

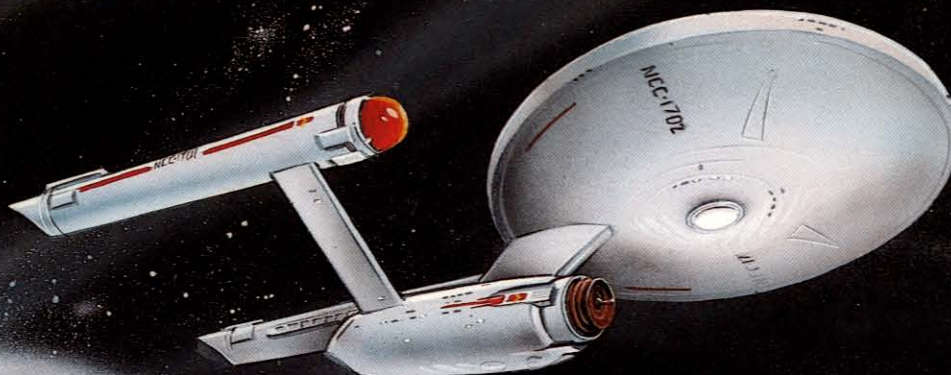
An Adventure for use with
STAR TREKTM
THE ROLE PLAYING GAME

THE VANISHED



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R FACILITY 39

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An adventure scenario for STAR TREK: THE ROLE-PLAYING GAME
By Guy W. McLimore, Jr. and Greg Poehlein, Fantasimulations Associates

FDR Facility 39 design by Greg Poehlein FDR Facility 39 maps, cover, and other art by
Mitchell O'Connell and Dana Andrews Knutson

Graphic Design: Dana Andrews Knutson and Mitch O'Connell

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Playtesters (Fantasimulations Associates):

Kevin Evans
David Griggs
Gwyn Hunt
Wilda Klingelhoef
Carlyn Nugent

Playtesters (Love of Trek 1983):

Bob Ashby
Mark Bowerman
Al Fortezzo
Mark Grush
Bruce Alan McLean
Ted Peer
David E. Purvis
Joseph Snow
Stephen M. Thompson
Lonnie Workman



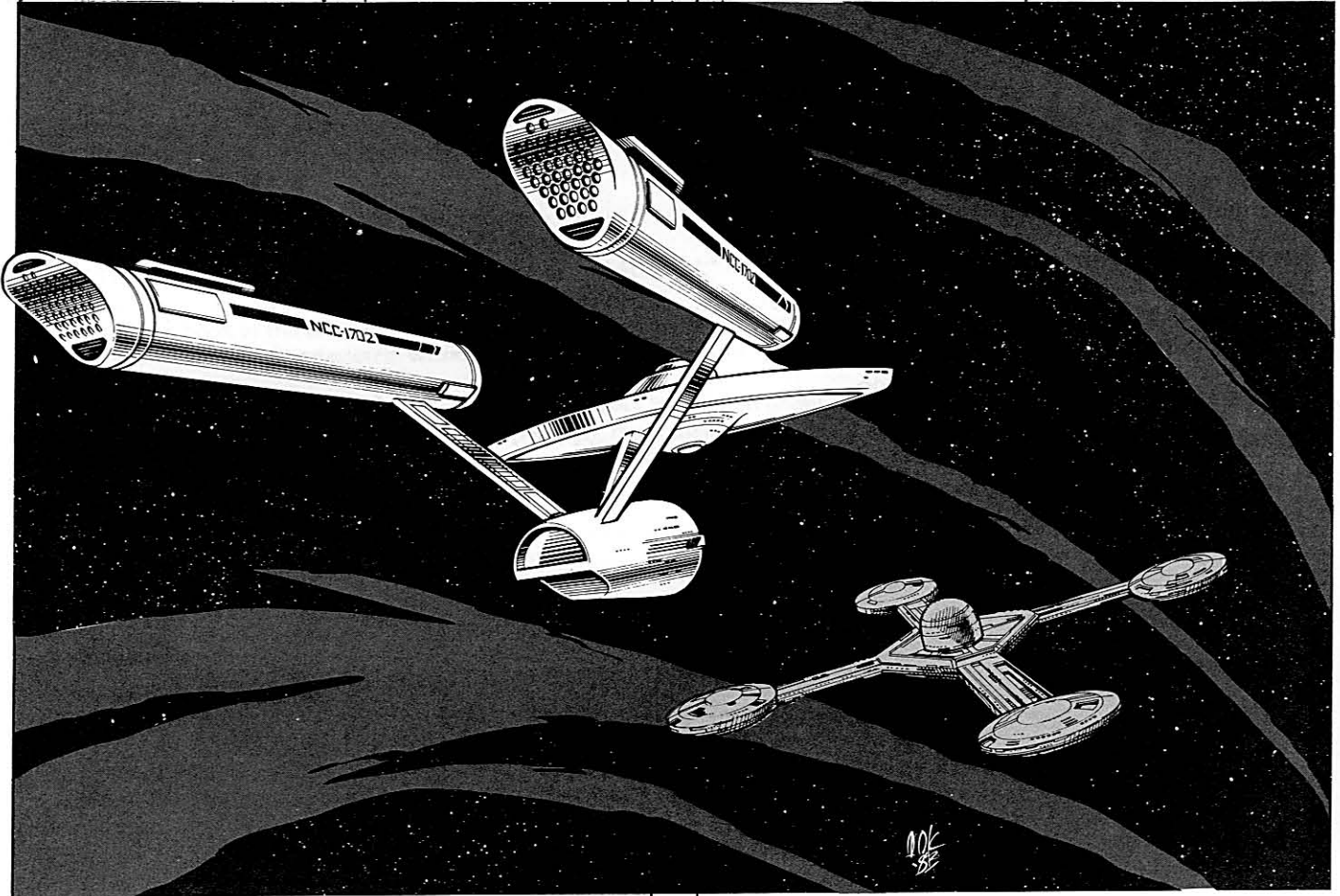
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Beginning the Adventure

This scenario is described for the familiar U.S.S. Enterprise crew as player characters, but it can easily be used with the crew of any Star Fleet vessel. Gamemasters

may restrict, embellish, or change the adventure situation in any way necessary to fit the capabilities of their particular group of player characters.



The U.S.S. Enterprise is passing near Federation Deepspace Research Facility 39, a special scientific station for the development of sensitive experiments away from a solar system. FDR Facility 39 is deliberately located in an otherwise empty area within Federation territory, and is manned by scientists and engineers on various projects. (See the description section on FDR Facility 39 at the end of this adventure for more information on personnel and facilities.)

Regulations call for any ship passing within extreme sensor distance of any Federation facility to establish communication as a courtesy. It is unlikely that FDR Facility 39 has indeed detected the Enterprise, since a magnetic storm in the immediate area tends to reduce the effectiveness of sensors at long range.

Visual communication proves impossible because of the nearby storm, but voice contact is established. (GAMEMASTER: Optionally, require a saving roll on the Starship Communications Procedures skill at a +30 penalty to get a shaky visual image. A visual image of what is about to happen could be a major clue in this adventure.)

If a visual image is established, the captain and bridge crew will see a young enlisted man in Star Fleet engineering uniform. In any case, his voice has a hint of a French or French-Canadian accent, and more than a hint of boredom. He will answer the call from the Enterprise using words much like the following:

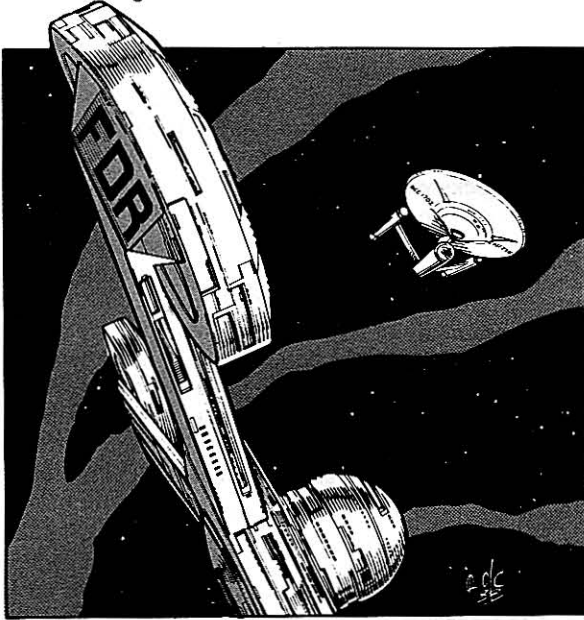
"FDR Facility 39 acknowledging, Enterprise. I assume you are just passing through. No one ever stops here. If it weren't for the Old Man raising Cain with the science boys, we'd have no excitement at all! You folks get all the interesting jobs, while we sit on our fa--"

Suddenly, in mid-sentence, the voice on the other end stops. The gamemaster should play this very carefully. The voice should show no hint of trouble, and make no outcry. It simply stops in mid-sentence, perhaps even in mid-word. (If shaky visual communication has been maintained, the viewscreen will seem to show that communications has been maintained, the viewscreen will seem to show the communications officer one second, and no one the next. The image is so bad, however, that the viewer cannot be sure exactly what happened to the officer.)

The circuit will remain open, and carrier wave is received, revealing that the station's transmission equipment is still working. But repeated calls will raise no reply from the station personnel.

Obviously, something is very wrong at FDR Facility 39, and under Federation law, the U.S.S. Enterprise must investigate. The ship is less than 5 minutes away at Warp 8, and in such an emergency, there is no reason to dawdle!

Upon arrival in the station's immediate vicinity, the Enterprise will discover that the magnetic storm's interference prevents the gathering of any useful data by using the ship's sensors. A boarding party must be beamed over to investigate.



THE BOARDING PARTY

The composition of the boarding party is, of course, up to the captain. It is suggested, however, that the party be limited to six individuals. More than six would require multiple transporter operations, and the oncoming magnetic storm makes transporter operation tricky. As the party is going into unknown danger, with the likelihood of being cut off from the ship (due to the increasing magnetic interference) the captain would be quite justified in ordering all hands armed with Phaser II's. Certainly a medical officer is called for in the party. An engineering officer is also strongly recommended.

During the trip to the station, the characters will have time to discuss the situation and gather equipment to be taken by the landing party. More importantly, they can obtain information that could be of use in the expedition.

As stated before, it would be reasonable for the captain or the boarding party leader to issue phaser II's to the party. (Dr. McCoy, to stay in character, should carry nothing heavier than Phaser I. Most medical officers avoid having to carry sidearms, or at least not carry them obviously.) Communicators are a must, of course, in spite of the fact that they will only be useful for keeping the members of the party in contact with each other for most of the adventure. (The magnetic storm will foul up communications between ship and station, but communicators will work WITHIN the shielded station.)



A medical officer may carry a medical kit of either standard type, and an engineer may carry a small tool pouch. Both of these items would be available on the station (in sick bay and engineering control respectively), but it will save time later if the characters think to take them along in the first place.

Especially cautious parties may ask for environmental suits or life support belts. Neither is necessary, but let the players have them if they want them-- these items will only hinder them in the long run. Remember that a character without at least a skill level of 10 in Environmental Suit Operations cannot wear one skillfully enough to do anything skillful while wearing one. Even skilled persons must make a saving roll against the suit skill level when trying to do things that require some manual dexterity, such as fine repair work or combat.

It is unlikely that a party will ask to carry a universal translator, for they will not expect alien activity. Do not mention the device or volunteer one, but allow them to take one if they ask for it specifically.

Other items should be allowed only if the game-master feels it is something a crew in this situation could be reasonably assumed to have available for such a mission. If the players beam in overburdened with excess baggage, penalize them by restricting movement speed, penalizing all DEX rolls, and having the extra, unnecessary items get in the way all the time.

The most important items the players can gather are nuggets of information from the ship's computer. If asked, the computer will provide much data about FDR Facilities in general and FDR Facility 39 in particular. The computer file contains deck plans of the basic station, only the basic plan for the arms, not the more specific ones for each company), information on the names of the companies currently leasing space (but not details about the research), and the name of the currently assigned Star Fleet officers (but not scientists).

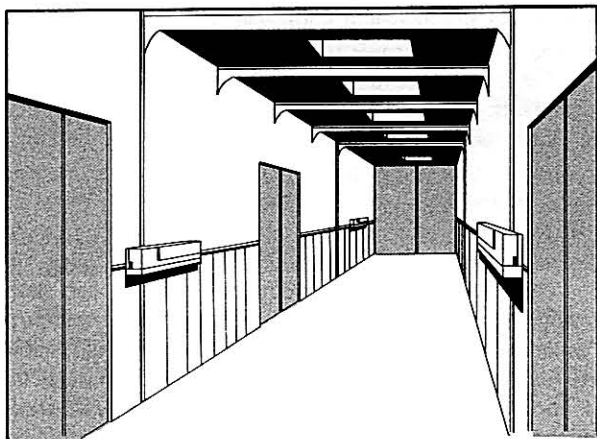
If the players ask for this information from the ship's computer, give it to them. **BUT ONLY GIVE WHAT THEY SPECIFICALLY REQUEST!** If they don't consult the computer, don't let them have ANY information-- they'll have to start from scratch when they arrive on FDR Facility 39.

When the party is ready to beam down, they will simply lock in to the transporter reception beacon, which is still active on the station. The party will then materialize in the station's transporter station on level 2. Even this is a tricky process, and it will become impossible once the storm moves in closer.

During the beaming process, the transporter operator encounters trouble as the magnetic storm suddenly increases in intensity. Ask for a saving roll on the Transporter Operational Procedures skill of the operator, but ignore the results. (The roll is just to make the players in transit nervous...) Whatever the result, say that a "dice modifier" applied due to the storm, and that the players made it--barely! The storm is now worse, and any further beaming attempts are likely to fail disastrously until the storm passes. (If anyone is crazy enough to try it, the attempt fails automatically, and it requires a saving roll on the appropriate skill just to reintegrate the figures being beamed back in the Enterprise's transporter room! Game-masters are strongly advised to be generous and not kill characters thus affected, especially if they are important and familiar Enterprise crew. Giving a badly-integrated character severe dizziness and headache due to slightly off-phase intergration should be enough.)

With the magnetic storm getting closer, communication with the ship will soon be cut off. Allow a brief exchange of information with the Enterprise before the interference closes off communication. Personal communications and the station's own intercom system should work just fine inside the shielded station.

Just before the communication link is entirely broken, the Enterprise computer will project that the magnetic storm will reach its peak in about 2½ hours, and move away enough to permit communication and transporter activity after about 5 hours. Then interference shuts down communication, and the boarding party is on its own.



THE SECRET OF FDR'S 39--GAMEMASTER INFORMATION ONLY

The trouble at FDR's 39 stems from two causes. The first was a chance encounter with members of a strange new alien race, the I'Iglia. (See the section on the I'Iglia for more information on this race of beings.) A colony came alongside--too small and nebulous to register on the station's defensive sensors--and flowed inside after forcing open an exterior access hatch at a power relay station on level 3.

It was during the aforementioned entry of the I'Iglia colony that the second cause of trouble came into being. During the entry, the solidifying I'Iglia entities caused a wiring short, producing a voltage overload to the laboratory arms too great for safety devices to immediately shield.

The high-voltage pulse came during an experiment with a radically new transporter design under development in the lab leased to Tachyon Micromechanics Ltd. Certain key circuits fused and the transporter was activated in an uncontrolled fashion. A transport beam swept through the ship's major sections for an instant, disintegrating all the occupants.

Fortunately for the crew of the station, safety interlocks reacted in time to save their patterns, under control of the experimental transport control computer. It is also fortunate that the experimental transport system has some improvements over the conventional Federation transporter, as it is these improvements that may yet save the lives of the crew.

The improved transporter is silent (an improvement "borrowed" from Klingon designs) and instantaneous. (Thus, no sparkle effect...) This would cause anyone watching such an operation to see the subject just vanish. If the experimental model had not acted this fast, the safety interlocks would have possibly stopped the machine in mid-disintegration, losing someone's pattern forever in an exceedingly messy fashion!

The new design is also more selective than the old transporter. Before, the transporter could only focus by location, beaming up any and all material in the area. The new system's control computer can select targets for beaming by physical parameters (type of matter, living or non-living, etc.). This would allow, for instance, the beaming-up of a group of humans from among a crowd of non-human beings. The accident caused all vertebrate life in the station to be broken down into patterns for beaming.

Finally, the new transporter is capable of holding a pattern for long periods of time before transmission and reassembly, unlike the Federation transporters in current use. (See transporter rules in STAR TREK: THE ROLE-PLAYING GAME for information...) This means the crew of the station can yet be saved IF the landing party can figure out what has happened and reverse the process before they run a foul of the omnivorous I'Iglia, or before damage is done to the experimental transporter or the control computer.

Please note that the experimental transporter is just that--still experimental. The model in use here was never intended for use on intelligent beings, and is crude, delicate and hard to operate. (See the information on operation in the room descriptions...) The Tachyon Micromechanics technicians are here to try and find a way to get around the "bugs" in the design and make it practical. So far, they have had no luck. It is unlikely that a design of this type will be operational for many years, if ever! (Indeed, by the time of the STAR TREK motion pictures, such a system is STILL not in use!).

The information just presented is for the game-master's use in familiarizing himself/herself with the situation, and is NOT to be presented to the players during the adventure. Some of it they may be able to puzzle out for themselves. Other parts, they may never totally discover. It is up to the gamemaster to give them bits of information and clues as they find them, and let the players draw their own conclusions.

The I'IglII

The I'IglII (singular-I'glII), are a very unusual intelligent race never before encountered by the Federation. An individual I'IglII is about man-size or a bit larger, made of a substance that is not quite the same as normal living matter, but is also not quite energy. It is semi-solid most of the time, with discernable features as per the illustration. It is, however, capable of flowing it's body through small cracks and crevices (albeit slowly, taking a full turn to soften, a turn to flow, and a turn to resolidify. . .).

The I'IglII feed on living matter. I'IglII view all life as a potential source of food, and they have no conception of cooperation with other lifeforms. As such, there can truly be little hope of cooperation between other life and the I'IglII as things stand.

Fortunately, the I'IglII are only encountered infrequently. They travel through the stars under their own power, in colonies composed of 10 or more I'IglII. When in colony form, the individual I'IglII group together, each shaping his form and energy output to a particular task such as propulsion (similar to Federation impulse drives, but more efficient), navigation (with radar-like pulses) or defense (through projection of an energy burst).

A typical I'IglII colony of 10-20 individuals travels through space on a long trajectory, using power only for initial acceleration, braking, and infrequent course corrections. When it enters a solar system (perhaps after centuries of travel), it will home in on a likely planet with life and land under power, or by reforming it's malleable shape into an atmospherically maneuverable form. Upon landing, it will split into component individuals and satisfy it's hunger.

When food is abundant, the I'IglII reproduce rapidly. Colonies can have hundreds of members or even more, but since such colonies are hard to lift off-world, they usually stay small. When the world in question becomes too crowded with I'IglII, colonies return to space in groups of 10-20.

The I'IglII come from the direction of galactic center, and this is the first I'IglII colony to come so far. No others have ever entered Federation space, to anyone's knowledge. (Thank goodness!) Someday, thousands of years hence, the expanding I'IglII influence may become serious threat to all life in the area near the Federation, but such a treat is a long way off.

Individual I'IglII are relatively insensitive to many types of energy discharge, and physical blows with crushing or stabbing weapons (including fists) do only ½ damage against them. Possessed of no discernable central nervous system, the I'IglII are immune to phaser stun effects (or the Vulcan nerve pinch). Disrupt setting (and similar weapons like disruptors or blasters) do only 30 pts. damage (15 ongraze). Even phaser on disintegrate will do only 40 pts., of damage (20 on graze)!

I'IglII do not like excess heat, however. Heat weapons (and the phaser heat setting) do no PERMANENT injury, but have a stunning effect equal to 40 points of non-permanent damage (30 on a graze). Excess heat is painful

to the I'IglII and they will act to avoid excess heat usually by moving away from the source. (Remember, however, that they are intelligent creatures, not animals. If threatened with a heat source, they will avoid it and eliminate the source in some cunning manner if possible.)

The I'IglII body glows faintly with an orange light, and is semi-translucent. It absorbs food (any organic matter) by flowing over it. If an I'IglII is in no hurry, it may flow over the entire mass and absorb slowly, but this inhibits the I'IglII's mobility. Most I'IglII prefer to tear food into hunks no larger than 8-12 inches across. Such a mass can be carried within the I'IglII body until absorbed without limiting the individual's mobility.

I'IglII movement is silent, but they make a characteristic "IIIIIIII..." sound when talking to each other. Sound communication is necessary only when I'IglII individuals are not in physical contact. Such talk is called "Longspeech". (See notes on "Longspeech and the Universal Translator"...) When touching, I'IglII can transfer information instantly and silently.

An I'IglII can attack hand-to-hand in a normal fashion as per it's STR, or it can manipulate with a pseudopod. Usually, it will make ranged attacks with a pulse of energy that does 50 points of non-permanent stun-like damage. (RANGE: short/1-4 med/5-10 long/11-15 extr/15-20 --GRAZE damage: 30 points.) If an I'IglII is touching a foe, it can strike with it's energy pulse with no chance of missing. It will finish off a stunned foe at it's leisure by crushing with it's body (as a hand-to-hand attack) or with an implement.

I'IglII statistics: STR 3D10+20, END 3D10+60, INT 3D10+40, DEX 3D10+20, CHA not applicable, LUC % DICE ROLL -50, PSI zero in all cases.

AP and unconsciousness level are determined as with other intelligent lifeforms. The basic "to hit" roll for all attacks is the same as the DEX attribute, with no combat skills necessary.

(NOTE: Attempts to use Vulcan mind contact techniques on an I'IglII will be at a 10 point penalty, in addition to all other modifiers, due to their unusual nature. Such contact would be intensely disorienting and disconcerting to the Vulcan, who would be repulsed by I'IglII attitudes toward other life and confused by the totally alien form of I'IglII thoughts...)



I'IGLII LONGSPEECH AND THE UNIVERSAL TRANSLATOR

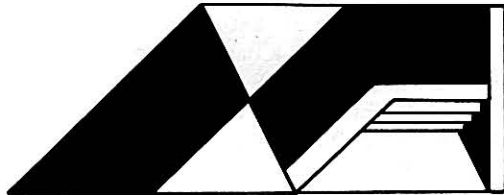
I'IglII longspeech is totally alien in form and sound, with much of it's intonation being above the range of normal human or even Vulcan hearing. (Andorians can hear in the full range of I'IglII tones, but this is little help to them

in understanding it. . .) Despite this, given time the versatile universal translator could make some sense of I'gl'ii longspeech. Apply the usual 10 point penalty for translating non-humanoid speech.

If a translation lock is successful, the translator will still only get the basic gist of longspeech, as the concepts are for the most part much too alien for easy translation. The I'gl'ii concept for the most part much too alien for easy translation. The I'gl'ii concept for any living organism other than itself is "food", and it will be virtually impossible for an I'gl'ii to even conceive of "non-food" life that is not another I'gl'ii. It will not be easily convinced otherwise. If communication is attempted, DO NOT ALLOW modifications or saving throws for diplomacy or CHA scores. The I'gl'ii are just too different for any meaningful diplomatic exchange.

In general, the use of a universal translator would allow only the most basic concepts to be exchanged. The I'gl'ii is not particularly adverse to conversing, but it would rather eat than talk, and it will not be persuaded otherwise by words alone.

It is unlikely, given the circumstances, that characters will bring along universal translators in the first place. If they want to hunt some up after getting to the station, there is one rarely-used unit in the station manager's desk drawer, and two more in the security officer's desk drawer. The central computer can tell the characters where to find these, if it is asked directly, or the players may encounter them on their own if they search the desks.



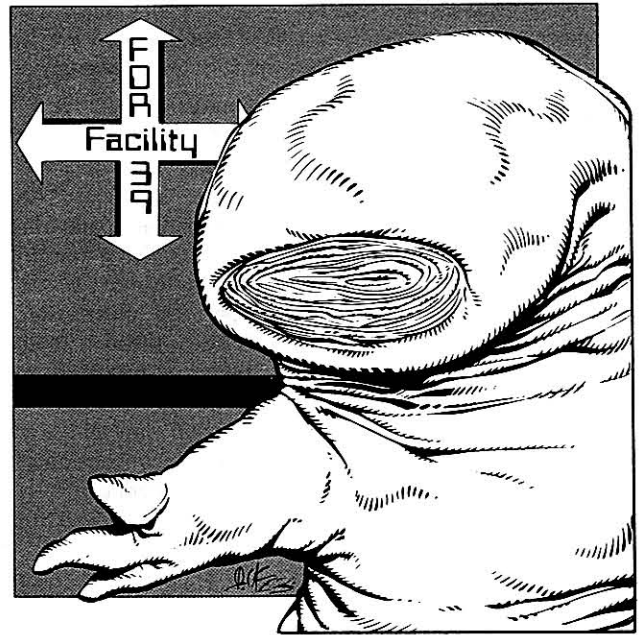
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ROLE-PLAYING THE I'GLII

The toughest job a gamemaster will face with this adventure is trying to "role-play" such a totally alien form of life as the I'gl'ii. It is tempting to play them as simply ravenous killers, bent on destruction, but this is not the intent of the adventure.

The I'gl'ii do not find using other life forms as food immoral, and they would find any such suggestion laughable (if, indeed, they DO laugh. . .)! There are three things in the universe as seen by an I'gl'ii--food, non-food, and more I'gl'ii. If it lives, and is not an I'gl'ii, it is food.

Some food is better than other food. Plant-food, for example, is not as good as animal-food. An I'gl'ii will turn from eating plants and pursue meat any time. I'gl'ii do not draw a distinction between "animals" and sapient beings. To them, some animal-food is just harder and more dangerous to catch than other animal-food. The easiest way to coexist with the I'gl'ii is to convince them that the pursuit of this particular type of animal-food is not worth the trouble it takes to get it. Then and only then will the I'gl'ii leave you alone.



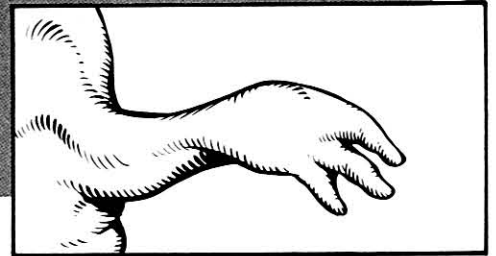
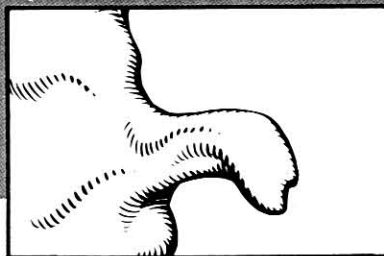
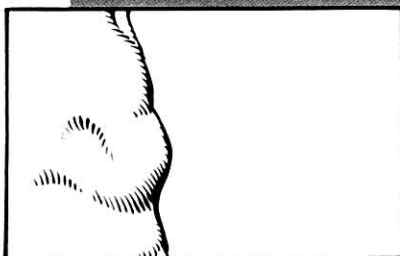
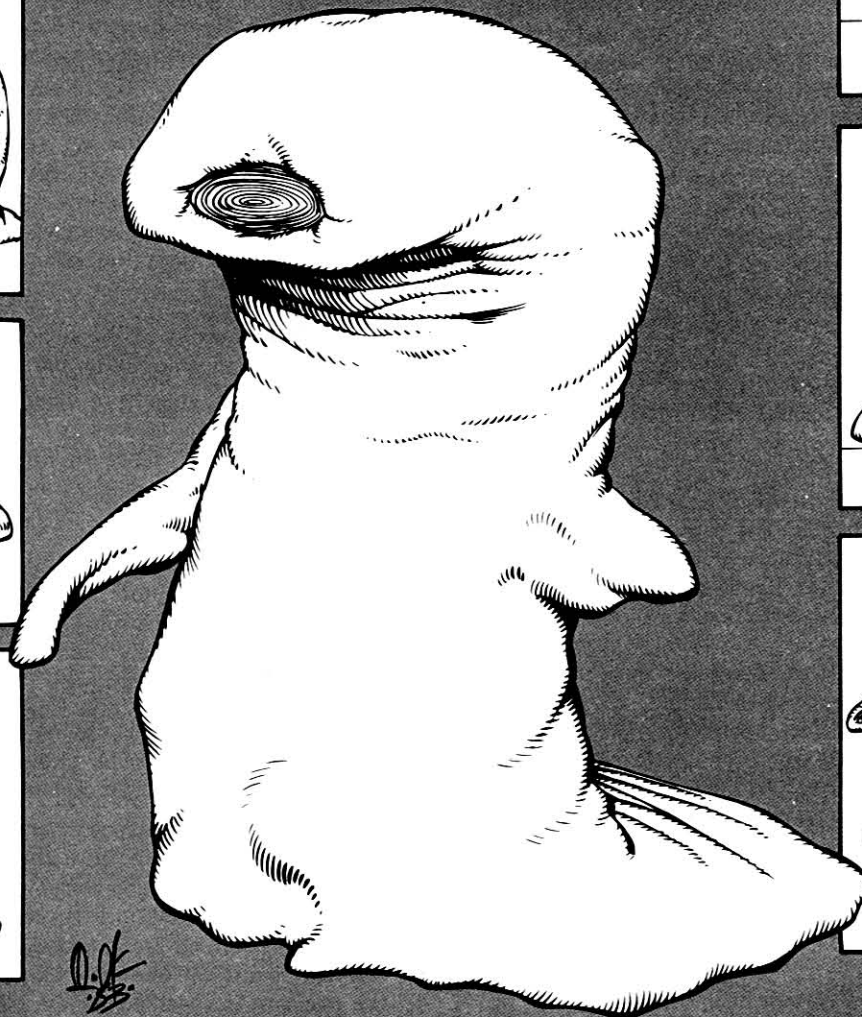
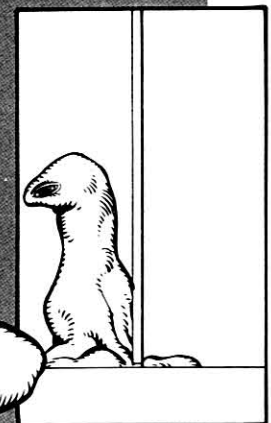
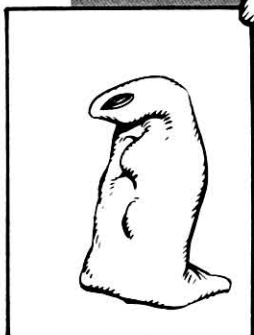
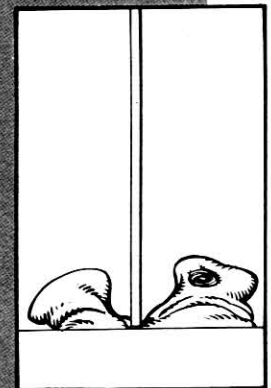
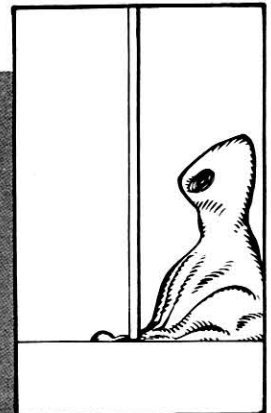
The I'gl'ii are not familiar with mechanical conveniences, but they learn fast and will recognize a threat to them once they have seen it used. They might be surprised by the "boxes-that-burn" the first time they meet up with a phaser, but NEXT time they will try and avoid being hit, perhaps by hitting YOU before you can use it!

Most of all, the I'gl'ii know a hopeless cause when they see one. Once the group has generally been shown it cannot hope to defeat the Federation crew, it will withdraw from the area. If the crew makes things too dangerous or uncomfortable, they will find the quickest way out (though an airlock or back out the damaged inspection hatch) and depart. They will try to pick up stragglers if they can. (I'gl'ii longspeech carries pretty far, and I'gl'ii hearing is more sensitive than that of most humans.) If an I'gl'ii straggler is totally out of communication with his peers, however, they may give him up for dead and leave him behind.

This led to an interesting and most unexpected turn of events during one early playtest of the adventure. The Federation crew had managed to isolate one I'gl'ii in a compartment in total vacuum (harmless to the I'gl'ii, of course, but vacuum will not carry longspeech calls for help). The main group was later driven off and "persuaded" with heavy doses of phasers on heat setting to evacuate the station.

The gamemaster was prepared to have the abandoned I'gl'ii fight to the death rather than let him be captured for "study", but the players took another course entirely. They stunned the errant I'gl'ii with heat and contained it. Then, once a return to the ship could be effected, they caught up with the fleeing I'gl'ii colony (moving at less than light speed, of course) and beamed the remaining I'gl'ii back to his colony group!

One wonders what the I'gl'ii thought of THAT sort of behavior by these examples of "dangerous animal-food", but the gamemaster and designers felt this was action in the best tradition of the Federation. It was also a solution we had not considered. It is to be hoped that your players will be as resourceful and will play their roles as well.



General Information --- FDR Facility 39

Federation Deepspace Research Facility 39 mounts four laboratory facilities in arms mounted radially about a central complex. The central complex has three main levels, topped by a three level dome containing hydropionics tanks (for oxygen/carbon dioxide recycling as well as food plants). The arms themselves have two levels, ending in a circular lab complex also having two levels.

The central complex is manned and operated by Star Fleet personnel, but the laboratory arms are leased to private corporations who wish to perform research in deep space.

In some cases, the research in progress involves conditions (such as null gravity or hard vacuum) best found in space. In other cases, the research requires keeping delicate instruments away from gravitational and magnetic stresses present on a planet, or even within a planetary system. In a few cases, research is carried out that is considered too dangerous for action in a populated part of the galaxy.

The four arms are currently leased to Bio/Genetic Research Inc. (recombinant DNA experiments on microorganisms), Tachyon Micromechanics Ltd. (transporter engineering development), Multiplanet Metals Inc. (zero-G alloy research), and New Amsterdam Gravitics Co. (gravity control systems development). The names of the companies involved are public knowledge, but the nature of the research at each facility (as noted above) is not--such information is under security restriction.

The station is relatively small for an autonomous deepspace facility, but this is deliberate, to limit the hazards inherent in dangerous experimentation to as few people as possible. (Star Fleet personnel serving aboard such stations are all volunteers, and receive high hazard pay. The stations are never armed, in keeping with certain treaties involving private facilities in space (since much of the station's bulk IS in private hands), and they possess only navigational deflectors to guard against meteor collision and the like.

The FDR stations do not have shuttles (hence, no shuttle bay). Since they are located in deep space and not near a planetary system, shuttles would be useless to them. They are visited by cargo vessels once a month for resupply, the same vessels bringing the rare visitor. The average tour of duty for both Star Fleet and research personnel is one year, during which one might expect a few short furloughs.

The companies who lease the facilities find a basic floor plan, which they can customize to suit themselves. (The plan for the basic arrangement is provided along with the specific plans for the four firms at FDR Facility 39, for use by gamemasters who wish to use other FDR facilities in their campaigns. . .) Living quarters for the lab personnel is within the central section.

A NOTE ABOUT THE STATION'S CENTRAL COMPUTER

Like most starships, the station has a centralized computer system, accessible for most purposes from computer terminals in nearly every major area. Getting basic information from this computer (floor plans, data on this station's personnel, etc.) is a simple, familiar process for anyone with a Computer Operation skill level of 10 or more, and should not require a saving roll.

More detailed or secure information can also be obtained from this computer, but a basic saving roll on the Computer Operation skill is required, at the option of the gamemaster. See the following section on COMPUTER INFORMATION, which explains in detail what information is available from the station computers.

Indeed, none of the standard security monitors will detect the I'lglii presence on the station, as they are not set up for such a strange form of life. The I'lglii body is too nebulous to register on sensors (even tricorders) without being reset for such. Once an I'lglii has been detected and scanned, a tricorder can be easily reset to note the presence of other such lifeforms.

Security monitors in the station's public areas will not react to anyone carrying a standard Star Fleet ID card. Monitors in the privately-owned labs MAY react to characters, however, usually, this will just set off alarms (which might alert the I'lglii). Any exceptions will be discussed in the room descriptions.

The security monitors in the private sectors CAN be shut off by an emergency override program, but such a program must be input from the terminal in the security chief's office, and requires a saving roll on Computer Operation at a +20 penalty for success. If such a program is successfully run, all security doors will be unlocked, and all security alarms will shut off. This can be done selectively if the program is specified by the player as being written to allow for this.

SECURITY DOORS AND PRESSURE DOORS

Doors designated as security doors are airtight when closed, and require special controls. They are heavier than normal doors and are designed to resist tampering. (See notes in the previous section.)

A number of areas that do not have security doors, as such, DO have auxiliary pressure doors. These doors behave completely as normal doors, but they seal automatically if air pressure drops in the areas they serve, or if the local atmosphere is contaminated. They can be sealed airtight as well.

Doors into the engineering control room, fabrica-

tion area, power room, power relay stations, airlock ready rooms, and life support area are auxiliary pressure doors. These doors, if automatically or manually sealed, are airtight, and I'Igllii cannot flow around them when sealed.

Sealing pressure doors will only become important when dealing with the damaged power relay station if players approach it from the inside. Areas enclosed by such pressure doors can be pressurized and depressurized by remote control from the main engineering control room.

COMPUTER INFORMATION

A great deal of useful information can be obtained if a character simply sits down at a computer terminal and knows what questions to ask. Some information is readily available, other data will have to be "coaxed" out by a character with enough Computer Operation skill to bypass security passwords and other blocks.

This section will list some of the information obtainable from the computer. This information should NOT be volunteered by the gamemaster. Instead, it should be given only if a character operates a terminal and asks specifically for the information, and if the proper saving rolls made (if required). If the players don't use the station's facilities to the fullest, let them find out the hard way.

The following information does not require a saving roll to obtain. The characters need only ask the computer, identifying themselves with their Star Fleet ID number from their ID cards.

STATION DECK PLANS: Deck plans of the central hull (decks 1, 2 and 3) and the 3 decks of the top dome. The basic laboratory arm plan will also be available, but not the specific layouts of the four leased lab arms in this station.

STATION PERSONNEL RECORDS: Information on all Star Fleet personnel on board the station. This information is provided in this adventure, even though the station crew is not here to be encountered in the flesh. (If you use the station as the basis for other adventures, the information may be valuable.) Information about individuals employed by the research firms is NOT available in this manner.

STATION SYSTEMS MONITOR: All systems read normal, with the exception of a damaged exterior inspection panel on one of the power relay stations. If the players inquire further about this, they will find that the damage was reported by automatic sensing devices at about the same time as the disappearance. This is a vital clue, so don't give it away too easily. If the players don't compare communications records with the damage report, or check the time, they won't find this out.

COMMUNICATIONS RECORDS: This data file shows only normal traffic up until the time of the disappearance. The exact moment of the disappearance is noted, as the crewman manning this station stopped talking at that moment, and the communications-monitoring program noted it. The subspace radio is still on, unless someone in the boarding party has since turned it off in the communications office. One message, sent out the morning of the disappearance by the station administrator, is undersecu-

ity lock and is listed as a private message sent to Starbase 12.

The following pieces of data are under security lock, and a basic saving roll on the Computer Operation skill is required to bypass the lock and get at the information. If the players ask for such information, tell them that the computer shows such information is security coded, and offer them the chance to try and bypass the protection. If the first attempt fails, each subsequent attempt at the same piece of data is at a +10 penalty, which is cumulative by the attempt.

SECURITY MONITORS: Security monitors show no unusual activity. Most areas are open and unlocked, as the disappearance occurred during the middle of the station's working day, when the labs and duty stations were all occupied. A player who has gotten this far past the security lock on the computer data may tell the security program to unlock any or all security doors in the complex. These doors may be LOCKED in this manner as well, which may be a good idea if it will trap some of the I'Igllii. Security doors are airtight, and cannot be flowed under or around by an I'Igllii. The security monitor program has acknowledged the damage report on the exterior access to the power relay station. (See the entry above under STATION SYSTEMS MONITOR...) Naturally, no security personnel have checked the report, since they disappeared along with everyone else. Monitors can be reset to detect I'Igllii from the security chief's office terminal, IF a tricorder scan has been made of an I'Igllii. Such a scan must be replayed into the computer for analysis to reprogram the security system. If the players do this, they will be able to spot the I'Igllii's movements on the monitors in the security chief's office.

LAB ARM DECK PLANS: The specific deck plans for each of the lab arms is available under security lock. This data bank, once accessed, can also be tapped to give information about the specific nature of the research going on in each lab, and information about the lab personnel.

PRIVATE COMMUNICATIONS: This data bank contains the text of a subspace message sent by the station administrator to his immediate superior on Starbase 12. The administrator expresses concern about the safety measures taken by the Tachyon Micromechanics lab personnel in testing their experimental transporter. He is worried that too much station power is being tapped, with too little shielding provided in the lab area from transporter carrier wave. This is also a major clue, and should not be given away unless the players make a concerted effort to find it.

INVESTIGATING STATION OPERATIONS

When the characters beam in, they will arrive in the station's transporter chamber, located in the station operations area in the SE quadrant of central level 2. This is really the only safe beam-in point, as the magnetic storm makes beaming in somewhere there is NOT a lock-in signal chancy at best.

The characters will, of course, find the station

operations area deserted. Lights are on and everything looks normal, but there are no people around. The boarding party will no doubt wish to explore this area first, and there are several clues in this area that the careful party may pick up.

The transporter console itself shows no recent activity, and all its settings are neutral. The nearby communications office contains the subspace radio station. (This small room contains only the control console, with most of the broadcast equipment itself up on the top level of the dome.) When the communications office is investigated, the characters will find the broadcast unit still turned on. A small hand mike dangles from its cord, switched on. The chair is still sitting partially pushed under the console, and a cup of cold coffee sits nearby.

If the room is carefully looked over, the characters will notice a small security surveillance camera. These are commonly used in sensitive or important areas, set for automatic recording. There are several others in important areas of this station, including cameras covering the transporter area, main engineering control, life support equipment area, materials fabrication, and both sections of the computer core. The automatic recordings these cameras make can only be monitored from the security office computer terminal.

Any character entering the halls or rooms adjoining the asst., station manager's office will hear water running in the bathroom nearby. (The asst., manager was washing his hands at the time of the accident, but the characters have no way to know this...)

In the station manager's office, the characters will find a memo left prominently on the desk, reminding the station manager of his scheduled inspection tour of the Tachyon Micromechanics labs. The inspection is supposed to take place at 1300 hours (1 P.M.) of the current day, which is about 1 hour away.

Most of the other offices contain nothing useful or interesting, and the players will thus, not spend much time there. The security chief's office has nothing obviously interesting around. (The chief keeps a clean desk, and all his files are stored in the computer.)

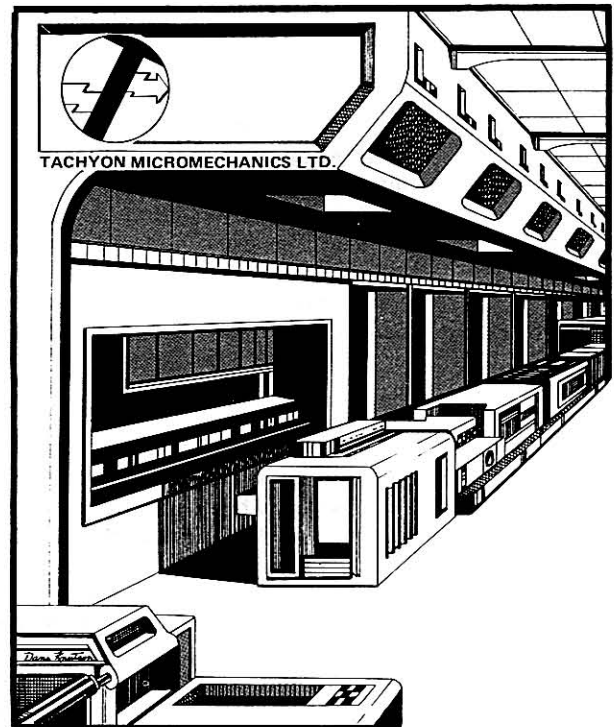
The security office computer terminal, however, has several functions possible of use to the characters. The security cameras can be monitored from this location, either viewing the current scene or replaying the automatic recordings. Activating this function requires a successful saving roll on the computer operation skill with a 20 point penalty, this being necessary to get around the security chief's privacy lock on the system.

The playback of the monitors will mostly show nothing at all, as no one was in the areas in question at the time of the accident are run, the viewer will see asst. engineering officer LeClerc sipping coffee. He will answer the incoming call from the Enterprise, and then simply vanish instantly in mid-sentence. There will be no delay, no flash of light, and no sound when he vanishes. Even slowing down the playback to its most extreme setting will show nothing except LeClerc sitting there one instant, and gone the next.

There are security scanners all over the station, set to detect intrusion by known life forms. These scanners, however, work on a similar principle to tricorder life

scans, and as such will not detect the I'lglii at all! It is possible to reprogram the scanners to scan for the distinctive I'lglii life pattern, but to do this the characters must have first obtained a close tricorder scan of an I'lglii. Then, the tricorder recording must be used to reprogram the scanners from the security office computer, requiring a standard computer operation saving roll.

The security computer terminal can also be instructed to deactivate security locks anywhere in the station, including security doors in the lab arms. Doing so will require making another computer operations saving roll to override the programmed protection against tampering, at a 20 point penalty. If the roll is successful, the character can then tell the computer to unlock any or all security doors in the station.



If the players fail a saving roll attempt to open the arms and security locker, they will set off a security alarm. This will be annoying, but do no direct harm immediately. It will, however, attract the attention of the I'lglii on this level. Thus, instead of the encounter about to be described, the I'lglii from the cafeteria and the park area will get together in the hall and ambush the players when they come into the center area of the level later. This will be much more dangerous for the players than meeting them in the way described in the next section.

It is possible that at some time while exploring this area, or another area, the players will wish to make a tricorder scan for unusual power sources. If so, inform them that there are no unusual SOURCES detected, but that power USAGE in the station shows unusual patterns. If they make further inquiries, tell them that overall power consumption is higher than it should be, with the source of the power drain to the "north". This in itself may lead them to go to the engineering control room to further probe the reasons for the increased power consumption.

Trouble in the Cafeteria

When any member of the boarding party get outside the SE quadrant of central level 2 into the halls near station operations, make a secret saving roll for each character on the INT attribute. Make another attempt each time a character emerges into these hallways until one is successful. Give a 20 point bonus to Vulcan or Andorian characters on this saving roll.

The first character to make the save should be informed that he/she hears "clattering metal and the sound of things breaking" from the general direction of the center of the level. If the characters stop to listen, all of them will hear such sounds.

When the characters go to the center of the level to investigate, they will soon be able to trace the sounds to the station cafeteria/canteen area. Upon entering, they will find two I'lglii near the food delivery slots on the wall nearest the center of the station.

The whole place is an absolute mess, with platters, plates and dishes thrown everywhere, due to the discovery by these two I'lglii that by pushing buttons on this wall, they can get organic matter delivered through the food slots. (Most of it is delivered sitting atop and amongst inedible solids, but those are easily thrown away...) Some of the organic matter (meats, mostly) are tasty to the I'lglii, and those things that were not (vegetable matter and inorganics like plates and trays) are scattered all over the room.

The two I'lglii have been here awhile and are somewhat gorged. Shadowy lumps appear in their translucent bodies where they have begun absorbing the small pieces of food (pork chops, chicken legs, etc.) they have been gathering. This will slow them down somewhat, as they move less efficiently when they must carry a large amount of food within them. Treat these two as having only 6 AP each, and apply a 10 point penalty to all DEX saving rolls, including "to hit" rolls.

The two intruders will be caught by surprise by the entrance of the party. As the I'lglii are bewildered, probably outnumbered, and no longer very hungry, they will not attack immediately. Instead, they will bleat for help in I'lglii longspeech to attract the attention of other I'lglii on this level.

Meanwhile, they will fight only if they are closely approached (within one square) by the party. If anyone comes close, the I'lglii approached will attempt to wrap a pseudopod around that individual and attack with it's stunning energy discharge. If the character resists the I'lglii's touch, the I'lglii must make a roll to hit to successfully grab him/her. Otherwise, no "to hit" roll is necessary and when the I'lglii shocks, full stun damage is taken automatically.

There are two more I'lglii in the park area, and they will come to investigate six turns (one minute) after the cafeteria intruders start calling for help. They will enter through the door immediately across the hall from the park area. Since door sensors don't detect the I'lglii any more than security sensors do, the I'lglii will have to flow

under the door to enter, unless some character is standing in the doorway (in the square on either side) keeping it open.

The I'lglii from the park area have not been gorging and are at full capacity, they will attack the boarding party immediately upon entering. At this point, the two gorged I'lglii will start to fight their best as well (but still at a handicapped level). If the entrance of the two new I'lglii brings them in the door behind the characters, the combat could be very costly for the players.

Should the Federation crew be defeated by the I'lglii in this engagement, they will not be absorbed right away, but will have time to recover from stun and try to escape. The Federation party's superior firepower makes this unlikely, however, unless they do not discover in time that stun and heavy stun have no effect on the I'lglii.

An I'lglii that is stunned by heat into "unconsciousness" will slump to the floor and quiver. One that is killed, however, by phaser disrupt, disintegrate, or other means, will melt into a pool of sticky orange liquid very quickly and the characteristic glow will fade away. I'lglii recover from the stunning effects of heat at a similar rate to human recovery from phaser stun.

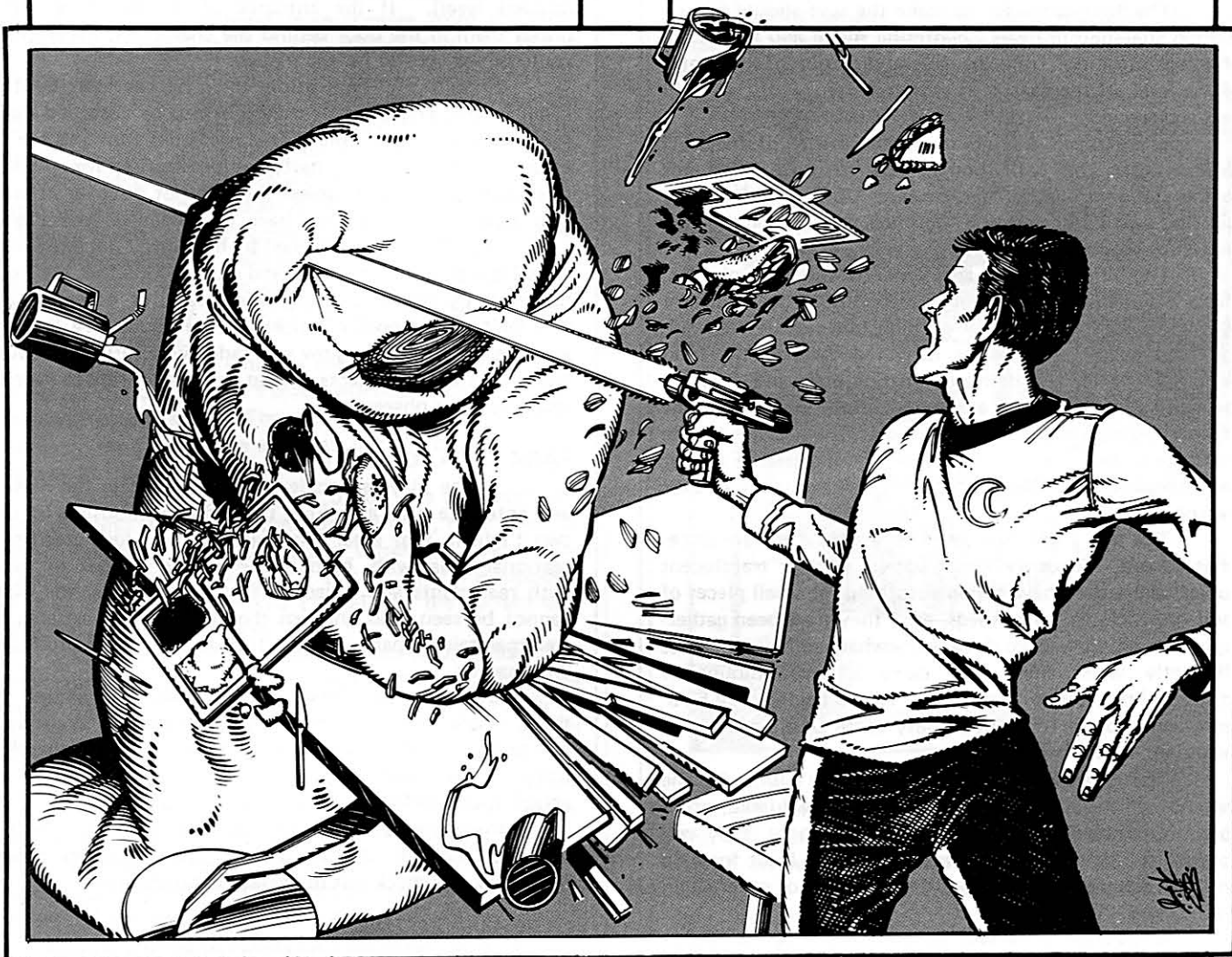
PARK AREA POSSIBILITIES

If the players decide not to investigate the noises, and enter the park area first, they will be ambushed by the two I'lglii in that area. The park area is a lush green recreational area with holographic terrain images mingled with real plants and objects. When one enters, the walls cannot be seen, and one gets the illusion of a vast area of well-maintained park, thanks to advanced laser-produced 3-d imagery.

This illusion works to the I'lglii's advantage, as their single broad-spectrum sense organ ("eye-spot") can easily distinguish between solid matter and holographic image. They can easily ambush the party, getting an attack round before the characters get to react at all. The I'lglii from the cafeteria will NOT come to help in this instance, and will still be there if the characters defeat these two and check out the cafeteria noises later.

OTHER LEVEL 2 AREAS

If the players bother to check the gymnasium and locker room area on this level before following up the clues they have found, they will find a shower running in the women's locker room. In the game room, one holographic display table is running with a half-finished game of Grav Ball. The library/lounge in the southernmost portion of the SW quadrant is empty, of course, but two of the library terminals are still on, one showing a page of mathematical formula. Make a secret saving roll on the transporter systems technology skill of anyone looking at this terminal. If the roll is successful, the character looking will recognize the formula as some basic transporter theory problems. The other active library terminal shows pages from a recent lurid romance novel, "Sweet, Savage Space-Love".



FOLLOWING THE CLUES

By this time, the players may have uncovered enough evidence to lead them to the experimental transporter system in the Tachyon Micromechanics lab arm. If not, however, the players may have noticed the I'lglii vulnerability to heat, or may wish to check out some of the other arms. The next several sections deal with some of the possible directions the players' searches may take and how the gamemaster can deal with the situations created.

If the players follow false leads or just randomly explore, they will waste time and gain little of value. The less critical areas of the station are described at the end of the adventure. Gamemasters should not encourage wasting time in such areas, but should not push the players one direction or another.

MODIFYING THE LIFE SUPPORT SYSTEM

Once the I'lglii advection to heat is observed by the players, it may occur to characters to raise the temperature of the entire station by modifying life support controls. Any engineering specialist will know (and the player should be informed by the gamemaster, if the tactic is considered) that such changes must be made directly to the life support equipment. (Safety devices will prevent such modifications from a remote location such as the central engineering control room.)

The life support machinery is located in the NE quadrant of central level 3. The machinery is densely packed in this area, so the doors in this section open onto ladders leading to a network of catwalks above the machines themselves. An engineering office with access to these catwalks (and making a saving roll on the Life Support Systems Technology skill) can make the necessary changes in about 15 minutes. The officer will have to bypass certain safety devices and run the station heating system up to full.

Upon completing the modification, the temperature of the station will begin to rise sharply. After about 10 minutes, the temperature will become uncomfortable for human crewmen (Vulcans will be quite comfortable), and intolerable for the heat-sensitive I'lglii. The I'lglii from all sections will use the central truboshaft to gather on level 2 central and from there will make their way to the airlocks in the arms as the heat continues to increase.

If there are characters on level 2 at this time, they will no doubt encounter the I'lglii will no doubt encounter the I'lglii. If they do not get between the I'lglii and in an airlock, the I'lglii will not attack, being more interested in leaving this inhospitable environment as quickly as possible. If the players hamper them, the I'lglii will fight to clear a path.

The increased heat hampers the I'lglii, so they will fight at a 20 point DEX penalty, and as if they had only 6 AP each. The humans and other races (but not Vulcans) will also be at a 20 point penalty to DEX (10 points penalty to the "to hit" score...) due to the debilitating effects of the heat.

Immediately upon the I'lglii's departure, an engineering officer may bring the station equipment back to normal, and temperatures will drop back to normal within 20 minutes or so. The time factor can be important, as the

delicate experimental transporter equipment WILL NOT FUNCTION to return trapped individuals until the station temperature is stabilized at a normal level.

It is quite possible that players will not even think of this option. If not, the gamemaster should not suggest it, and let the situation progress along more usual lines. Nonetheless, these notes are included as an example of the kinds of "side trips" the player's ideas may follow. In this case, the result can be beneficial to the players if they do not waste too much time. Whenever the focus of the adventure drifts like this, the gamemaster should help the players get back on the main track of their mission--discovering the reason for the disappearances and finding the missing people if possible.

FALSE LEADS

The memo on the station manager's desk (if found by the players) will likely lead them to the Tachyon Micromechanics lab. This idea will be reinforced if the players have managed to get into the security office arms locker and found the packet of correspondence there.

It is also possible, however, that the players have missed both of these clues. It is also possible that the encounter with the I'lglii in the cafeteria and/or park areas will convince the players that the I'lglii themselves are responsible for the disappearances. (If the characters have seen the security camera playback of the communications officer's disappearance, they should know better.)

BIO/GENETIC RESEARCH LABS

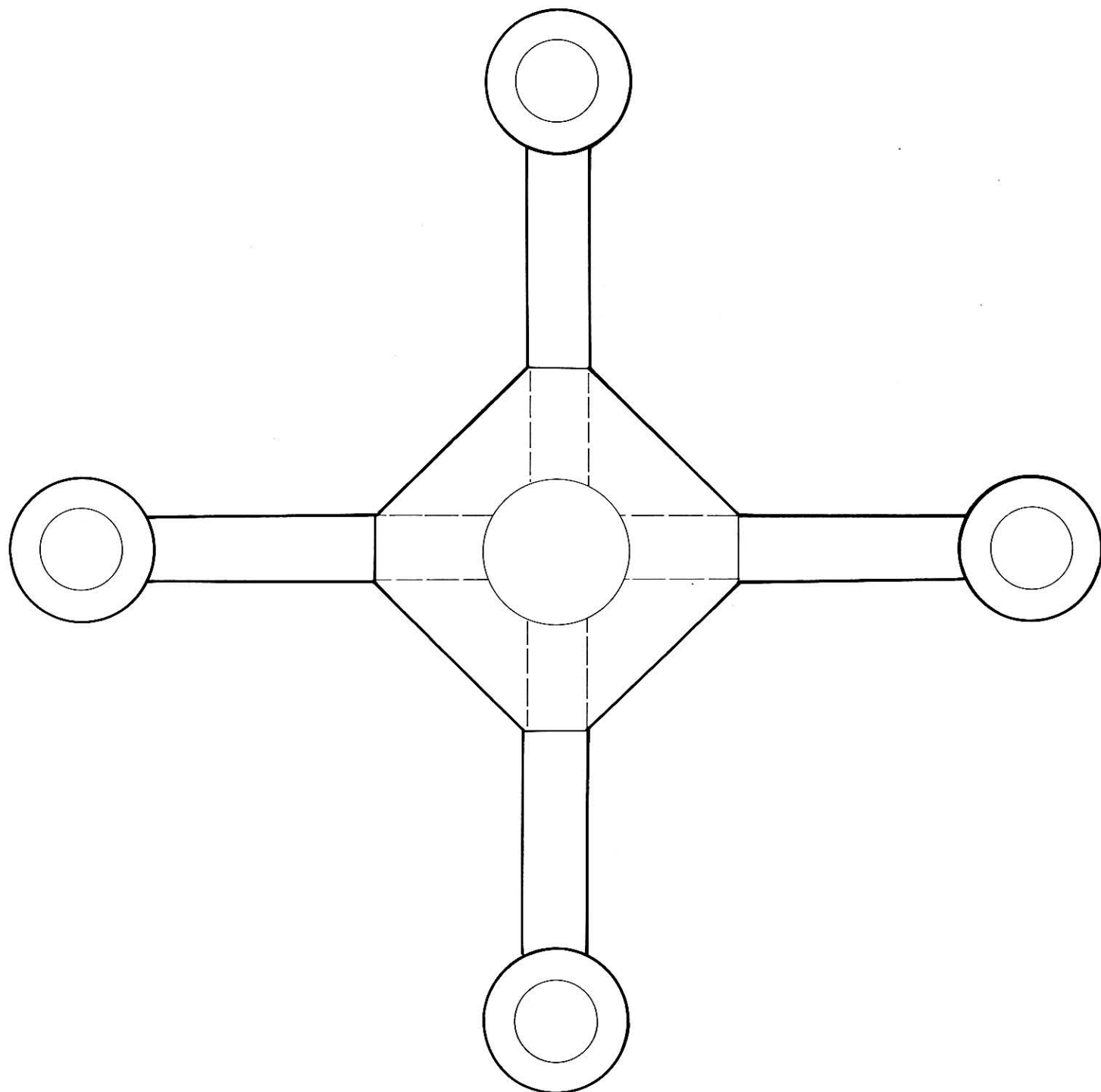
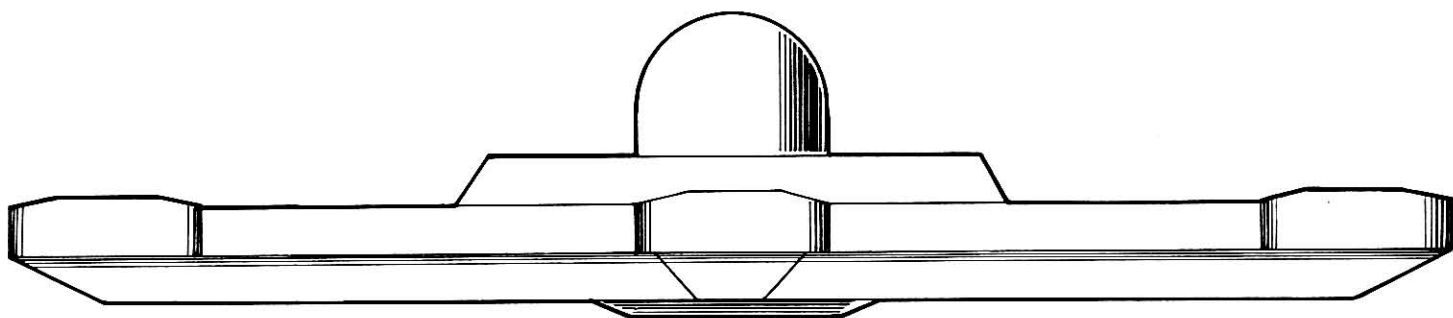
Players who follow this mistaken line of reasoning may follow it to the Bio/Genetic Research labs, believing that the I'lglii may be the result of genetic experimentation gone awry. If so, the gamemaster can allow the players to explore this lab arm first (wasting valuable time, of course). The north arm which contains the Bio/Genetic Research lab has all security doors unlocked, as might be expected in the middle of a working day, when personnel would be coming and going in all areas. The double doors closing off the lab are shut, but doors through the lab lounge provide easy access to the lab.

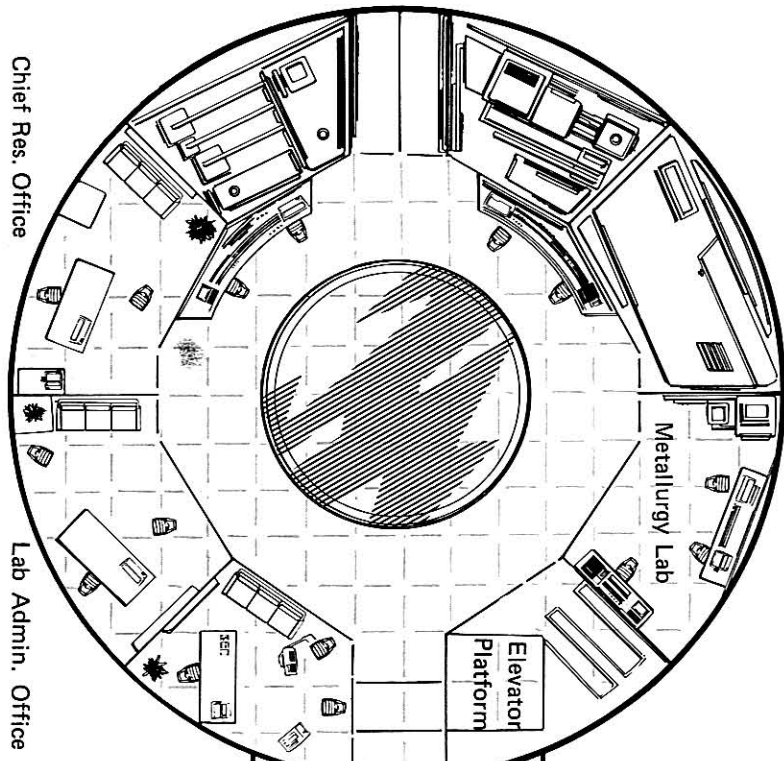
Inside, lights are on and nothing is immediately noticeable as "wrong" or out of place in the main lab room, except a smashed beaker on the floor.

The beaker (which fell when the man holding it was caught by the transporter accident) contained some organic hormonal compounds which are now spattered on the floor. A quick tricorder scan will reveal the composition of the substance, and any competent (skill score 10 or more) botanist, zoologist, or medic will realize that the compound is harmless.

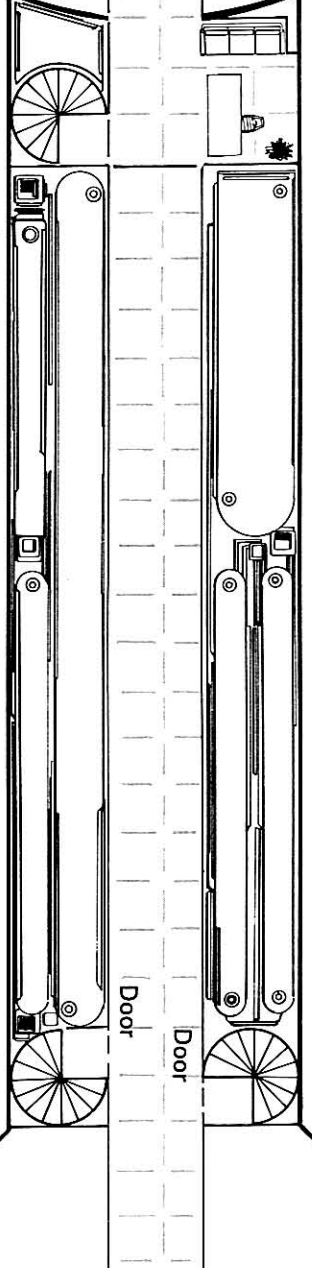
In the lab animals storage room, a number of latched cages containing experimental animals are now empty (also caught by the transporter accident). The only remaining specimens are a small tank of common mollusk-like creatures often used as test animals. (In other words, all vertebrate test animals are missing, though the gamemaster should let the characters figure this out on their own.)

There are a number of specimens of genetic mat-

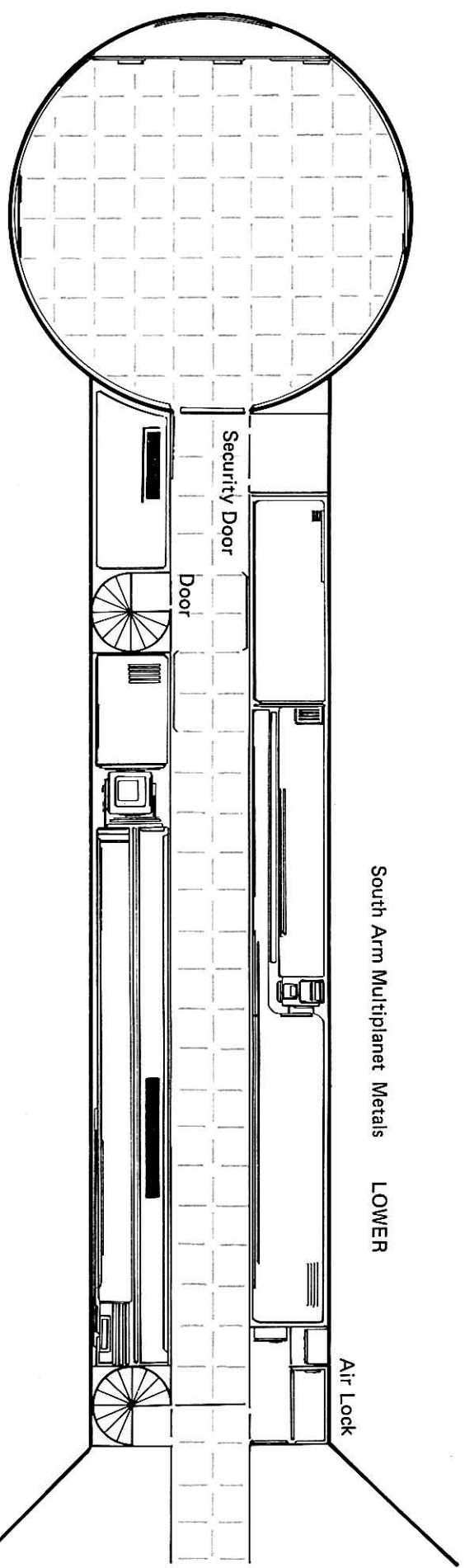




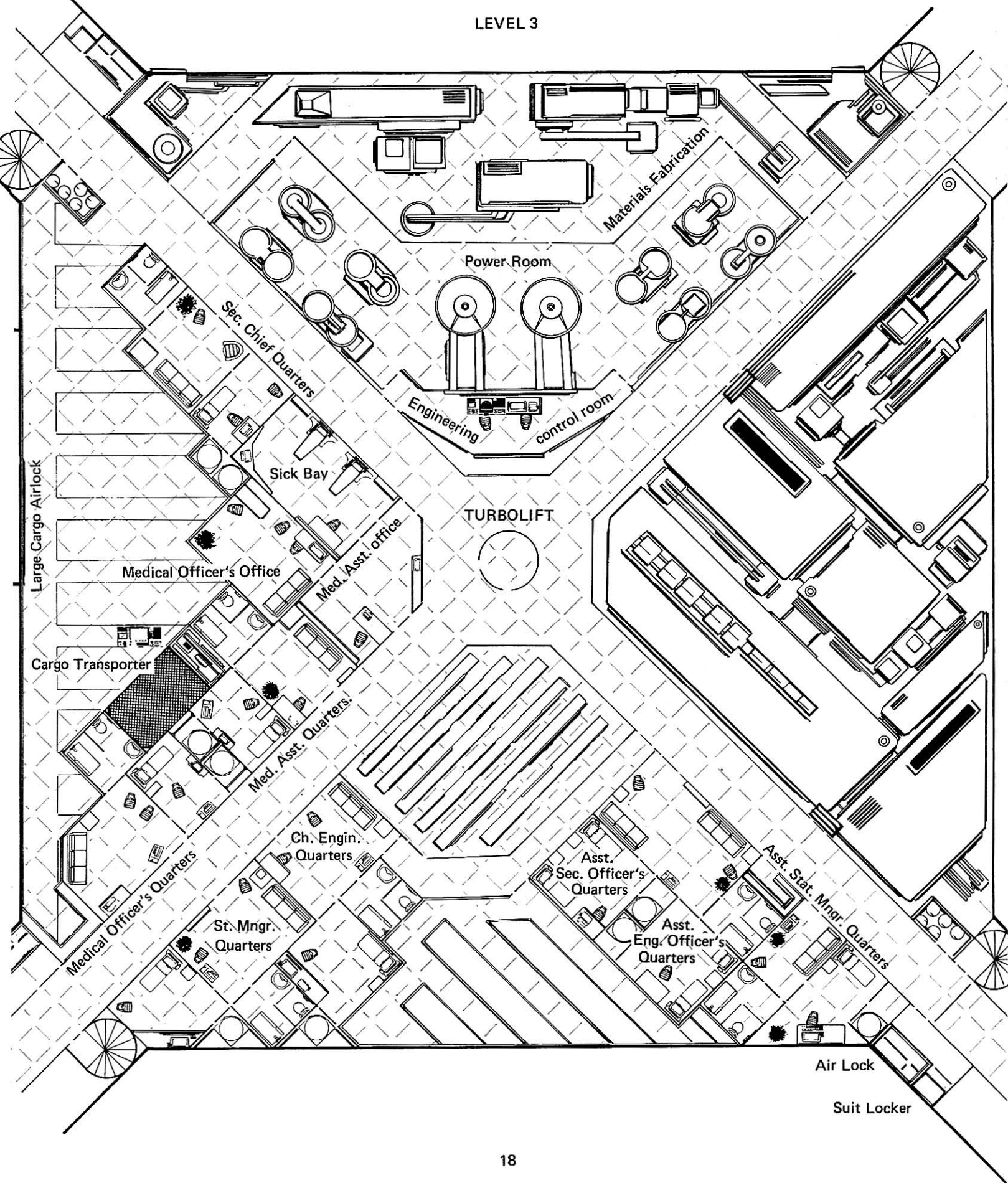
South Arm Multiplanet Metals UPPER



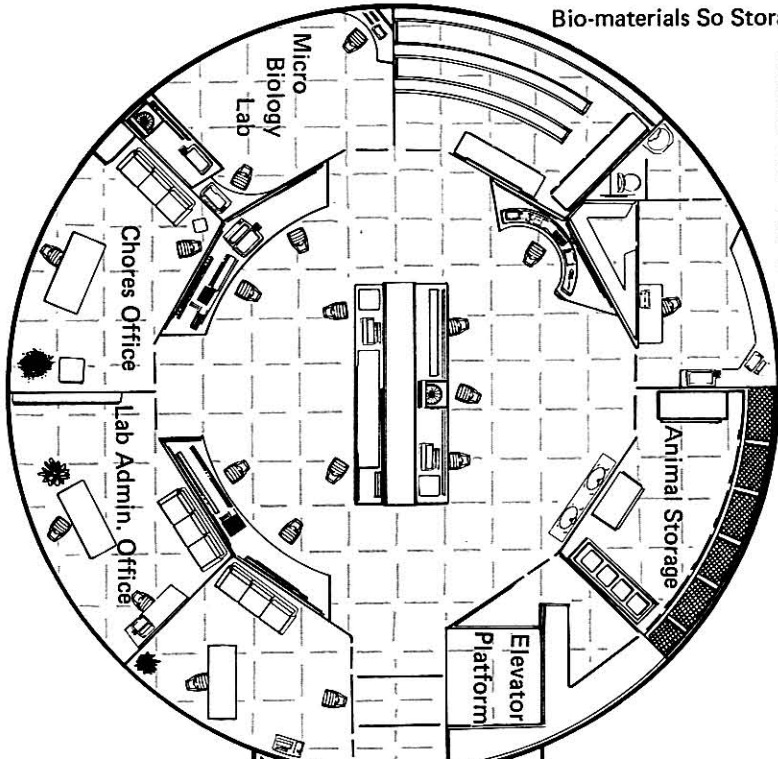
South Arm Multiplanet Metals LOWER



LEVEL 3



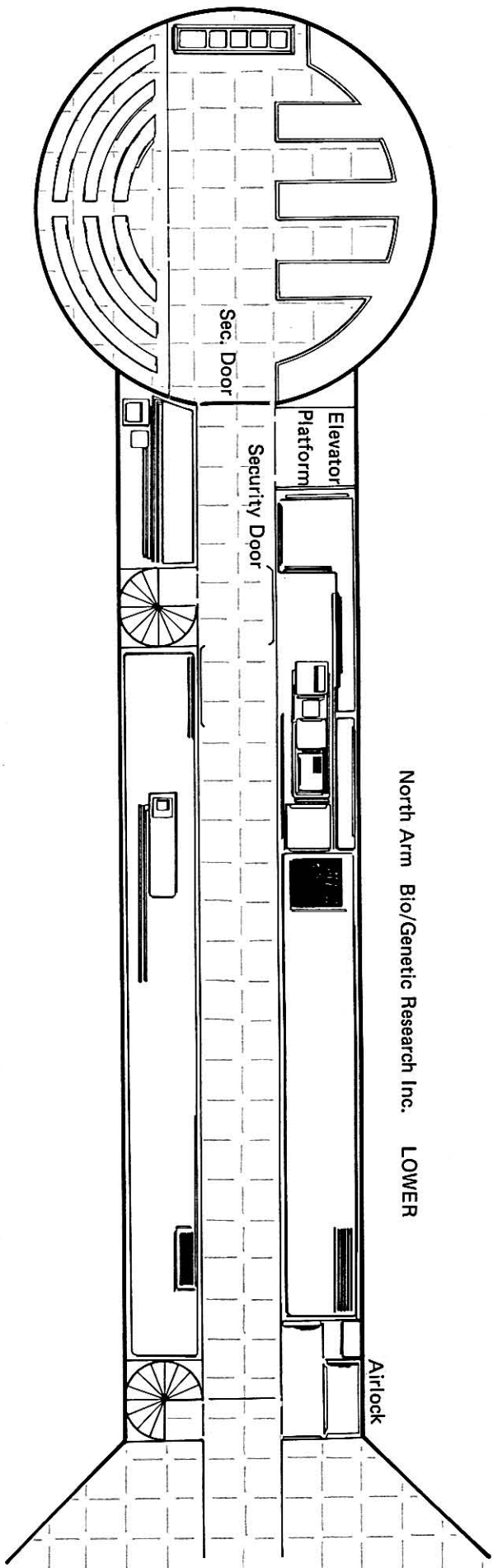
Animal Pathology Lab



NORTH ARM Bio/Genetic Research Inc. UPPER

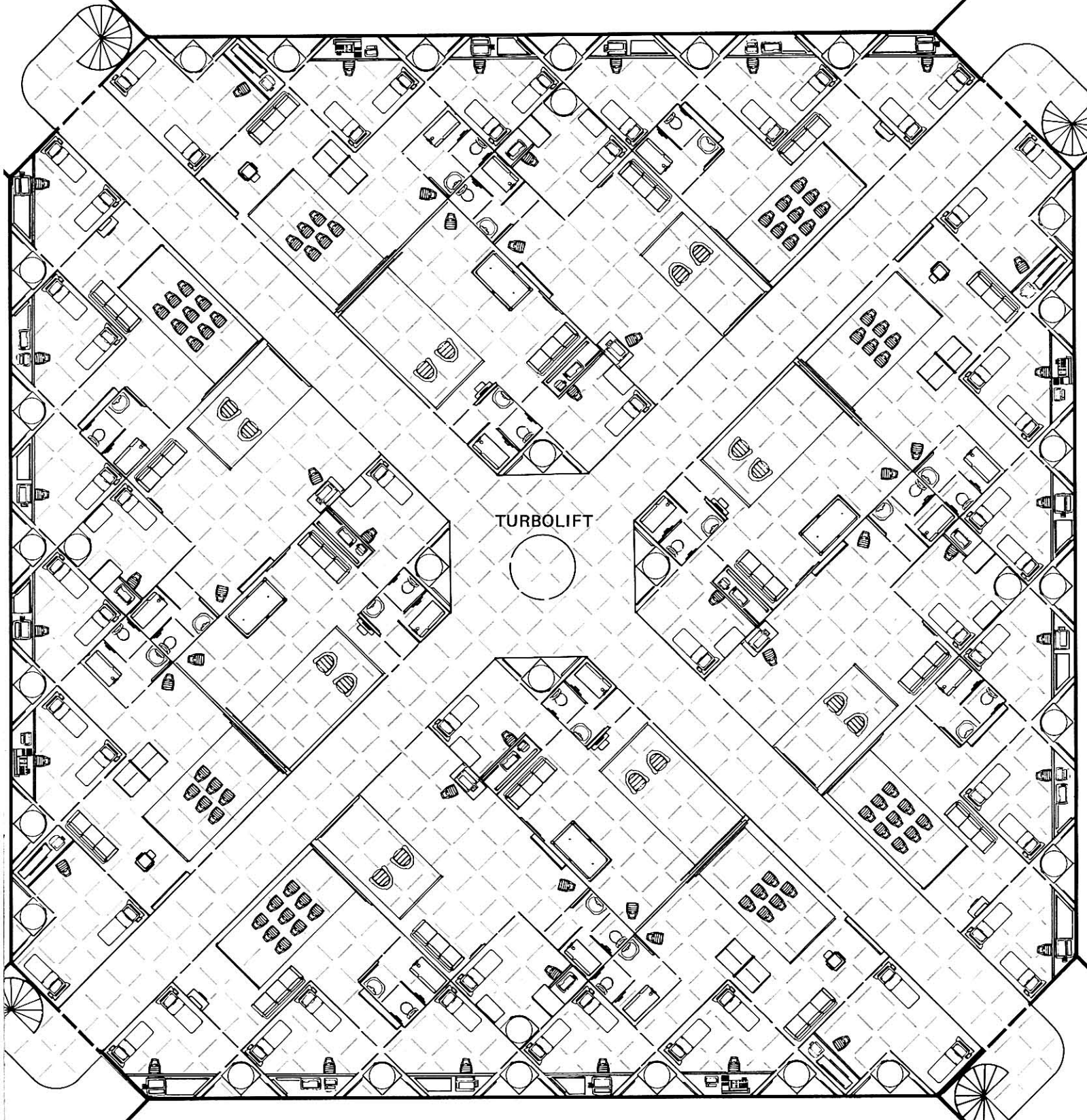
Door
Door

North Arm Bio/Genetic Research Inc. LOWER

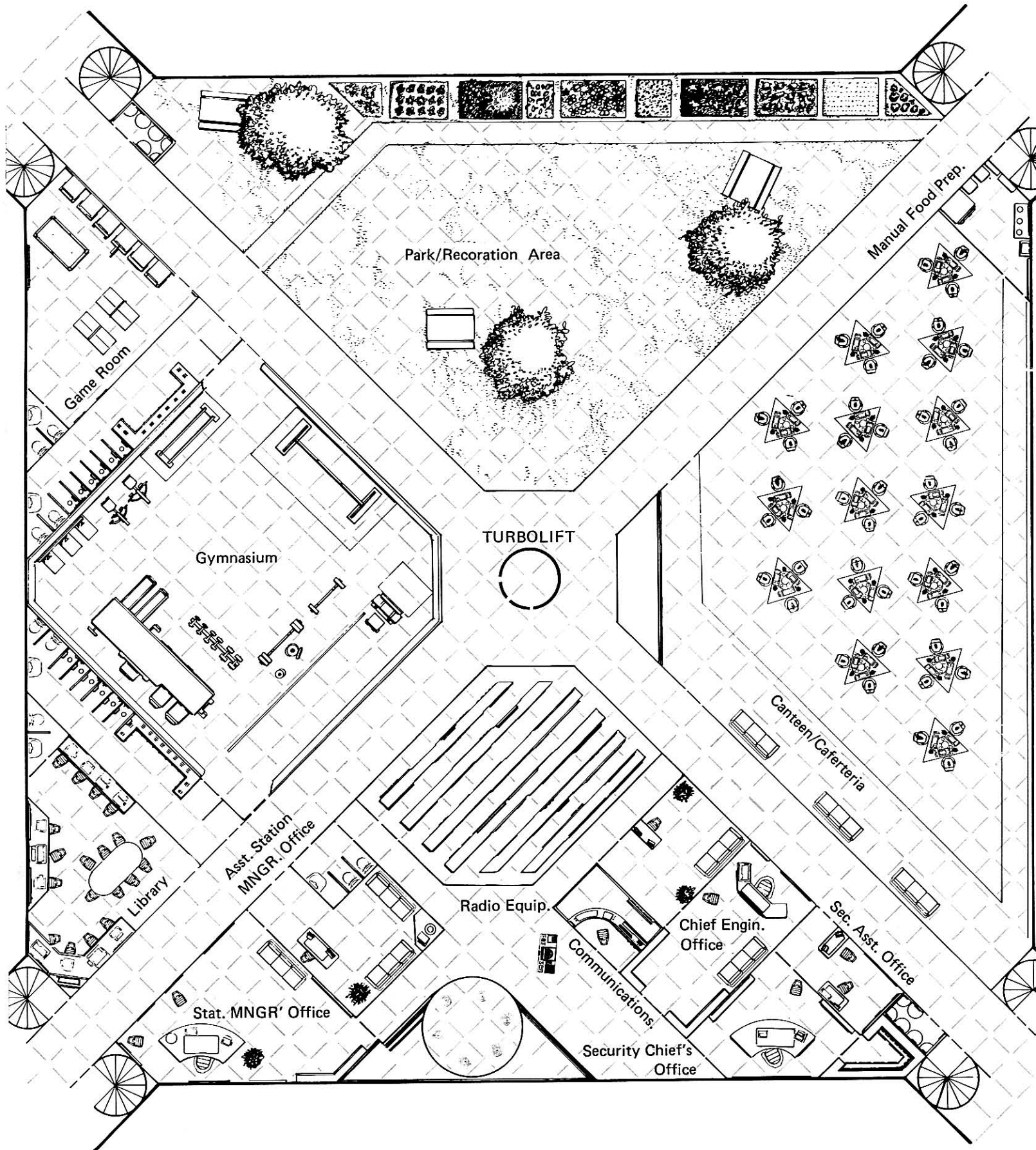


Airlock

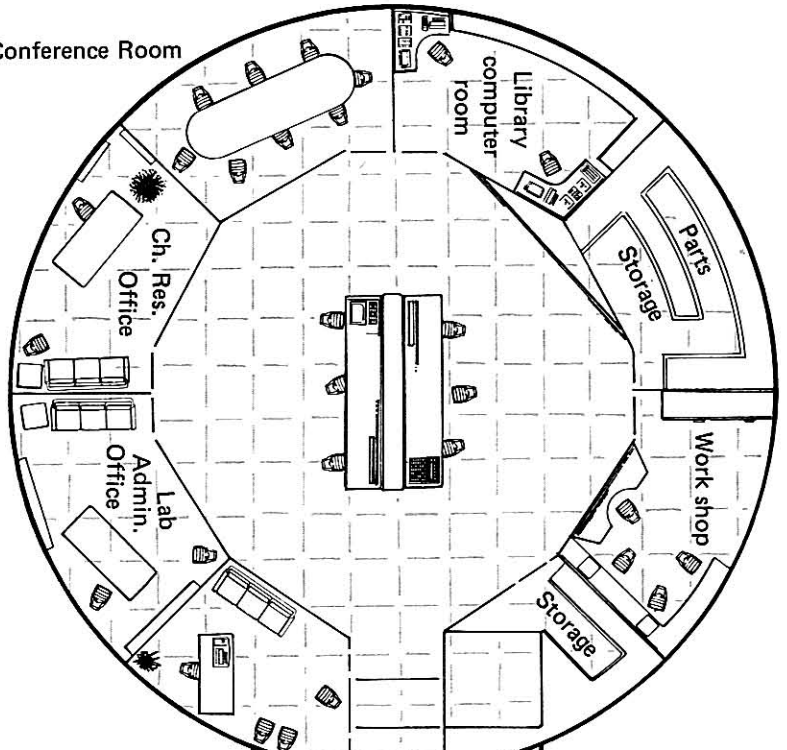
LEVEL 1



LEVEL 2

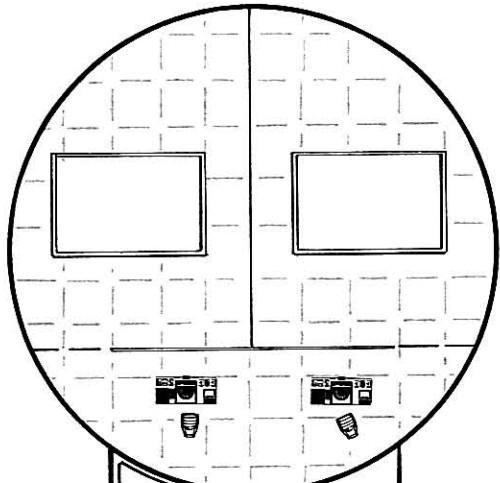


Conference Room



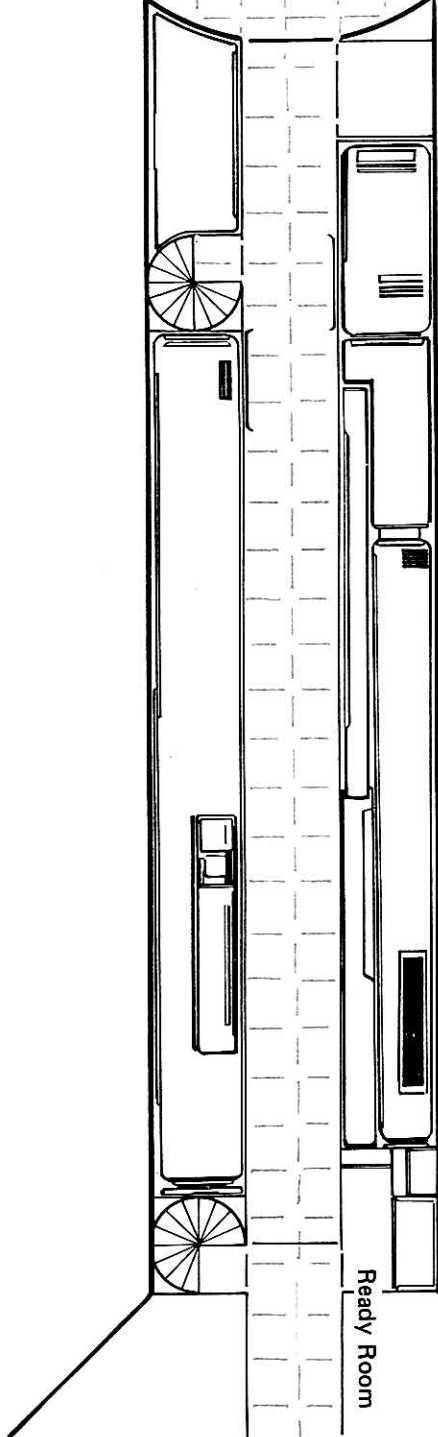
West Arm New Amsterdam Gravities UPPER

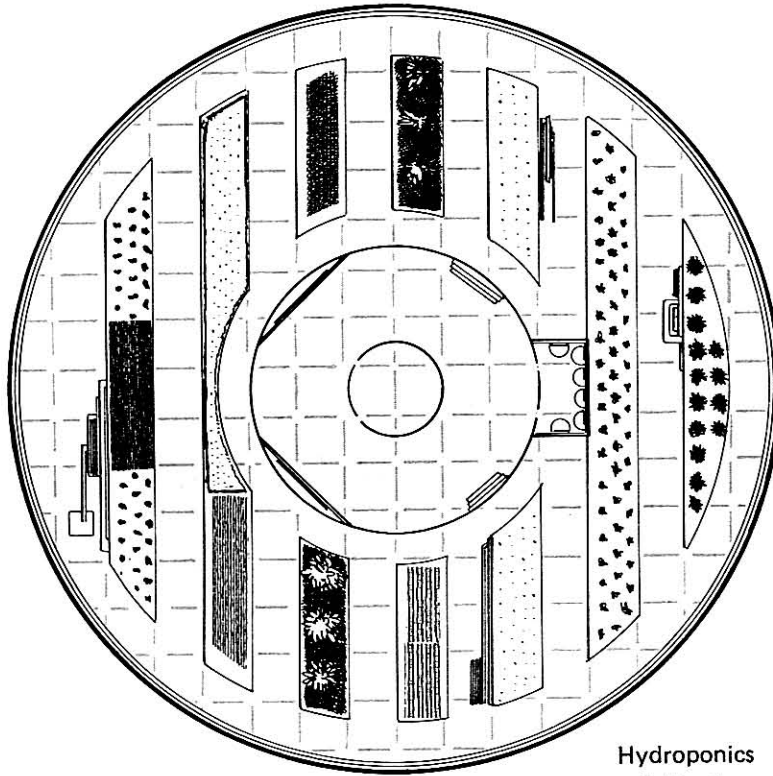
West Arm New Amsterdam Gravities LOWER



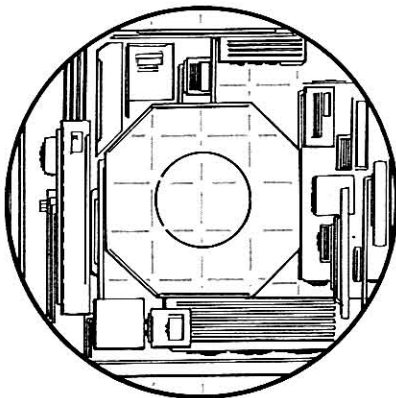
Suit Locker Airlock

Ready Room

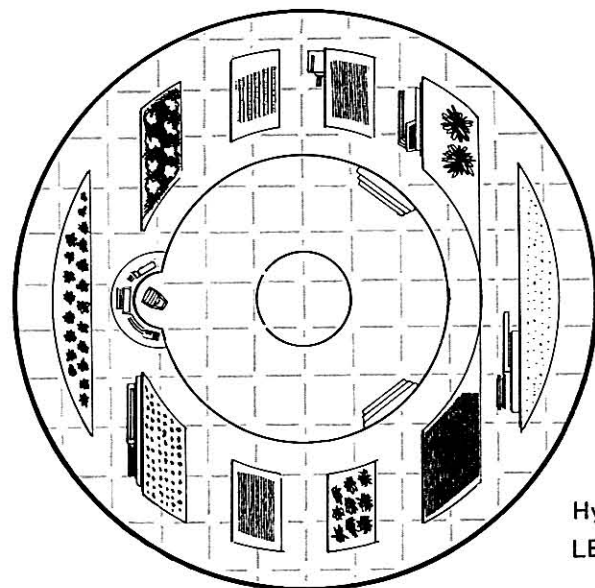




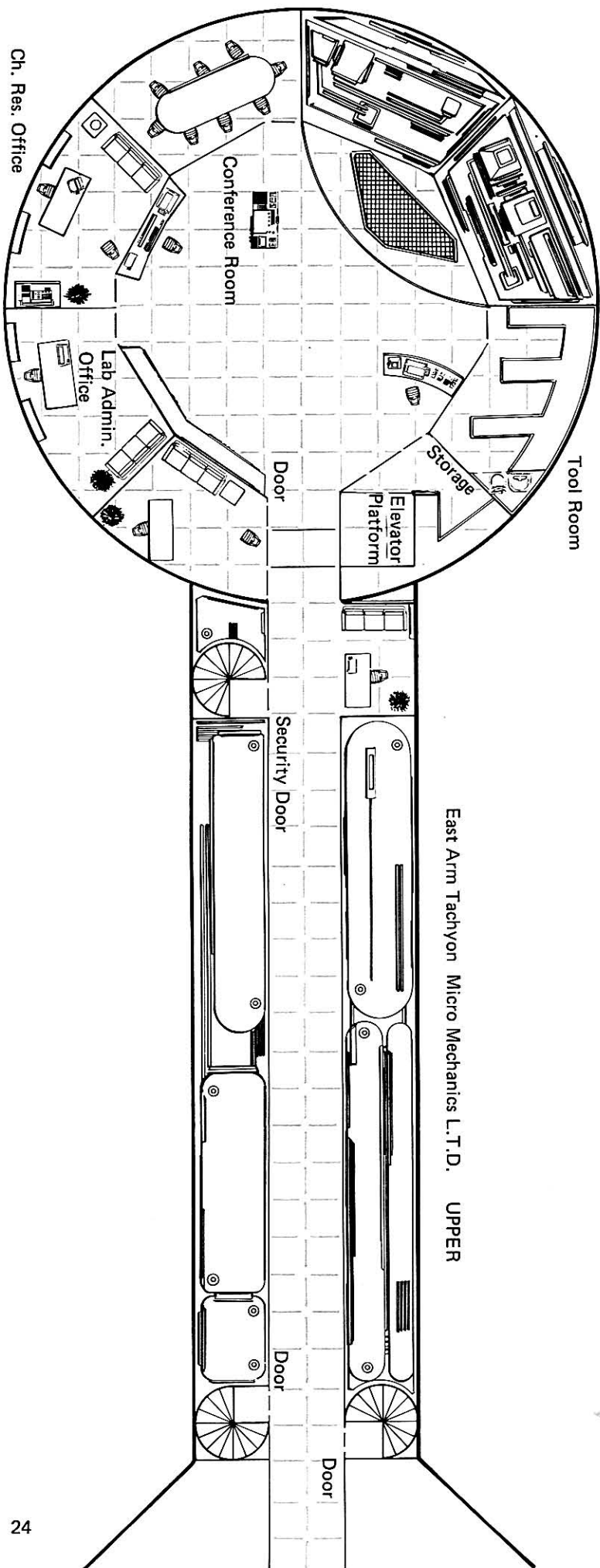
Hydroponics
LEVEL C



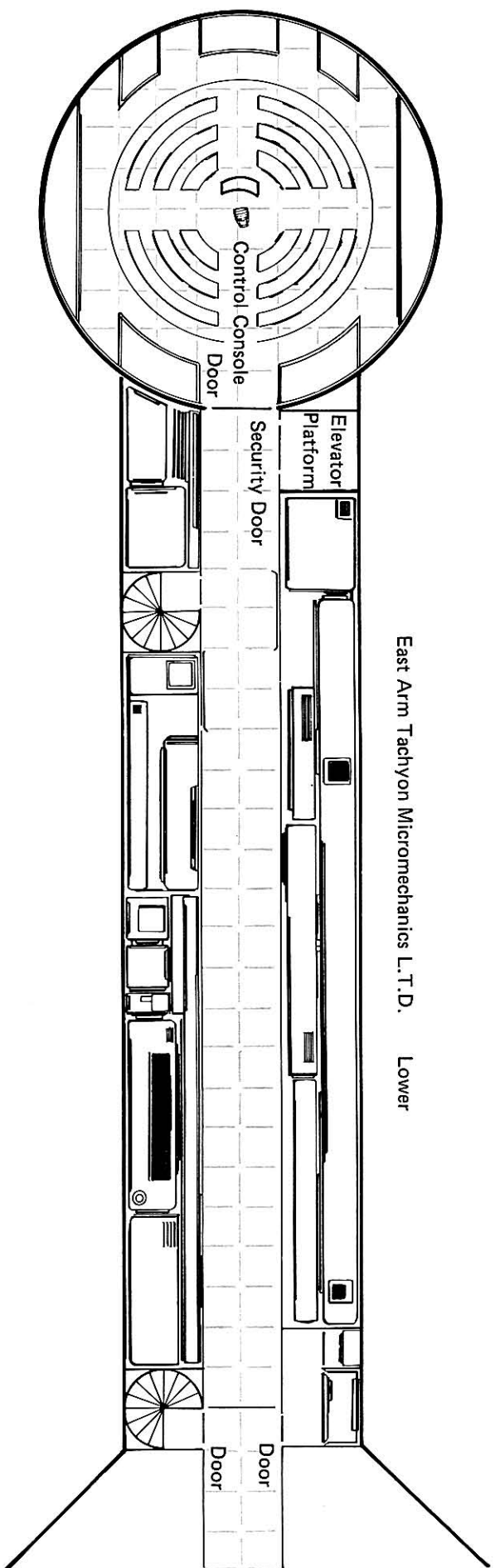
Subspace Radio
Equipment
LEVEL A



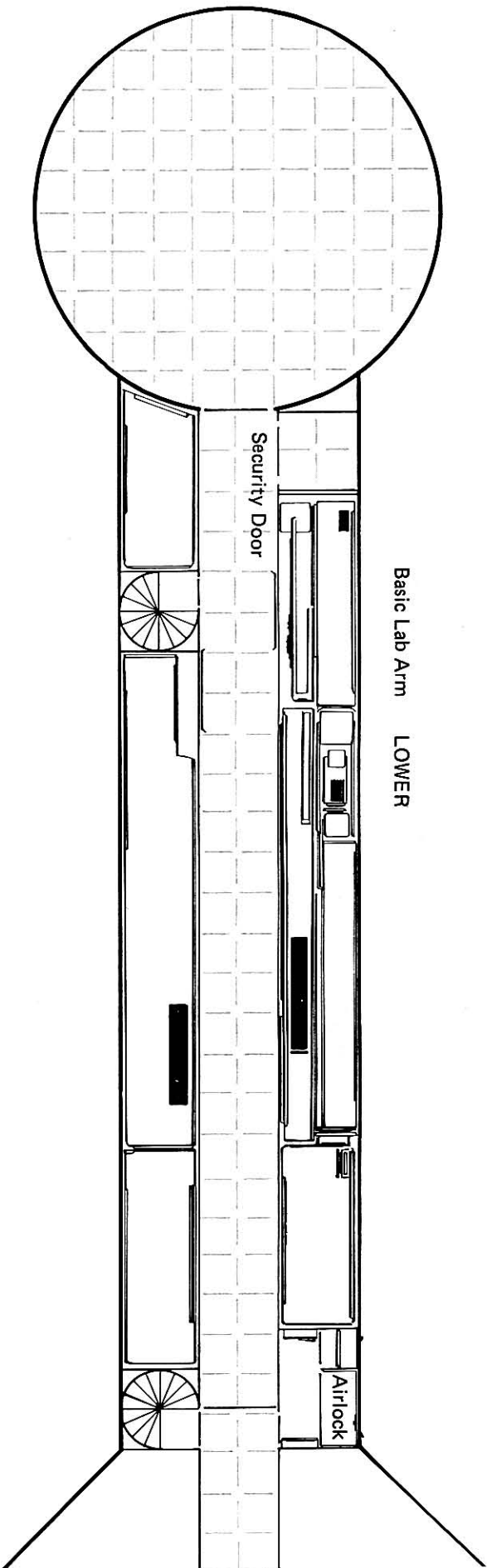
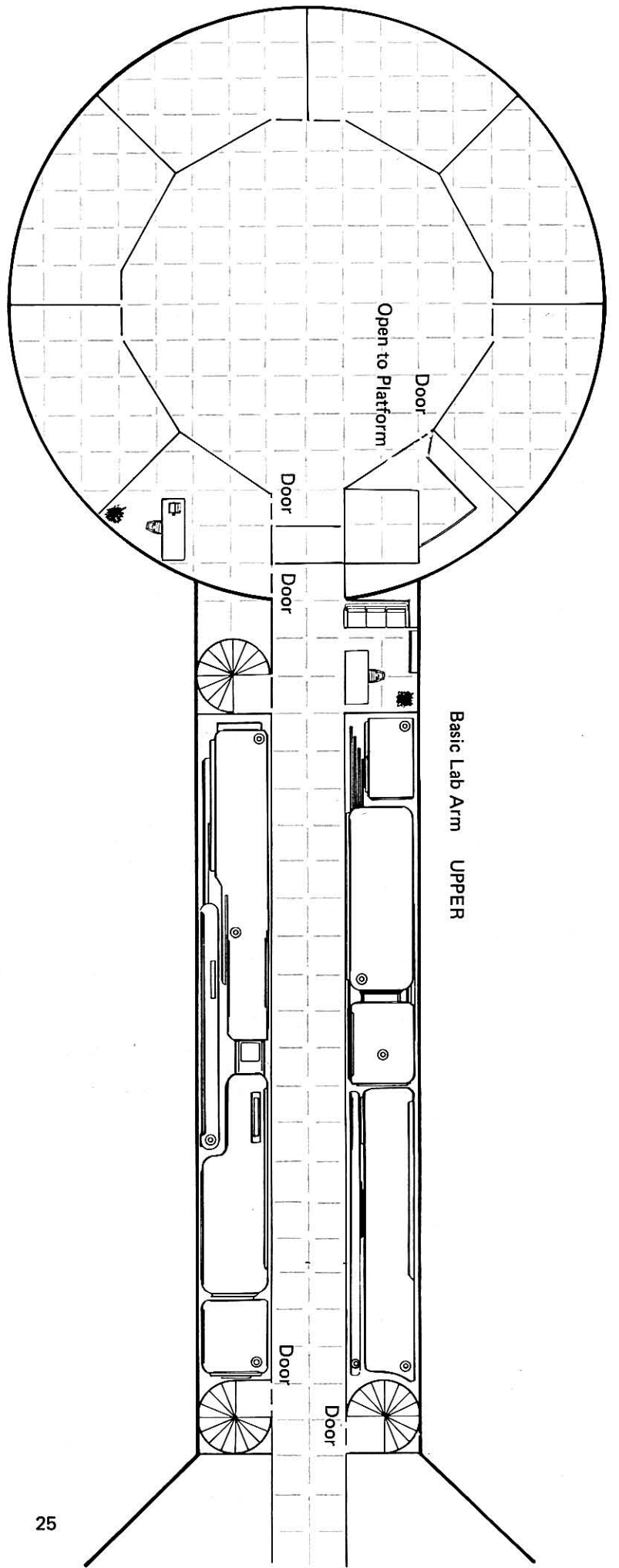
Hydroponics
LEVEL B



East Arm Tachyon Micro Mechanics L.T.D. UPPER



East Arm Tachyon Micromechanics L.T.D. Lower



erial in the bio-materials storage area, but none are harmful varieties, and certainly botanists, zoologists, and medical personnel in the party will find nothing that would indicate the lab was engaged in particularly dangerous researches.

OTHER LABORATORY ARMS

The labs of New Amsterdam Gravitics and Multiplanet Metals are less likely to make players suspicious. Nevertheless, they may decide to investigate them. In both cases, the large double doors are closed but not locked, and other security doors on the main lab level are open. Security doors on the lower level are locked, since these areas are used less often, even during the day.

At New Amsterdam Gravitics, the two test chambers on the lower level are operating, with a zero-G condition in both. These chambers are controlled by the control panels nearby. A small model grav plate, such as that used in starships, is on the workbench in the main lab area.

At Multiplanet Metals, the zero-G chamber on the lower level is also activated, and several globes of cooled metal float therein, the results of an annoying experiment just completed at the time of the accident. Both of the furnaces above are still on, with automatic devices keeping them from overheating. Still, the characters would find it unusual that such devices would be left running.

EAST ARM-TACHYON MICROMECHANICS' LTD.

Hopefully, clues scattered about the station will eventually lead the party to this lab arm. Unlike the others, this corridor's security door in the hall is shut and locked, as are the double doors and both lab lounge doors. Security door in the hall is shut and locked, as are the double doors and both lab lounge doors. Security doors on the lower level of this arm are also shut.

The "lockout" is in response to the station manager's recent expressions of dissatisfaction with safety procedures in this lab area. The lab administrator, upset with what he considered to be unwarranted Star Fleet interference, intended to deny the station manager the right to complete his intended inspection. The inspection never took place, as the accident occurred first (thus justifying the station manager's insistence and a fat lot of good it will do him to be right unless the players rescue him!)

The players can cut through the doors one at a time with phasers if they wish. Cutting into a security door sufficiently to disable the locking mechanism takes 4 shots at heat setting, or two disintegrate shots, as these doors are reinforced. In addition, the moment a door is successfully opened in this manner, a security alarm will go off all over the station. The alarm itself is annoying but harmless, but it will attract all remaining I'lglii on the station eventually.

Those on level 2 in the park area will arrive first, in about 5 minutes. They will be followed by their slower companions from the cafeteria. (The I'lglii in the relay station, discussed later, is in vacuum and can't hear the alarm!) These will all arrive the same turn, about 10 turns after the first group. Finally, the I'lglii in the dome will come. They will arrive the same turn, 10 turns after the second group. Of course those I'lglii earlier encountered and disposed of in one way or another will be unavailable now.

It will thus be much better for the players if they can get through the doors and into the lab quietly. Each individual door can have its locking mechanism bypassed by someone who makes a successful saving roll on either the Starship Engineering (General) skill or the Electronics Technology skill. A failed roll, however, will set off the alarms.

The preferred method of defeating the private area's security measures is to do so from the central station computer. An emergency disarming of all private-sector locks and alarms is possible from any computer terminal, but it is easiest from the security chief's office terminal. To successfully bypass the private security system, a character must make a skill roll on the Computer Operation skill at a 20 point penalty. If using the security chief's terminal, the character will find that such an override program was already prepared by the chief in case of an emergency, require only an unmodified skill roll to activate.

If the security measures are thus defeated, all security doors will open as normal doors, and no alarms will sound.

Once into the central area, the players will find the transparent panels slid closed over what appears to be a strange-looking transporter chamber. The chamber is lit from inside and machinery is humming. There are lights active on both the control panels in the middle of the floor and the monitor panel which extends from one wall.

The control panel is unfamiliar, having some controls in common with normal transporters but others that make no sense at all. A person who is familiar with standard transporters will not feel comfortable operating this, and probably would know enough not to try without help.

The monitor panel can be puzzled out by anyone with Transporter Operations skill or Transporter Systems Technology skill of 20 or greater. Basically, it shows a large number of living patterns held in transit by the system. A competent transporter technologist will find it incredible that so many patterns can be held by one machine, and also that ANY pattern can be held for so long without breaking up!

If the players use the computer terminal to call up laboratory records, the story of what type of transporter this is will be discovered. The players will then learn from these records that this transporter works instantaneously, differentiates between various types of living organisms, and has a very complex computer link (on the second level) that accounts for its ability to hold a lot of patterns for a long time.

The players will also learn that it takes a lot of power to reintegrate patterns using this system. The computer function monitor shows a power loss which can be traced to the damaged power relay station on central level 3. Someone will have to go there and fix the damaged relay station before sufficient power can be diverted to reintegrate the stored patterns and restore the crew.

POWERLOSS AND THE RELAY STATION

Eventually, the characters must discover that there is a damaged relay station causing the station to experience a low power level condition. They may discover this early by checking with tricorders for unusual power sources, or

not find out until examining the transporter controls in the Tachyon Micromechanics lab arm.

If characters investigate the main engineering control room on central level 3 in the NW quadrant, they will find that automatic systems have detected damage to the northernmost power relay station. The engineering display will show that the outer door to the relay station has been damaged and the station itself is not functioning properly. (This is, of course, due to the damage caused by the entry of the I'lglii.)

Because the relay station itself is in vacuum due to the damaged outer door, the INNER door has automatically sealed and cannot be opened while pressure exists in the materials fabrication area. To gain access to the relay station, the players must either use environmental suits to approach the station from outside, or have someone in the engineering control room deliberately depressurize the materials fabrication area with suited workmen inside.

A surprise awaits any crewmen approaching the relay station from either direction, as the I'lglii have left one of their number in this area when they entered. This lone I'lglii will be startled by the entrance of the suited Federation crew and will attack, fighting in total panic. This individual will not retreat (thus abandoning his colony), but will fight intruders to the death.

Gamemasters should be aware of preparations workmen make for this repair job when suiting up. Especially, they should note secretly whether or not characters remember to fasten such things as sidearms to the OUTSIDE of their suits when getting ready. A phaser NOT specifically noted as being reslung outside the suit will be INSIDE the suit and thus inaccessible when the I'lglii is found.

Once the I'lglii is killed or rendered helpless, the repairs to the outer door and the relay station can be accomplished in only a few minutes by anyone with basic Starship Engineering (general) skill of 20 points or more, with no saving roll necessary.

If the guard I'lglii manages to stun the intruder(s), he will resume his post, awaiting the return of his colony. The outer skin of the station and the materials fabrication room can be monitored from the Engineering control room, so a crewman left there will know a work detail has encountered trouble. It is not possible to enter the materials fabrication area as long as it is unpressurized, and it cannot be pressurized again unless the inner door to the relay station is closed and undamaged. Thus, players may have a problem getting help to a work detail attacked by the guard I'lglii.

There are plenty of environmental suits in lockers about the station. All have magnetic boots for use on the outer skin of the station, if that approach is used. If the battle takes place on the outer hull, use a blank square grid as the floor plan, designating one square as the outer entrance to the relay station.

When the relay station is fixed, power levels return to normal, and there will be sufficient power available to operate the experimental transporter for reintegration.

BACK AT THE TACHYON MICROMECHANICS LAB

Once the relay is fixed, a person who has studied the computer records for at least 20 minutes can operate

the transporter system well enough to reintegrate the patterns held in storage, one at a time, assuming he was fairly competent (10 skill level or more) with transporters in the first place.

One person may be retrieved at a time. It will take 2 turns to set up for retrieval, 1 turn to energize and reintegrate, and two more turns to build up power for another run. People reintegrated after this long will experience extreme dizziness, nausea and loss of consciousness immediately, due to reintegration problems. A quick medical scan will reveal them to be basically in good health, however, but they will be basically helpless for several hours. Thus, it really doesn't matter who is reintegrated first, nor can the operators of the system pick and choose, as one pattern is indistinguishable from another.

(By the way, the person who got caught while in the shower will probably be unconscious when they beam in, which is probably just as well to save them some immediate embarrassment. The gamemaster may play this amusing situation for laughs, or ignore it, depending on how his/her group is likely to react...)

At some point during the rescue efforts, at the gamemaster's discretion, the remaining I'lglii on the station (if there are any) should all get together for a final attempt to get rid of the "invaders". The I'lglii will make a final attack during the restructuring process, which must be repelled by the characters.

During this final battle, the characters must be careful not to let stray phaser fire strike any vital equipment. (The equipment is well insulated, so I'lglii energy bolts are unlikely to damage equipment. If a phaser shot misses, extend the line of sight beyond the target. If the line intersects the transporter chamber, the control panel, or the computer function monitor, the firing character must make a LUC saving roll or cause damage to the system.

If the system is damaged, any person currently being reintegrated will be killed when the system abruptly shuts down. Others still caught as transport patterns will be safe as long as the main computer in the lower level of this lab arm is not damaged. (If it is, kiss everyone goodbye, as that's where all the patterns are stored and maintained...) Once the battle is over, a character with Transporter Systems Technology skill can try a saving roll (at a 20 point penalty) to do repairs to the system. If the attempt fails, someone else may try. The gamemaster may even wait until the magnetic storm is over and let the players bring an expert over from the ship, if there are not sufficiently talented people in the boarding party. If three attempts are made and fail, however, the system is irreparably damaged and all remaining patterns are lost.

If the I'lglii make a final attack, and appear to be losing, they will retreat if possible to the nearest airlock and escape into space. The station AND the nearby ship will both pick up the retreating I'lglii on sensors. They will go into space travel formation, but they move slowly in relation to a warp drive ship. If players wish to pursue later, they can, but such pursuit is pointless and no competent captain would allow it, once the danger is over.

One playtest group, however, did pursue the I'lglii colony, but only to return to them an individual I'lglii trapped in an airtight room when all the others left. This action surprised, but delighted, the designers, who had not

foreseen the possibility. This will score some points with the I'lglii, who will not understand the action, but will remember it in any future encounters.

Of course, when the station's personnel is beamed back (or lost, as the case may be...), the ship's captain should insist that the dangerous experimental transporter system be disconnected, pending a Star Fleet investigation.

The station manager will be all too happy to go along with that, as will practically everyone else.

DISINTEGRATE SETTING AND MISSED SHOTS

In this adventure, players may make more use than normal of the phaser "disintegrate" setting, since it tends to be more effective than disrupt. If so, the gamemaster must be aware of the possible consequences of a missed shot by a character.

The disintegrate effect is surface conducted along one contiguous mass. Thus, if a shot hits (even as a graze), the destructive effect will not "spill over" onto nearby objects. But a shot that misses must go SOMEWHERE, possibly with disastrous results.

If a shot is missed, draw an imaginary line between the center of the firing character's square and the center of the intended target's square. Then, continue to extend the line beyond the target until it intersects some solid object.

If the object struck is man-size or smaller, it will be disintegrated. If the object is larger, it will have a hole blasted in it, with the mass of the average mass of a human-sized being.

Exterior walls of the ship are reinforced and will not be penetrated by stray fire, but interior walls can be punctured in this manner, as can interior decks. One playtest situation had a player use this to advantage, blowing a hole in a deck immediately in front of a moving I'lglii. The I'lglii failed a saving roll on DEX and fell into the deck below!

Important equipment can be damaged or destroyed by stray fire. Stray fire effects on transporter equipment is discussed in the section describing the experimental transport equipment, but there are other vital systems that can be damaged as well. Returning to the example of the resourceful playtester mentioned in the last paragraph, the character approached the hole he had created and fired down into it in an attempt to hit the fallen I'lglii. He missed badly. Unfortunately for the players, the area the I'lglii had fallen into contained vital life support equipment. The gamemaster allowed the player a LUC roll, which he failed. The air conditioning system of the ship thus sighed to a stop, amidst a shower of sparks from the room below! Fortunately, a large station like this contains enough dead air space to support a number of people for several hours without danger, but there was a scramble to fix the system once the I'lglii threat was dealt with!

Even a shot that does not intersect important equipment can be a problem, if it strikes something else. In playtest, a player missed when firing at the I'lglii coming out of the damaged power relay station. Fortunately, the I'lglii was already into the next room, so the gamemaster ruled the shot would not endanger the relay equipment itself. Instead, the shot hit the door and blew a hole in it.

No one thought much about it until they found themselves unable to restore pressure to the relay station OR the materials fabrication area until the outer inspection door was fixed!

Of course, there is always the danger that a missed shot of any type will hit a person standing beyond the target. If the imaginary line through the target's square intersects any part of a square containing a character standing upright, have that character make a LUC saving roll. If the roll fails, the character is hit. A second LUC save is then attempted. If the SECOND save is successful, the hit is merely a graze. If both saves fail, the unlucky character is struck by the full force of the attack. This procedure applies to both friendly and enemy figures who may be in the line of fire, including figures in the same square with an enemy being fired at!

AFTERMATH

The most important objective of this adventure is the successful restoration of the crew of FDR Facility 39. Those players who attempt communication or coming to terms with the I'lglii will probably not meet with much success, though the effort should be made by any Star Fleet officer. The I'lglii's motivations and background are so different as to render cooperation virtually impossible, but the players who try should be rewarded in some fashion, while those who use weapons indiscriminately should be discouraged in some manner by the gamemaster. Still, it is almost inevitable that this first contact will result in armed hostilities and the use of deadly force by the Federation Players for their own protection and the safety of the trapped station crew.

The I'lglii themselves must be handled carefully by the gamemaster who plays them. They are intelligent and competent, but they are not used to dealing with other sapient species as anything but food. Do not make the mistake of thinking of them as animals or vicious killers, however. Once they get over their initial confusion at finding food that is capable of making a concerted effort to fight back, they will be cunning and careful. If faced with overwhelming odds, they will withdraw.

The I'lglii have a fatal weakness that characters may learn to exploit: their unfamiliarity with machines. The characters may use the technology of the station to advantage, while the I'lglii are incapable of understanding it to any major extent. The Federation crew can USE what they find. For the I'lglii, however, almost any mechanical device will be incomprehensible at first. If they have time to study something, however, they will rapidly grasp how it works and what it does.

Make use of INT rolls for the I'lglii as well as the Federation crew. The crew is probably lucky the I'lglii's technology is based not on machines but on manipulation of their own bodies, as the crew is likely to have a tough enough time with them as it is.

Please note that the I'lglii are NOT plentiful in this area of space—at least not yet! It is highly unlikely, given their background and mode of travel that a single starship crew would ever again encounter an I'lglii colony in their tour of duty. If you DO decide to make further use of I'lglii would be a dangerous place indeed. The Federation is probably not yet ready to meet them in force.

OTHER STATION AREAS

If the players keep to their mission, it is unlikely they will wander in areas of the station unrelated to their task at hand. Nonetheless, players have a tendency to do things that the gamemaster finds totally unexpected, with disastrous results if the gamemaster can not "wing it" successfully.

In this section, the other areas of the station are briefly described, in case your players wander, or in case you wish to use this type of station in further adventure scenarios.

DOMEL-LEVEL-C-COMMUNICATIONS: This area is directly below the subspace radio and sensor mast atop the dome. It contains most of the subspace communications equipment. Communications are usually handled from the communications office on central level 3, but the actual hardware is here. All communications functions can be monitored here.

LEVEL B-HYDROPONICS: Most of the functions involving the hydroponics tanks can be monitored and operated from the control console on this level. It is usually only necessary to actually go up into the tank area once a week.

Many of the I'lglii have found their way up here, as it is a major open source of consumable biomass on the station. Three I'lglii are on this level and have climbed upon the tank platforms (at the stairs on the floor plan). None are visible from the door of the lift, however, so it is possible they may not be immediately noticed by characters who enter the level. The I'lglii will notice the characters almost at once, if the characters are talking or moving around much, and will turn from their meal of plant life to attack the more appetizing-looking animals that just walked in.

If the players decide to retreat and leave via the turbolift, roll an INT save for each I'lglii present. Any who save successfully may pursue into the lower levels (by oozing down the lift shaft - which will take 2 turns per level descended once the I'lglii gets into the shaft...). Any who fail to save will stay and eat plants. Make another set of saves each time some new group enters and withdraws.

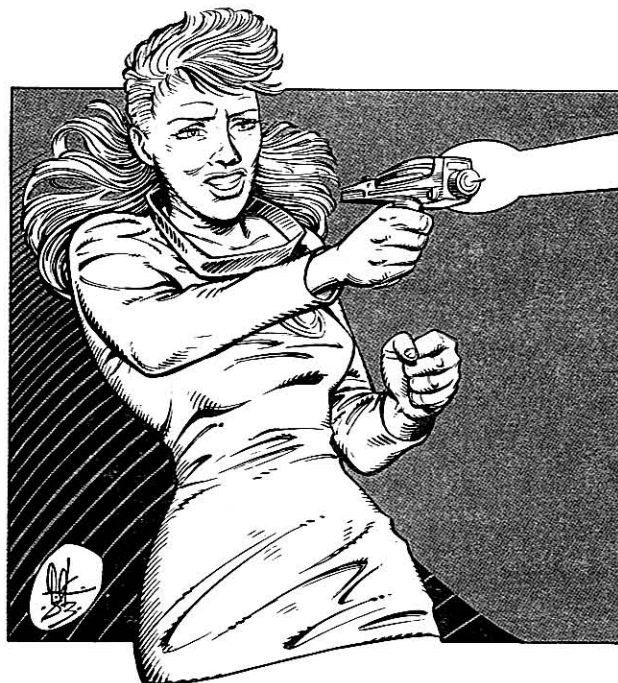
LEVEL A - HYDROPONICS: Similar to Level B. Two monitor panels here show data about plant growth, oxygen/CO2 exchange, nutrient chemistry, etc. There is also an emergency environmental suit locker in case the dome is holed despite the navigational deflecters. The plants are grown under artificial light - the station is far from any sun. The dome itself is opaque.

There are I'lglii here, as well - two visible from the lift door. The other three will remain quiet if the visible individuals are attacked, moving quietly behind the tanks and setting up to ambush the characters if possible. Make a pursuit save for these I'lglii just like the ones on Level B.

CENTRAL LEVEL 1 - LIVING QUARTERS: Each central level is divided into quadrants by hallways that extend from the central turbolift down each arm. For convenience, the arms are arbitrarily designated "north", "south", "east", and "west", so the quadrants are usually noted as "northeast", "southwest" and so forth. Actually, these

"directions" are only valid in relation to each other, as such directions are meaningless in space.

Each quadrant of level 1 is devoted to living quarters. Each contains two single accommodation sections with living area, bedroom and head - one for the laboratory administrator of a company and one for visiting V.I.P.'s. Another section has a common living area and head with one attached single bedroom (for the chief researcher) and two double occupancy bedrooms (for research and support staff). Yet another common living area and head has three double occupancy bedrooms attached. These quarters are usually used by transients (during staff changes at the end of a tour of duty) or other visitors.



CENTRAL LEVEL 2 - STATION OPERATIONS

SE quadrant - Operations offices: (See descriptions in adventure.)

NE Quadrant- Station Cafeteria: (See descriptions in Adventure.)

NW Quadrant- Park & Recreation Area: (See descriptions in adventure.)

SW Quadrant- Recreational Facilities: Includes a gymnasium, locker rooms, game room, and a library/lounge. For further descriptions, see the adventure material.)

CENTRAL LEVEL 3 - STATION SUPPORT

NE Quadrant - Life Support Machinery: (See descriptions in adventure.)

SE Quadrant -Offices and Cargo Area. The cargo area is mainly used for temporary storage of materials during transfer to another ship, and is now mostly empty. The cargo transporter shows no logged uses in the last three days. The sickbay is in this area as well, and a broken container of cotton balls can be found on the floor in that area, along with a clipboard with a checklist of basic supplies. (The medical assistant was taking inventory at the time of the accident...)

Tournament Notes

This adventure was played, in somewhat different form, as a timed tournament for "Love of Trek" STAR TREK convention in Omaha, Nebraska (February 1983). To make use of the adventure as a competition in this manner, several points should be considered by the gamemaster.

The tournament was designed for a timed three-hour session with six players running members of the U.S.S. Enterprise crew. Kirk, Spock, McCoy, Scotty, Chekov and Uhura were used in playtest, though some substitutions could be made. Scotty should always be included because of his high Starship Engineering (General) skill level, and likewise Spock for his Computer Operation ability and general familiarity with the sciences. If these two characters are not used, saving rolls in vital areas will fail more often, and more time should be allotted groups to complete the adventure. Of course, the same group should be allotted groups to complete the adventure. Of course, the same group should be available for each competing group.

This tournament adventure is used to test overall group effectiveness in dealing with an unknown situation under hostile conditions. The group that completes its mission (rescuing the transporter-trapped station crew and neutralizing the threat of the I'lglii) in the least amount of time, wins the tournament. (in the unlikely circumstance that NO group completes the task in the allotted 3 hours, the group judged closest by tournament officials is declared the winner.

This type of timed tournament can be run with a minimum number of gamemasters in a shorter amount of time than an elimination point-system tournament. Thus, it is well-suited for one-day conventions and other times when there may not be enough time of help to run a more formally-structured tournament style.

Before the tournament, gamemasters who will moderate the sessions should go over the adventure material together and discuss how each encounter situation will be handled. It is desirable under tournament conditions to minimize the differences in style and interpretation between gamemasters, so all gamemasters should attempt to run the adventure as much the same as possible.

Players should sign up for the tournament in groups of six, and should be told nothing about the situation in advance except that they will be playing characters from the crew of the U.S.S. Enterprise. The six-player groups may register as teams, or sign up individually and be assigned to teams based on when they register, or based on a random drawing.

At the play session, have the players each roll % die, with the highest roll having first pick of character from the list, second-highest having second pick and so on. (Reroll ties as you come to them...) Once characters are assigned, give players character sheets and allow a couple of minutes to familiarize themselves with their choices.

Players should be told that they will be judged on the amount of time it takes to complete the adventure, up to a three-hour maximum. They should also be told that they will be expected to play in character, and that pen-

alties may be assessed by the gamemaster for behavior that is grossly out of character.

The gamemaster should then explain the basic situation as described in the beginning notes of the adventure, up to the cut-off message from the station. Players then interact as they see fit. **TIMING HAS NOT YET BEGUN**, as the player's behavior during preliminaries is not being tested. The gamemaster should insist, however, that the players not dawdle too much in reaching the station and beaming over the boarding party of six that was pre-designated.

The gamemaster should keep careful note of what items of equipment are carried by the party when they beam over. Phaser I or II, either type of tricorder, communicators, etc, should be allowed by the gamemaster, plus anything else reasonable with the following restrictions:

McCoy will carry Phaser I only. He may carry either type of medical kit, but not unusual drugs not normally carried in these kits. He may carry a medical tricorder.

No character may carry any weapon except Phaser I or II. No character may carry more than one such weapon.

Scott may carry a portable tool kit IF HE ASKS FOR ONE. This kit is no larger than the medical field kit and has a shoulder strap for easy carrying. It will serve for making any needed repairs, and includes miniature tools and a small laser cutting torch (useless as a weapon, except to set things on fire...)

Characters may not carry non-Star Fleet issue equipment, nor equipment the gamemaster deems unlikely to be assigned (whether the gamemaster knows it to be useful or not) for such a mission.

A stopwatch capable of recording lapsed hours, minutes and seconds is ideal for timing, but it will be enough just to note down the EXACT time the players beam in at the station. This is the point at which timing begins.

The tournament is run in "real time". That is, you are not timing the passage of minutes in the game universe, but in the real universe. Thus, the gamemaster should avoid excess compression of time during the game. If the players, for instance, declare that their characters are going to spend ten minutes waiting around somewhere or taking some other action, **PLAY OUT THOSE TEN MINUTES** rather than just skipping to the end of it. Some compression for time is unavoidable during some actions, but this is normally balanced by the telescoping of game time during combat situations. (It usually takes far longer than 10 seconds of real time to complete a combat round.) Ideally, three hours of game time should run out at about the same objective moment as the allotted three hours of real time for the tournament session.

Timing should stop (and the completion time noted) when ALL of the following conditions are met:

* ALL I'lglii aboard the station have been driven away, killed, rendered unconscious or otherwise helpless, or in some way been made harmless.

* The experimental transporter has been made operational and at least one person has been beamed back successfully. If the transporter is now capable of beaming back the others at any time, the conditions have been met--there is no need to play out the whole process UNLESS there is still the possibility of interference by the I'lglii. This means that the relay station must already be repaired.

* All player characters are out of immediate danger. Player characters who are rendered unconscious or (GULP!) killed do not prevent completion of the adventure (unless they are ALL out of the game!) It is not permissible, however, to leave a player character in a dangerous situation simply to save time.

Gamemasters are allowed to apply time penalties to a group for playing grossly outside the roles of their characters. Extreme cowardice by Kirk, Severe emotionalism from Spock, etc. should be punished by the gamemaster. Penalties should be assessed by the gamemaster of from 1 to 5 minutes of penalty time, which is added to the elapsed play time AFTER the final time is recorded (not played out during the game). Players must be informed by the gamemaster when they have called for a character action that is out of character. If the players still insists on taking that action, give the penalty immediately, with the severity of the penalty depending on how far out of character the player was acting.

Penalties should be assessed ONLY for obvious infractions, not close calls of differences of opinion. No penalty should be called for if a player, for instance, simply makes a mistake or forgets his character momentarily. Gross out-of-character play, however, is taking unfair advantage in the tournament and must be discouraged.

A minor infraction (like having Spock fire a shot in anger) should get a 1-minute penalty, with major variances from character (Spock killing a sentient bring unecessarily, or a character deliberately disobeying a direct order from Kirk) gaining 4 or 5-minute penalties.

Generally speaking, the gamemaster should be extremely reluctant to assess penalties, and should attempt to get the player to think about and perhaps change his/her action first. Most sessions should bring no penalties at all, unless the players are deliberately trying to take unfair advatage by playing out-of-character in situations wher doing so might help their time.

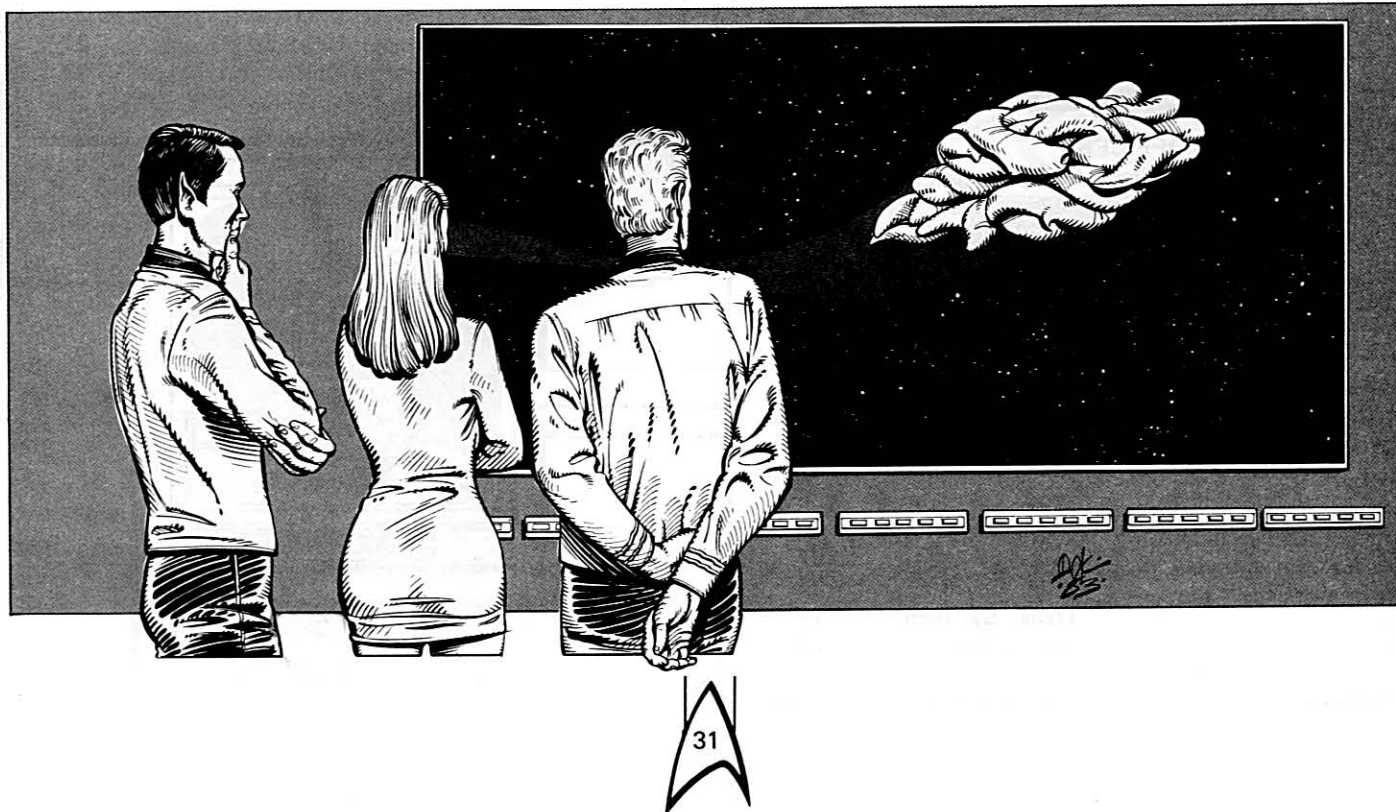
During the tournament, the following optional situations from the adventure should be in effect:

There should be no I'lglii hiding in the damaged power relay station, as this encounter ties up too much time for a 3-hour session.

I'lglii will leave the station as a group only if they fail a morale test. Make a moral test only when an I'lglii is injured to a level of $\frac{1}{2}$ his endurance or more. A morale test consists of a simple INT saving roll. If the roll succeeds, that individual will attempt to withdraw from combat and if successful will avoid the players thereafter. If more than $\frac{1}{2}$ the I'lglii on board have failed morale tests, the I'lglii will get together (picking up any stragglers) and leave the station as soon as possible. There are other possible ways the I'lglii may be forced to leave, as described in the adventure itself.

All I'lglii aboard should use a single set of statistic scores (STR, END, INT, etc.) for all sessions. Set up a "typical" I'lglii with average scores and use these scores for all individuals throughout all sessions. This tends to keep the game uniform and fair to all player groups.

By the way, a group that manages to damage the transporter mechanism in an accident severe enough to make it impossible to retrieve the station crew is eliminated from competition. If ALL your groups fail in this manner, the winner is the one whose characters lost the least number of of TOTAL END points in the process. (Characters who are KILLED cost DOUBLE the END value against this total...) This situation should NEVER occur with competent gamesmastering.



Personnel Roster

Although the players do not really get a chance to interact with the residents of FDR Facility 39, a set of basic statistics are provided for all personnel in case the gamemaster wished to use the station and it's inhabitants

in further adventures. The characters listed can also be used as models for similar characters in other scientific stations.

STAR FLEET PERSONNEL -- STATION CREW

STATION MANAGER

Lt. Cmdr. Jason "Jay" Lee

Human male -- Age 49

STR 61 End 52 INT 64 DEX 53 CHA 72 LUC 72
PSI 13

Significant skills:	Administration	68
	Computer OP.	70
	Federat. Law	38
	Leadership	52
	Negot./Dipl.	40
	Trans. OP. Pr.	44



ASSISTANT STATION MANAGER

Lt. David Levin

Human male -- Age 32

STR 68 END 64 INT 71 DEX 60 CHA 43
LUC 45 PSI 45

Significant skills:	Administration	59
	Computer Op.	43
	Federation Law	44
	Leadershp	21
	Negot./Dipl.	21
	Physics	32

ENGINEERING OFFICER

Master Chief Petty Officer Rugast Dagan

Tellarite male -- Age 42

STR 86 END 81 INT 58 DEX 77 CHA 34
LUC 01 PSI 01

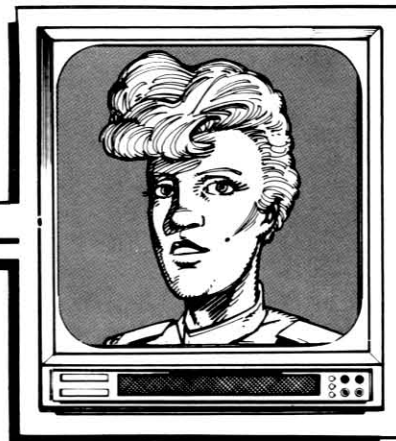
Significant skills:	Carousing	48
	Computer Op.	88
	Computer Tech.	53
	Electr. Tech	61
	Env. Suit Op.	29
	Lf. Sprt. Tech.	81
	Mechan. Enrg. (gen)	40
	Prs. Cbt. (unarmed)	68
	St. Enrg. (gen) Tech.	40
	Streetwise	57
	Trans. Op. Proc.	35
	Trans. Sy. Tech.	17
	Zero-G Oper.	21



ASSISTANT ENGINEERING OFFICERS (2)

Enlist. 1st. Cl. J.B. Whitcomb
Human female -- Age 28
STR 40 END 51 INT 66 CHA 41 LUC 91
PSI 01

Significant skills:	Computer Op.	51
	Computer Tech.	38
	Electr. Tech.	36
	Env. Suit Op.	49
	Mech. Engin.	31
	Small Eq. Tech.	30
	St. Eng. (gen.)	51



Enlist. 1st. Cl. Andre LeClerc
Human male -- Age 24
STR 57 END 39 INT 69 CHA 25 LUC 40 PSI 09

Significant skills:	Computer Op.	29
	Comm. Sy. Tech.	55
	Env. Suit Op.	21
	St. Comm. Pr.	38
	Stars. Services	30
	Tran. Op. Proc.	57
	Tran. Sy. Tech.	39

SECURITY OFFICER

Chief Petty Officer Wyatt Nilsson
Human male -- Age 38
STR 77 END 72 INT 63 DEX 66 CHA 35
LUC 76 PSI 14

Significant skills:	Computer Op.	35
	Feder. Law	62
	Leadership	48
	Marks. (mod.)	61
	Prs. Cbt. (unarmed)	44
	Star Ship Security	55



ASSISTANT SECURITY OFFICERS (2)

Enlist. 1st. Cl. Drin T,allen
Adorian male -- Age 22
STR 76 END 69 INT 43 DEX 44 CHA 89
LUC 02 PSI 18

Significant skills:	Marks. (mod.)	47
	Prs. Cbt. (unarmed)	71
	Small Unit Tac.	42
	Star Ship Security	21

Enlist. 1st. Cl. J Lawson
Human male -- Age 26
STR 56 END 61 INT 79 DEX 62 CHA 67
LUC 21 PSI 03

Significant skills:

Carousing	44
Computer Op.	81
Enb. Suit Op.	48
Marks. (mod)	71
Prs. Cbt. (unarmed)	31
Star Ship Security	13



MEDICAL OFFICER

Lt. Commander Shannon Blakely, M.D.
Human female -- Age 44
STR 49 END 66 INT 82 DEX 72 CHA 65
LUC 89 PSI 47

Significant skills:

Medic. (human)	66
Medic. (Andor.)	31
Medic. (Tellar)	18

ASST' MEDICAL OFFICER

Lt. Daniel B. Reuben, R.N.
Human male -- Age 27
STR 68 END 53 INT 69 DEX 51 CHA 91
LUC 30 PSI 64

Significant skills:

Medic. (human)	35
Psych. (human)	26



LABORATORY PERSONNELL

BIO-GENETIC RESEARCH INC' LAB ADMINISTRATOR

Fenton Krause
Human male -- Age 69
STR 48 END 52 INT 55 DEX 50 CHA 68
LUC 23 PSI 23

Significant skills:

Administration	63
Botany	20
Federation Law	27
Instruction	84
Zoology	15

CHIEF RESEARCHER

Dr. David Cohen

Human male -- Age 37

STR 78 END 62 INT 80 DEX 58 CHA 70

LUC 67 PSI 01

Significant skills:	Administration	09
	Botany	74
	Computer Op.	12



ASSOCIATE RESEARCHER

Sanak

Vulcan male -- Age 71

STR 81 END 67 INT 69 DEX 62 CHA 59 LUC 1

PSI 52

Significant skills:	Botany	48
	Computer OP.	68
	Phys. Chem.	46
	Zoology	81

ASSOCIATE RESEARCHER

Dr. Caroline Nakamura

Human female -- Age 46

STR 43 END 22 INT 79 DEX 44 CHA 40

LUC 28 PSI 14

Signifiant skills:	Botany	87
	Computer Op.	68
	Phys. Chem.	79
	Zoology	30



ASSISTANT RESEARCHER

Lisa Marchant-Smith

Human female -- Age 27

STR 59 END 60 INT 51 DEX 50 CHA 52

LUC 91 PSI 01

Significant skills:	Botany	30
	Computer Op.	87
	Computer Tech.	59
	Elect. Tech.	40

ASSISTANT RESEARCHER

Denis Sun-Toucher

Human male -- Age 29

STR 61 END 56 INT 66 DEX 63 CHA 72

LUC 68 PSI 40

Significant skills:	Env. Suit Op.	58
	Life Sup. Tech.	83
	Zoology	40



**NEW AMSTERDAM GRAVITICS CO.
LAB ADMINISTRATOR**

Duncan Albert Henrik IV

Human male -- Age 46

STR 58 END 56 INT 71 DEX 65 CHA 62

LUC 12 PSI 22

Significant skills:	Administration	63
	Computer Op.	78
	Physics	50

CHIEF RESEARCHER

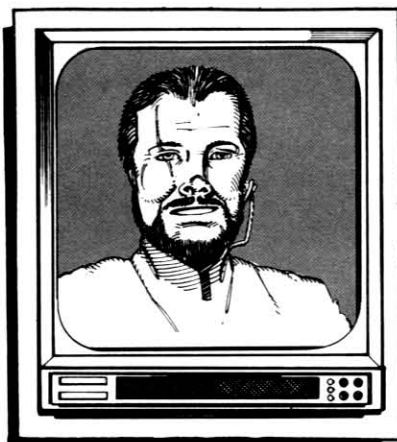
Raxanna

Edoan female -- Age 66

STR 48 END 51 INT 73 DEX 69 CHA 62

LUC 68 PSI 15

Significant skills:	Computer Op.	86
	*Gravitics	50
	Elect. Tech.	42
	Physics	56
	St. Eng. (gen)	59



ASSOCIATE RESEARCHER

Franklin Edison Jr.

Human male -- Age 31

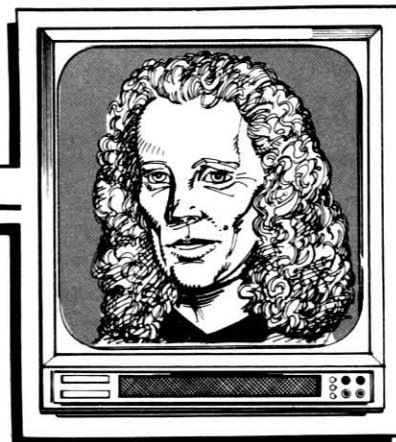
STR 57 END 52 INT 64 DEX 48 CHA 57

LUC 98 PSI 01

Significant skills:	Gravitics	30
	Elect. Tech.	74
	Physics	67

ASSOCIATE RESEARCHER

Katerina Velikovsky
Human female -- Age 38
STR 63 END 54 INT 61 DEX 75 CHA 51
LUC 06 PSI 41
Significant skills; Elect. Tech. 90

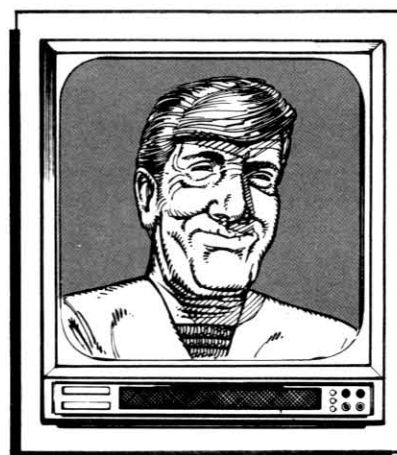
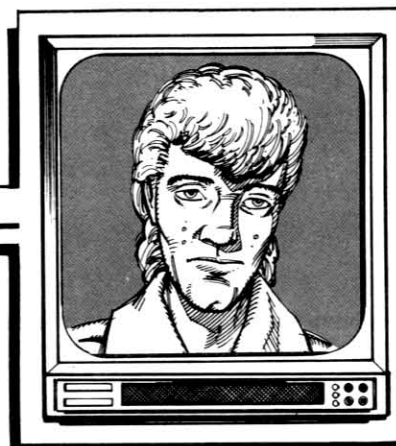


ASSISTANT RESEARCHER

D.T. Lancaster
Human male -- Age 29
STR 77 END 75 INT 56 DEX 52 CHA 79
LUC 86 PSI 01
Significant skills: Computer Op. 88
St. Eng. (gen.) 62

ASSISTANT RESEARCHER

Calvin L. Renn
Human male -- Age 21
STR 57 END 60 INT 64 DEX 66 CHA 51
LUC 82 PSI 01
Significant skills: Mechanical Eng. 69
Zero-G Oper. 31

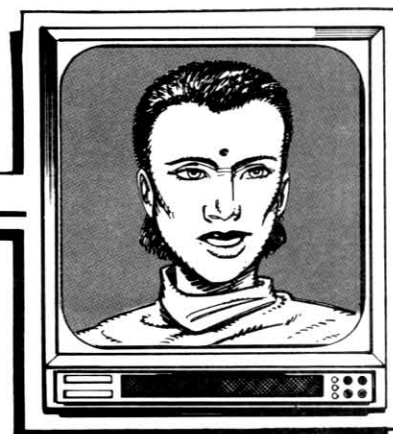


MULTIPLANET METALS
LAB ADMINISTRATOR

Sebastian Parvenu
Human male -- Age 60
STR 38 END 29 INT 73 DEX 30 CHA 78
LUC 40 PSI 01
Significant skills: Administration 73
Psych. (human) 40

CHIEF RESEARCHER

Dr. Lorraine Parvenu
Human female -- Age 31
STR 54 END 53 INT 98 DEX 73 CHA 87
LUC 73 PSI 01
Significant skills: Computer Op. 66
*Metallurgy 99
Phys. Chem. 77
Zero-G Oper. 79



ASSOCIATE RESEARCHER

Frederick McLaren
Human male -- Age 34
STR 66 END 69 INT 76 DEX 87 CHA 58
LUC 04 PSI 54
Significant skills: Mech. Eng. 68
Phys. Chem. 57
Zero-G Oper. 92

ASSOCIATE RESEARCHER

R'rowllar
Caitian male -- Age 31
STR 54 END 46 INT 61 DEX 72 CHA 69
LUC 73 PSI 33
Significant skills: Computer Op. 86
Physics 76



ASSISTANT RESEARCHER

Elizabeth Moonlight
Human female -- 25
STR 51 END 61 INT 57 DEX 76 CHA 64
LUC 99 PSI 06
Significant skills: Computer Op. 47
Computer Tech. 64
Elect. Tech. 92

* NEW SKILL

METALLURGY: The study of the structure and properties of metals and alloys. (This skill may be added to the general list in the rulebook and be chosen by students at Star Fleet Academy.)

ASSISTANT RESEARCHER

Shakar Navanti

Human male -- Age 21

STR 71 END 64 INT 55 DEX 79 CHA 51

LUC 74 PSI 01

Significant skills:	Envir. Suit Op.	77
	St. Eng. (gen)	82
	Zero-G Oper.	50



TACHYON MICROMECHANICS LTD. LAB ADMINISTRATOR

Salvatore N. Santini

Human male -- Age 44

STR 43 END 47 INT 57 DEX 68 CHA 23

LUC 54 PSI 26

Significant skills:	Administration	59
	Federation Law	83
	Negot./Diplom.	02
	Psych. (human)	69

CHIEF RESEARCHER

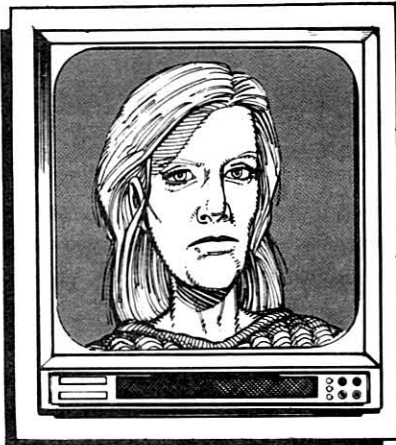
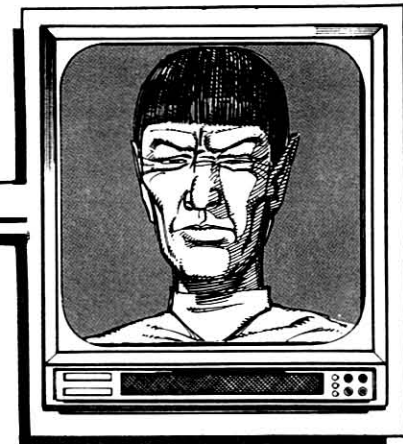
Sovar

Vulcan male -- Age 101

STR 75 END 72 INT 69 DEX 56 CHA 56

LUC 01 PSI 70

Significant skills:	Computer Op.	80
	Computer Tech.	89
	Elect. Tech.	20
	Physics	97
	Trans. Op. Pr.	34
	Trans. Sy. Tech.	91



ASSOCIATE RESEARCHER

Laurie Ann Destry

Human female -- Age 40

STR 58 END 51 INT 73 DEX 48 CHA 74

LUC 37 PSI 27

Significant skills:	Elect. Tech.	98
	Trans. Op. Pr.	51

ASSOCIATE RESEARCHER

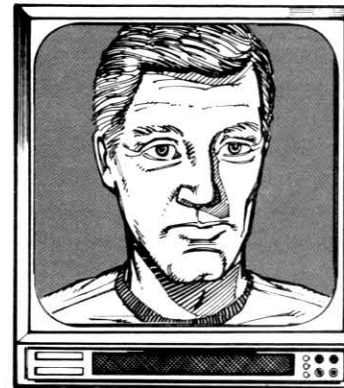
Dr. Samuel B. Clarkson

Human male -- Age 46

STR 67 END 68 INT 65 DEX 70 CHA 60

LUC 72 PSI 66

Significant skills:	Physics	61
	Trans. Op. Pr.	77
	Trans. Sy. Tech.	84



ASSISTANT RESEARCHER

Len Tanaka

Human male -- Age 33

STR 60 END 73 INT DEX 60 CHA 56

LUC 80 PSI 01

Significant skills- Mechanical Eng. 80



ASSISTANT RESEARCHER

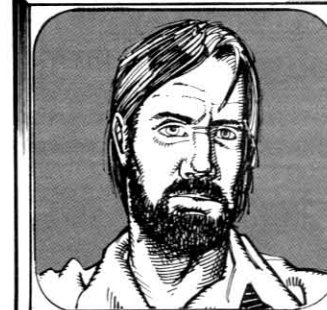
Tor Jacobson

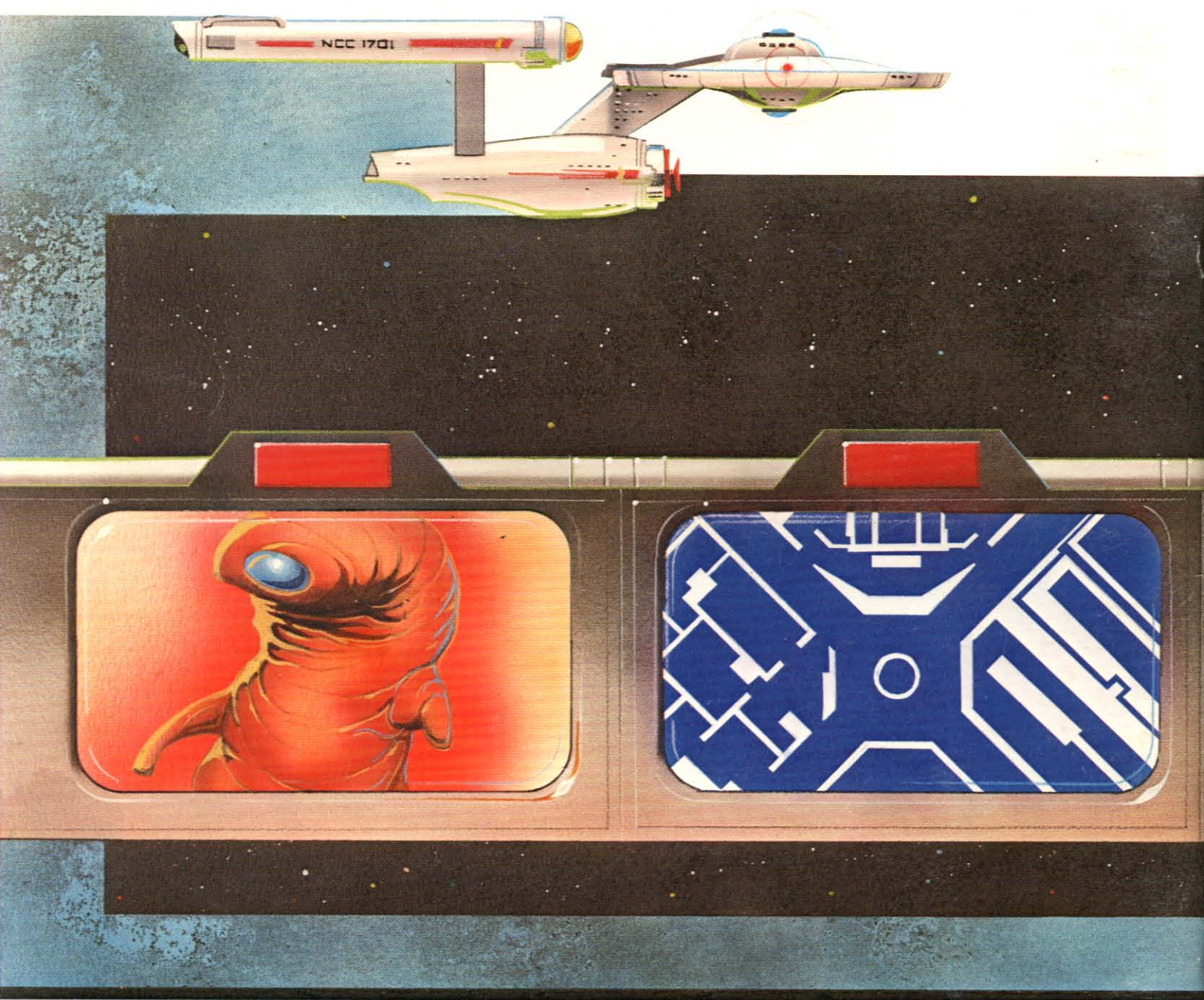
Human male -- Age 38

STR 73 END 72 INT 67 DEX 57 CHA 67

LUC 18 PSI 01

Significant skills;	St. Eng. (gen)	88
	Trans. Op. Pr.	94



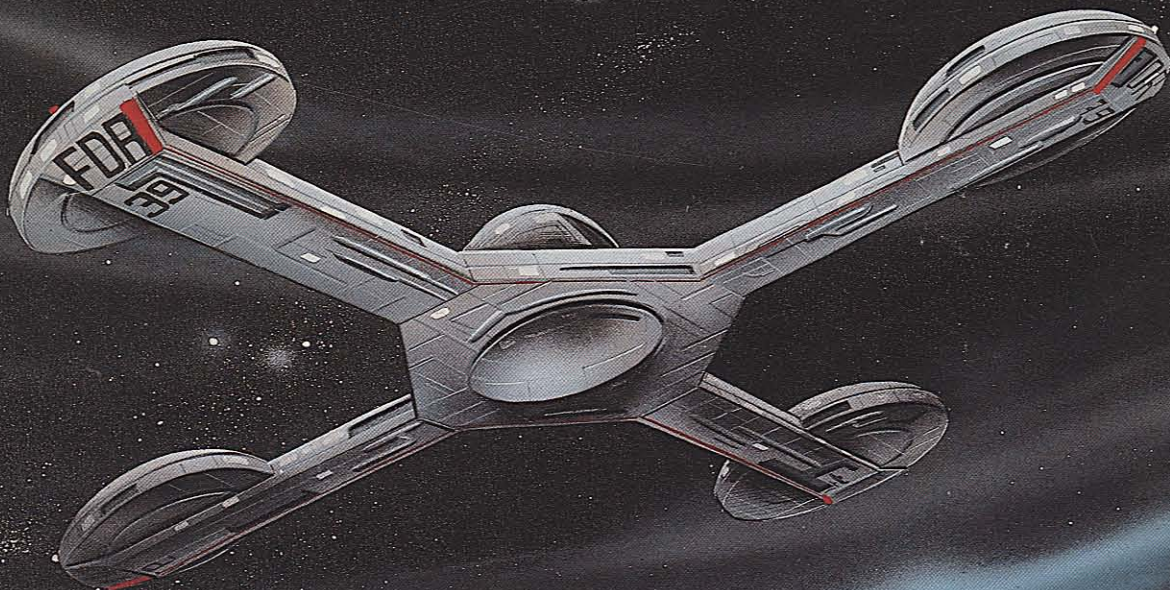


It started as just a friendly conversation—until suddenly there was no one left to talk to! The crew of the Federation Starship must find out why—before they too are among **The Vanished**.

This 40 page adventure contains a complete adventure scenario for **STAR TREK™: The Role Playing Game**, with all the necessary background material. Included are complete deck plans for FDR 39 and a complete crew roster for use with this adventure and beyond in your own scenarios. This gamemaster package can be used with campaigns set aboard the U.S.S. Enterprise or any other Federation vessel.

It started as just a friendly conversation—until suddenly there was no one left to talk to! The crew of the Federation Deepspace Research Station 39 has disappeared, and the crew of your Federation Starship must find out why—before they too are among **The Vanished**.

This booklet contains a complete adventure scenario for **STAR TREK™: The Role Playing Game**, with all the necessary background material. Included are complete deck plans for FDR 39 and a complete crew roster for use with this adventure and beyond in your own scenarios! This gamemaster package can be used with campaigns set aboard the U.S.S. Enterprise or any other Federation vessel.



FDR