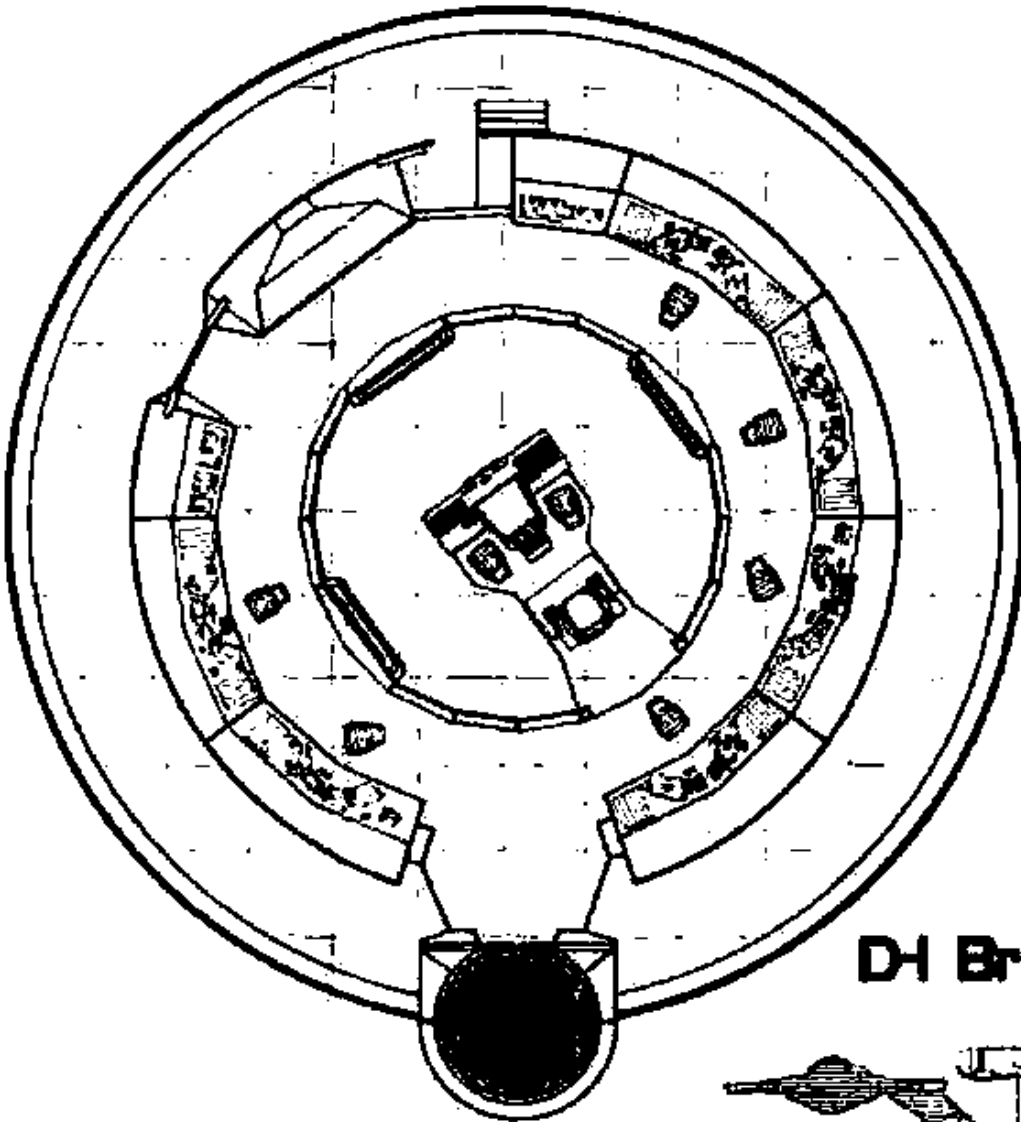
Legend



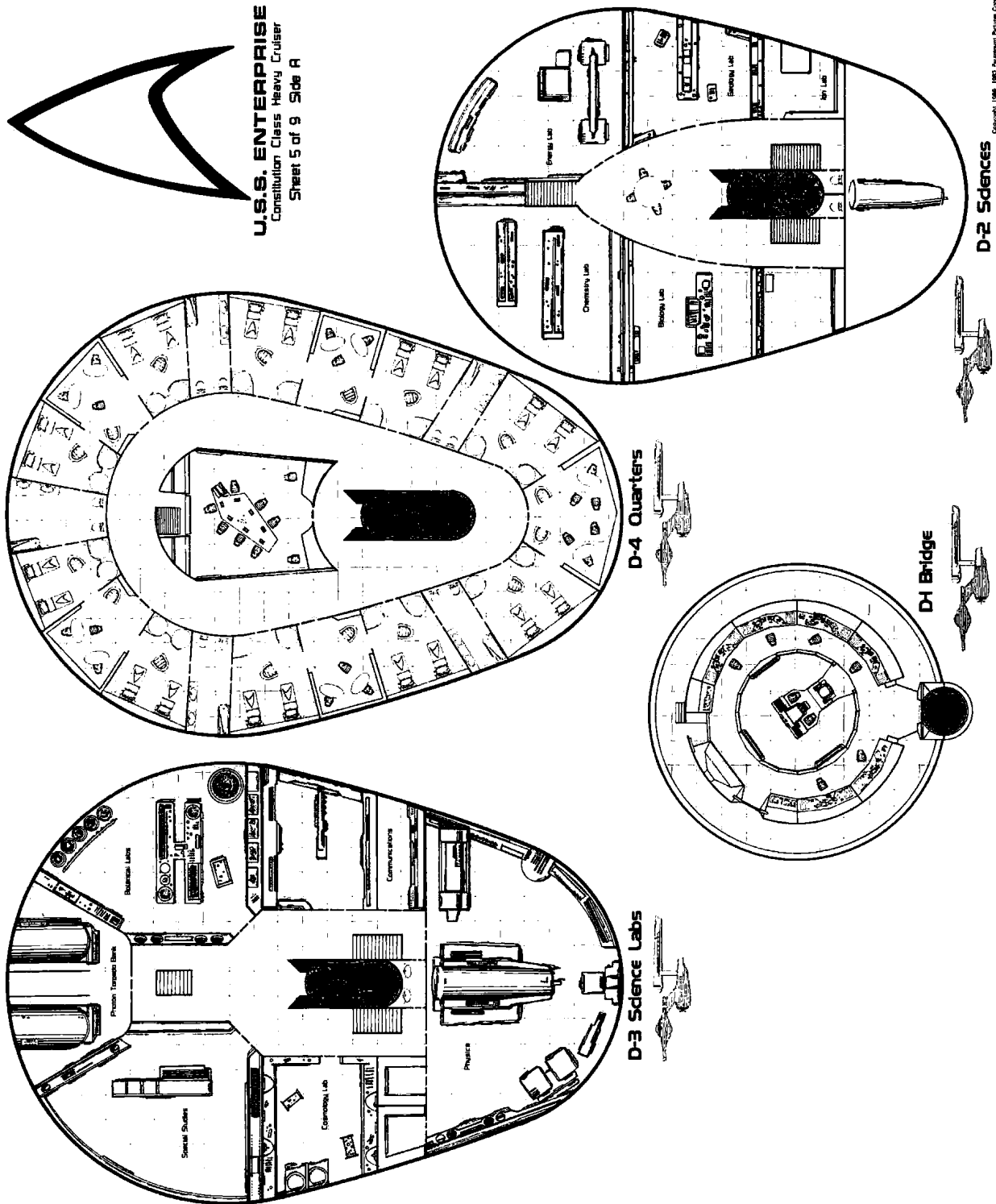
Top Plan

Inboard Profile

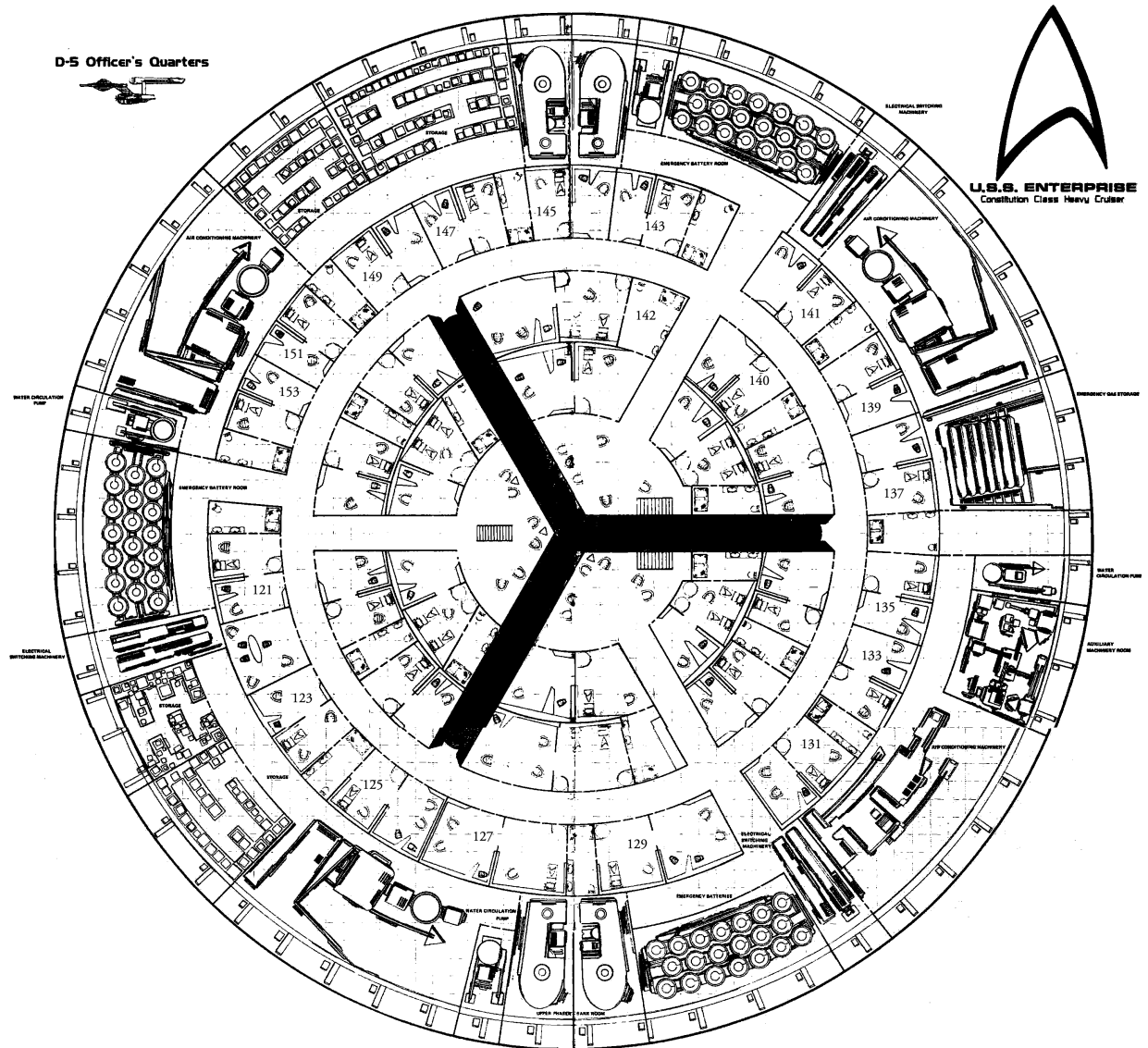


Bridge (Deck 1)**DH Bridge**

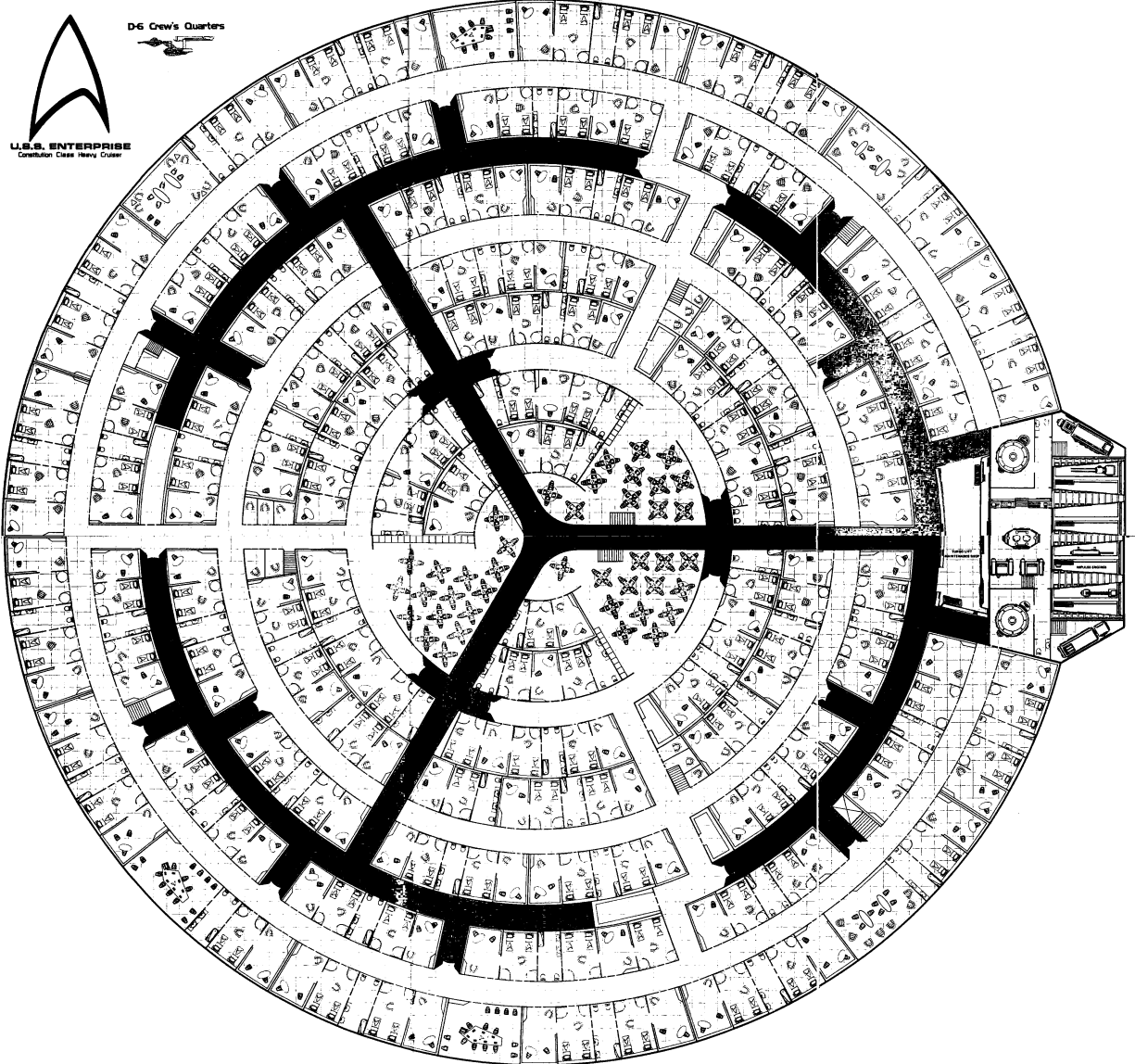
Decks 2, 3, and 4 (Science and Quarters)



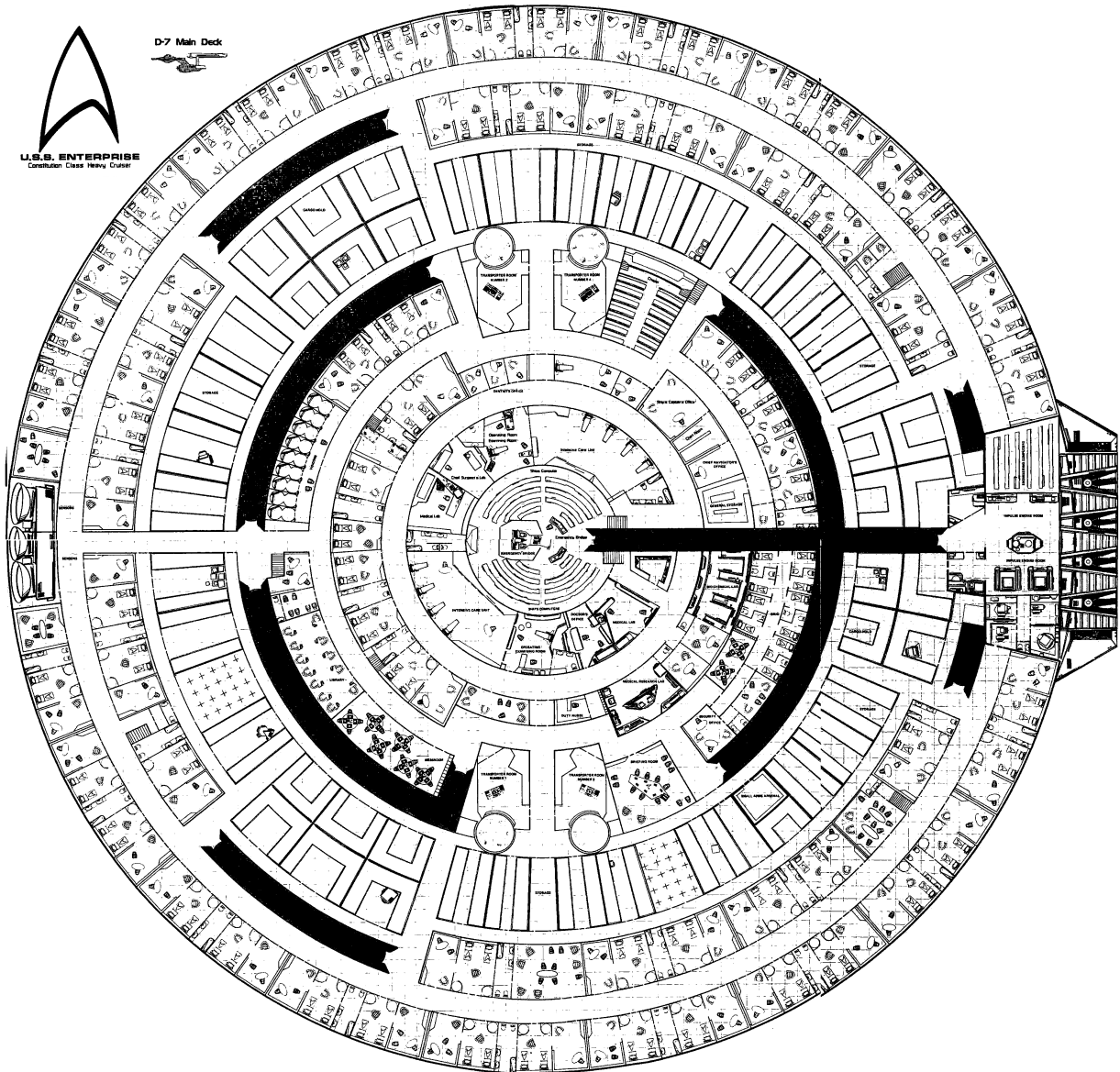
Officer's Quarters (Deck 5)



Crew Quarters (Deck 6)

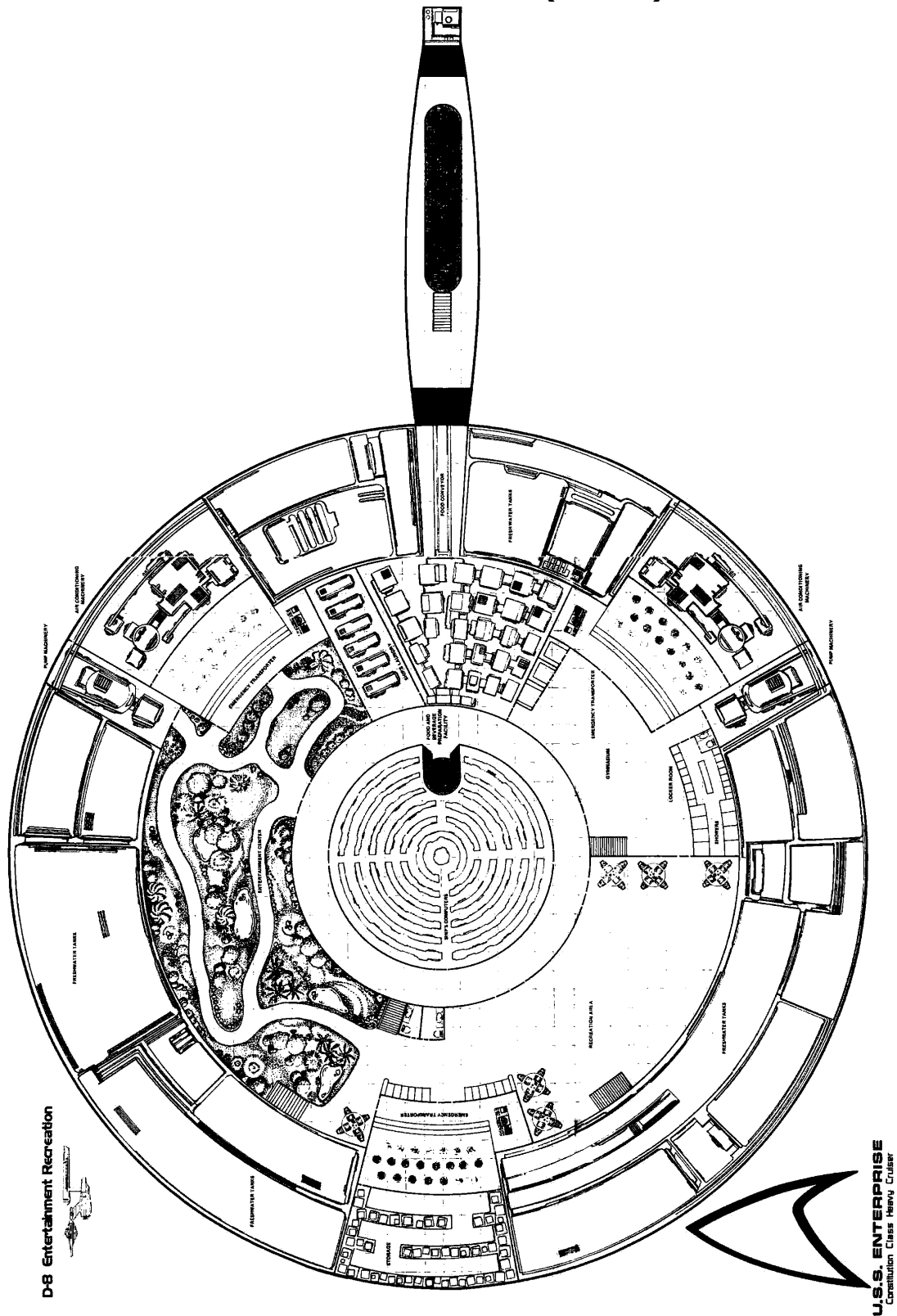


Main Deck (Deck 7)



The four transporter rooms are two above and two below the central area. Transporter Room 1 is the lower left room; transporter room 4 is the upper right.

Entertainment Deck (Deck 8)



The emergency transporter is at about ten o'clock toward the top of the entertainment center.

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.

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, but you are learning, and have modified your tricorder to assist you in investigating the paradoxes of time travel.

Time Lines (for Spock)

There is strong evidence that timelines have a tendency to converge. There is very slight evidence that some timelines are more central than others, and that convergence happens toward them.

For example, in the timeline that you are familiar with, l'Entreprenante inspired a line of ships among European nations and through them, into the unification of Europe under pre-Imperium Germany. And yet, your ship is called the Enterprise, in English, just as the alternate Enterprise commanded by the alternate James Kirk was.

It seems obvious that a ship called by the French word for “Enterprise” would, when captured by the English, be renamed “Enterprise” in English and lead to a starship called Enterprise in the 23rd century. It seems far less obvious that this would happen if the heroic l'Entreprenante never entered the English navy. This hints that convergence may be happening toward that other Enterprise. What this means for the Imperium—and your comrades—is obscure at best.

Memory is one of the strangest aspects of time-line travel. Memory is the last to be altered, and often is never altered among those who travel through time. You have changed timelines in the past, and you, and the others who have taken part, remembered the older timeline, not the newer one, for as long as was necessary to fix the timeline to its original.

You've found that personal equipment will alter more quickly the less personal it is. Your Universal Translator, for example, is always the last to change—in any time alteration for which you retain a pre-alteration memory.

Of course, if your memory changed you wouldn't necessarily realize it.

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 that is somehow relative to the persons involved in the change. The more personal a change is, the longer it takes to become effective. Your Universal Translator, for example, retains pre-change programming longer than tricorders, communicators, or phasers.

When a change caused by time travel is permanent, the “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.

La Croisade Élevée

An Adventure for *Flashing Blades*, set in the Mirror Universe.



French Naval officers from 1705 cross blades with Mirror Universe Trek officers and crew on a disabled and strangely deserted Enterprise. Only the boldest can survive the highest of seas and... flashing blades!

Uses FGU's *Flashing Blades!* rules, and provides extra rules for creating Star Fleet officers.