

GHOSTS OF CONSCIENCE.....	5
The Adventuring Group.....	5
Background.....	5
Deep in Unknown Space.....	5
File Information.....	7
Approaching the Hood.....	7
The Retrieval Party.....	7
The Wreck of the Hood.....	8
Special Locations - USS Hood.....	8
Moving About on the USS Hood.....	9
Combat Encounters.....	10
Endgame.....	10
Designers' Notes.....	11

Ghosts of Conscience

WARNING: The material in this adventure scenario description is intended for use by gamemasters. In the interest of fairness and maximum enjoyment, do not read this material unless you intend to act as gamemaster for this adventure!

THE ADVENTURING GROUP

This adventure should be undertaken by the crew of a Constitution-class starship (either the U.S.S. Enterprise or one of her sister ships). Since most of the action takes place on board another ship of this class, use of the deck plans for the Constitution class is required. These plans, in miniature form, are part of the boxed set of **STAR TREK: The Role-Playing Game**. They are also available, sized for counters and 15mm miniature figures, separately from FASA. Use of the larger, more detailed plan set is helpful for combat situations.

NOTE: The ship involved in this scenario can be any Constitution class vessel. Where the text refers to the Enterprise, substitute the ship you are using. Certain aspects of this adventure will have special meaning for the Enterprise crew, however. If your campaign has established the U.S.S. Hood as your base of operations, feel free to change the trapped ship's name as well.

BACKGROUND

The captain of the U.S.S. Enterprise receives a set of sealed orders at Starbase 11. He is instructed to take his ship and proceed "with all possible haste" to a set of coordinates. Upon arriving, the sealed orders are to be opened and followed to the letter. The coordinates given do not correspond to any known star system, and are deep in unknown space. Actually, the coordinates do not refer to a single point, but to a course that the Enterprise must match at a certain place and time, leading the captain to believe that they are being sent to intercept some sort of moving object.

The Enterprise must proceed at Warp 6 for 5 days to reach the coordinates provided at the correct time.

DEEP IN UNKNOWN SPACE

As the coordinates in question are approached, long-range sensors indicate the presence of a highly unusual gravitational anomaly. If the captain is a non-player character, he will open his sealed orders at this point, but leave it up to the captain what to do, if he/she is a player character. If the orders are opened, give the information in that section to the captain. If not, the helmsman must attempt a saving roll on the Starship Helm Operation skill. If the roll succeeds, the ship is barely brought into the

proper course, despite a rapidly shifting set of gravitational stresses and a strange rotating magnetic field. If the roll fails, the coordinates are missed by a fraction because of the unexpected gravity shifts, and the ship takes damage from the unknown forces. (If the sealed orders were opened immediately, the captain is warned about what she/he is facing, and the helmsman needs make no saving roll).

If the ship takes damage as above, locate damage in a manner similar to ship combat. Roll 1D10 on the following table:

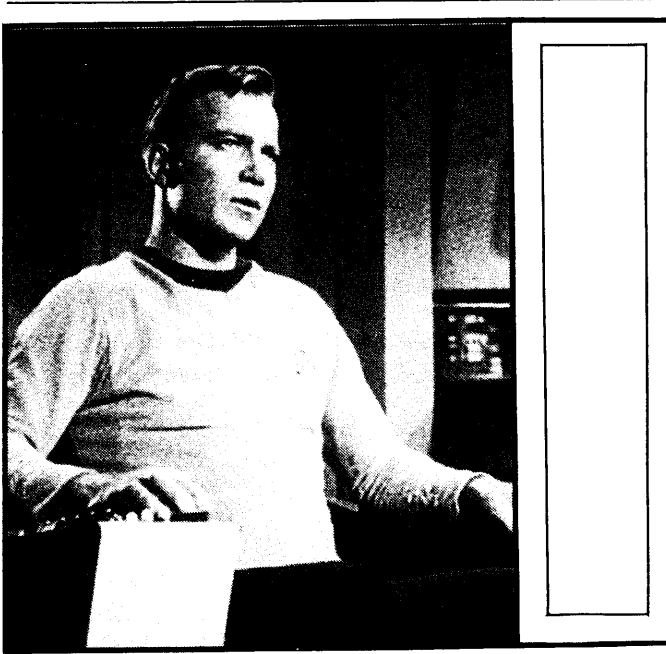
- 1 = Forward
- 2 = Starboard/forward
- 3 = Starboard/aft
- 4 = Aft
- 5 = Port aft
- 6 = Port/forward
- 7-10 = Roll Again

The ship takes damage, as if it had been hit for 1 point of damage on this side with shields DOWN. (Whether shields were really up or down is unimportant, as they do not protect against gravity stresses).

Make one damage roll as above for every 10 points (or fraction thereof) the Helm saving roll was missed by. Thus, if the helmsman has a Helm skill level of 45, and rolls a 72, make three damage rolls. Once the damage rolls are made, the helmsman is able to bring the ship around precisely where it should be, slipping into course and speed as provided by Star Fleet.

The crew will find that they are now trailing a true astronomical wonder. A pair of neutron stars — dense spheres of neutronium — orbit each other in a whirligig dance. As they rotate, they are moving rapidly throughout this previously unexplored section of the galaxy. Indeed, their projected course will not take them any closer to the Federation, nor anywhere near any other major spacefaring civilization.

The whirling neutron stars are responsible for the wild gravitational fluctuations. Now that the phenomenon is known, the helmsman can easily correct for the changes, especially at this distance. Harder to handle are the shifting lines of force of the stars' magnetic fields, which will jam all subspace radio transmissions and make sensor readings difficult. Despite this, long range sensors get a fuzzy reading indicating a ship may be trapped in the center of the spinning system itself. At this point, if the sealed orders have not yet been opened, they should be examined by the captain. The text of these orders is noted below.



STARDATE 7662.4
UNITED FEDERATION OF PLANETS
STAR FLEET INTELLIGENCE CORPS

TOP SECRET

TO THE CAPTAIN OF THE U.S.S. Enterprise:

On Stardate 7636.2, the starship U.S.S. Hood was ordered to your present coordinates on a top secret mission to investigate the astronomical phenomenon of two rotating neutron stars, first reported by a Federation scout in this area. Using instruments provided to them by Star Fleet Intelligence, plus their own ship's sensors, they were instructed to obtain information about the magneto-gravitic structure of the system, and how it affected the fabric of space in this area.

It is believed by a number of Federation scientists that such a series of magnetic/gravitic effects can create — under the proper conditions — a time/space interphase, such as that experienced by the starship U.S.S. Enterprise near Tholian space on Stardate 5693.4. DESIGNER'S NOTE: See the episode *The Tholian Web*. A greater understanding of this effect is considered to be of vital importance.

At some time during their observations, the Hood became caught in the gravitational field of the system and was drawn in. Before they were trapped, they managed to launch a message buoy. The buoy transmitted the news of their plight by subspace radio once it was out of the system's magnetic field. Security restrictions made it impossible for them to send back their gathered data in this manner, however.

The crew of the Enterprise is instructed to move the ship close enough to the rotating stars to locate the Hood. If possible, they are to beam aboard a party of volunteers to recover coded records from the Engineering, Medical, Life Sciences, Physics and Chemistry departments, plus

important summaries to be found in the possession of the ship's captain. Computer codewords for retrieval of this Top Secret data are provided with these orders.

According to the data provided with the Hood's message, the ship was likely to be drawn into an interphase area believed to exist at the center of formations like the one they were observing. The Hood was provided with drugs devised to combat the madness-inducing effects of close proximity to an interphase area, but the Hood reported that such drugs were proving to be less effective as duration close to the phenomenon increased. Thus, though survivors on board the Hood are unlikely to exist, such survivors are to be considered dangerous and are considered expendable.

Individual crew members of the U.S.S. Enterprise are also considered expendable, but the information MUST be retrieved and returned to the Intelligence Corps officer at Starbase 11. Thus, the survival of the Enterprise is of primary importance, as it is the only capital ship capable of such a mission presently in the quadrant and near enough to help.

Once the information is retrieved, the Hood is to be destroyed by the Enterprise, for security reasons.

Again, drugs for combating the detrimental effects of interphase have been provided in sealed containers in the Enterprise's cargo holds. These drugs should be administered to all personnel aboard, with heavier doses given to the volunteer party aboard the Hood. We warn again that the drugs begin to lose effectiveness after a time, so haste in accomplishing the mission is advised.

Retrieval of the necessary data is considered the top priority by this office. Details of the mission are to be provided to the crew only on a "need to know" basis, at the discretion of the captain. The retrieval party is to be all volunteers, but it is recommended that at least one medical officer, one astrophysics specialist (perhaps the science officer), and one engineering officer be present. In addition, security regulations require the presence of at least one security officer above the rank of Lieutenant J. G.

(signed) Admiral J. L. Kilgore
Star Fleet Intelligence Corps
Starbase 11

FILE INFORMATION

The captain and members of the landing party will certainly wish to consult the files regarding the Enterprise's earlier experiences with an interphase phenomenon. (The episode *The Tholian Web* presents this mission's results). The following notes can be called up from the computer files, for use in briefing the characters (particularly if they are NOT Enterprise crewmen already familiar with the situation). Players who are not familiar with the episode in question will especially need to see this information.

INTERPHASE: This phenomenon has been described as a "flaw" in the fabric of space-time. It is a pocket outside of known reality — perhaps a doorway to alternate universes. Such an area has only been closely observed once, in an area on the fringes of Tholian space, by the crew of the U.S.S. Enterprise. At that time, the interphase area was in deep space, apparently a natural phenomenon. It is believed by Star Fleet astrophysicists, however, that such an area could be created artificially by rapidly shifting gravitic and magnetic fields of great strength.

When in the close proximity of an interphase area, the synapses of the brain seem to be subtly affected. Sensory distortion results after a time, leading eventually to madness, with the victim most often becoming violent — even homicidal. Drugs have been developed that inhibit this effect, but these drugs lose their effectiveness after a time.

Within the actual interphase area itself, an object is caught between universes. Any use of large amounts of power (including the use of beamed weaponry and warp drives) disturbs the interphase area, and may cause objects to shift back and forth randomly between universes. Such objects may appear and disappear at random, or appear only as ghostly images.

APPROACHING THE HOOD

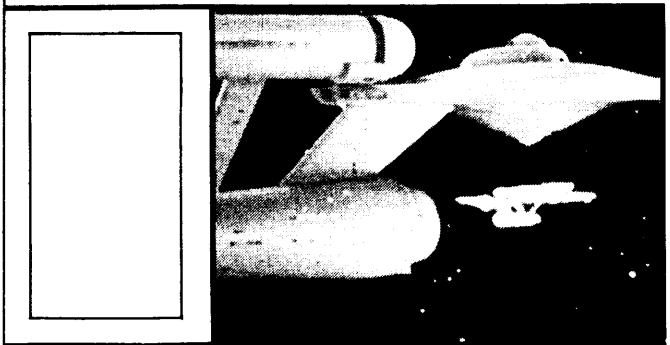
As expected, the ship trapped at the center of the interphase area is indeed the Hood. Sensor readings taken at the time of the Enterprise's arrival indicate that it shifted momentarily into the "other" universe beyond the interphase momentarily at that moment. (This was probably due to the effect of the Enterprise's warp engines). If not further disturbed by warp power or weapons fire, the computer projections indicate that the Hood will remain stable for 5 hours before shifting again. This gives the Enterprise party a "window" in which to operate.

To beam over a party, the Enterprise must approach closer on impulse power only. At the moment of closest approach, there will be one chance to transport. (Therefore, the party can be no larger than seven people — no more can be transported by one location at once safely by the more reliable standard transporter). The Enterprise then withdraws outside of transporter range for three hours. At the end of this time, it will make a second close pass, beaming aboard the party. Communicators will not penetrate the magnetic interference to contact the ship (though they should work for communication among

landing party members on the Hood), so the characters must be gathered at one predetermined location (the bridge is suggested) for beam up at the end of three hours.

If the rendezvous is missed by one or more, the Enterprise will have time for one more pass one hour later, beaming up any stragglers who have reached to drop into the other universe, never to return. By that time, the Enterprise should have retrieved the landing party and set course for home.

Each approach attempt is tricky, requiring split-second timing and great skill at the helm. Gravitational gradients shift quickly, and sensors are of limited help in compensating for these gravitational shifts, due to magnetic sensor interference. For each approach, require a saving roll as before on the helmsman's Starship Helm Operation skill. Failure means the helmsman has misjudged the approach slightly. Damage is taken from gravitational stress. Roll once for damage as before, as if struck by a weapon for one point of damage with shields down. If the damage result calls for bridge personnel to be shaken about, consider that the transporter room people were shaken as well. No attempt to transport can be made in this case, and it will take 30 minutes to reposition for another try.



THE RETRIEVAL PARTY

Sensor readings are fuzzy, but they indicate that the Hood is basically structurally sound and has an atmosphere. There is no power being produced by the warp engines, but it is possible that impulse power will still be running lights and routine services. Considering that the Hood has been here at least 8 days, it is unlikely that any survivors will be encountered. To be on the safe side, however, the captain (or whoever commands the party) will certainly wish to issue phasers — perhaps Phaser II.

The information to be retrieved will be in the ship's computer, but each part can only be accessed at one certain location, with a special set of codewords provided with the sealed orders. These locations are:

- Special Studies Lab - Deck 3 - Primary Hull
- Primary Hull Engineering Section - Deck 6 - Primary Hull
- Main Medical Lab - Deck 7 - Primary Hull
- Main Engineering Section - Deck 16 - Secondary Hull
- Botany Section - Deck 18 - Secondary Hull

Before the retrieval codewords will work, however, a special override program must be initiated from the bridge computer station. Thus, it is probably easiest if the retrieval team is beamed to that location. This, of course, is entirely up to the team's commander or the captain.

In addition, the team is to retrieve the summaries and personal notes made by the Hood's captain. Security procedures would call for this information to be stored separately from the computer, on a memory ship which would most likely be kept in the safe in the captain's cabin on deck 5 of the primary hull.

THE WRECK OF THE U.S.S. HOOD

When the retrieval party materializes, they will find the Hood a darkened, empty derelict. Only the emergency lighting systems are operating, making the rooms and corridors gloomy chambers. Most rooms are a shambles of broken instruments and corpses can be found in the corridors. Almost all have died violently. Crewmen and women will be found murdered — by each other.

It should become apparent to the party after visiting a few areas that there are quite a few less bodies than there should be! Don't up and tell them this — let them infer it from your descriptions. For instance, if they beam in on the bridge, point out off-handedly that only a few bodies are there. Corridors will have a body or two here and there, but most staterooms and small areas will be empty. If someone in the party gets suspicious and starts paying attention to the number of bodies, you may then confirm that the ship does seem to be somewhat emptier than it should.

When the players start to move about the ship, they will soon learn what happened to the crewmen who are missing. Each time a new major area is entered (like a lab, engineering section, bridge, etc.), or every 5 minutes of real time, roll 1D10, and consult the following table for results.

1-5 Nothing happens

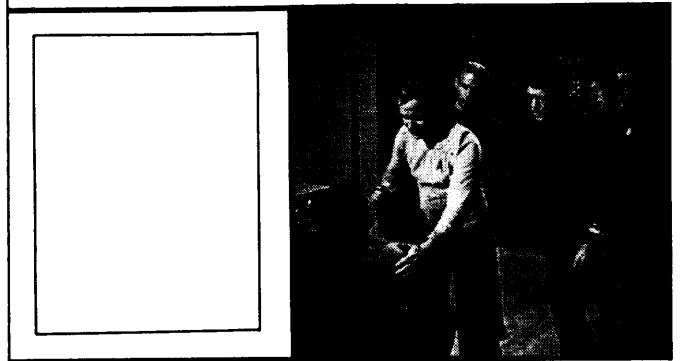
6-7 A member of the party (determine randomly) glimpses movement out of the corner of his/her eye. Investigation reveals nothing. After a few such incidents, characters will begin to make out momentary flickers of ghostly images of people.

8 A ghostly image appears in full view, lasting for several seconds before vanishing. Each image should be of a different person or group of people. The people are wearing Star Fleet uniforms and seem to be in distress or torment. Groups may be fighting among themselves. Use your imagination and give vivid descriptions. Some of the "ghosts" may see and react to the party (violently), but they can neither be touched nor heard - only seen.

9-10 Another ghostly image (or images) appears. (Roll 1D10-5 for the number of figures, with a minimum of one). They can see and react to the party.¹ They will flicker momentarily, then suddenly become solid! The party will be immediately attacked by the insane crewpersons! (See notes on combat situations below . . .)

The best approach is NOT to roll the first few such encounters, giving the characters a chance to build some caution (and get very, very nervous!) Let them notice a couple of movements (as in 6-7 above) first, then actually see a figure clearly (as in 8 above) before starting to roll randomly. If the gamemaster desires, he/she can simply make up ALL the encounters as they become dramatically desirable. There is nothing inherently unfair about this approach to these encounters IF AND ONLY IF the gamemaster realizes that her/his aim is NOT to kill off players, but to give them a challenging, exciting game! If you have any doubts about your motives, use the random table.

The special locations where information must be retrieved from computer terminals are noted below, along with little problems they may encounter in certain areas. Feel free to leave out some of these hazards, if you think they will prove too difficult for your party. If things are going too smoothly, devise additional hazards to restore game balance.



SPECIAL LOCATIONS — U.S.S. HOOD

TURBOELEVATORS: These aren't working anywhere on the ship. There's nothing wrong with the systems, but one insane crewman accidentally threw the main switch-off in the elevator repair room on deck 6. (The party won't know that, of course, though a cursory examination of the circuitry by someone with the general engineering skill will reveal that the elevators have been turned off, probably in the maintenance ship). The players could go there and turn them back on, and the gamemaster should allow this if they want to do so. It would probably be just as fast, however, to simply use the gangways and stairs. (See notes on moving about the ship presented just after this section).

BRIDGE: As stated earlier, there are only a few crewmen here. It looks like those whose bodies remain had a great battle. Consoles have been smashed with heavy objects and bodies are sprawled awkwardly. The computer console at the science officer's station is broken, thanks to a swung chair. If inspected by someone with 10 or above skill level in Computer Technology, it will be found to be repairable. One attempt at a saving roll on that skill may be made each 10 minutes of the game time. Success means the computer is repaired enough to give the codewords that free the other stations to release data when requested.

SPECIAL STUDIES LAB (D3 PRIMARY): This is the lab where most of the research was coordinated. There are two dead crewmen here who apparently killed each other. The computer terminal is intact, though. When the information is requested and codewords given, it will be transferred to a memory chip, which will then pop out of a slot. At the same time, the information will be scanned on a small viewscreen. (This will be true at each location where information is requested).

If the players wish to look at the information readout on the screen, it will zip by too fast for detailed reading. They will get the general drift of it, though, and discover the real purpose of the Star Fleet Intelligence Corps' interest in the interphase phenomenon. The intelligence corps intends to use the information in attempts to create an interphase condition under controlled conditions, with an eye toward making a weapon out of it.

An "interphase gun" would be a powerful weapon, indeed, capable of making an entire ship — perhaps a whole fleet — vanish out of space/time altogether! The reasons for tight security are immediately obvious.

CAPTAIN'S CABIN (D5 PRIMARY): The door into this area will not open normally and must be cut through with phasers. (This will take about 10 minutes, and will drain one phaser entirely — these doors are reinforced! Of course, there are plenty of phasers around on the bodies of security men and in the armory. It is possible the players will not think of this, and the gamemaster should not point it out if they forget!) Once inside, they will find that the door mechanism has been deliberately jammed from the inside. The body of the ship's commanding officer, Captain Hugo Revere, is slumped in a chair at the computer console, his hand resting on a memory chip near the readout slot.

If the tape is played, it proves to be Capt. Revere's final log entry. He is responsible for the ship still having impulse power for lights and routine systems. He explains how he jammed the door when the rioting got out of hand to protect the main power busses, having observed that the maddened crewmen did not have enough sense remaining to make an organized effort with phaser to cut through the door. He knew someone would be sent to retrieve the data, and saw to it that the ship's power would still be on when they arrived. He further explained that he has taken poison from the sick bay stores, to insure he will not go mad and undo the protective measures he has set up. Revere also reveals the combination to his safe in his cabin, which contains the all-important summaries and other notes on a data chip.

Capt. Revere's last words are especially revealing;

"I have performed my duty, as you who listen to this must perform your own. This duty has cost the lives of over four hundred fine men and women — my comrades and friends. I pray that, if this terrible new device is ever constructed, it will be controlled by far wiser men than those who sent us on this god forsaken mission in the first place. Let their ghosts be your conscience. The best of luck to you, whomever you are. Carry out your orders. Revere out."

The information can be retrieved from the computer with no difficulty, dispensed as a data chip. If scanned, this data reveals a lot of technical information, but nothing particularly interesting.

MAIN MEDICAL LAB (D7 PRIMARY): This is a particularly gruesome area. Throughout sick bay, doctors and nurses have turned surgical instruments on each other or on themselves. The information in the computer is intact and can be retrieved as a data chip and scanned. In his report, the medical officer notes that he is doubtful current ships could carry adequate shielding against the effects of the interphase to make its use as a weapon practical. A personal note appended to the information soundly denounces the whole idea as "stupid and totally without merit", and "contrary to everything Star Fleet stands for".

MAIN ENGINEERING SECTION (D16 SECONDARY): This place is a total ruin, with warp power completely shut down and consoles smashed beyond repair. Miraculously, the computer console itself still works, albeit a bit sluggishly. A saving roll on the computer operation skill must be made successfully to get the information transferred to a chip. (If the first attempt fails, an attempt may be made every 10 minutes until success is gained).

If the information is scanned, it will reveal the chief engineer's observation that the power required for such a weapon is far beyond what any ship currently existing can produce, approaching that generated by a major industrial world.

BOTANY SECTION (D18 SECONDARY) This is more of a garden than a lab, but there is a small terminal where the information can be obtained. Nothing particularly useful will be learned by scanning the data as it is loaded onto a data chip.

MOVING ABOUT ON THE U.S.S. HOOD

Since the Hood is virtually identical to the ship your player characters serve aboard, there should be no secret about where things are and how to get there. With the turboelevators out, it will take time to get around, but that is all.

The simplest method of playing out the scenario is to lay the deck plans for the Constitution-class cruiser out in front of the players and let them show you where they want to go. The CHARACTERS know quite well where any major section of this ship is located, even if the PLAYERS are new and not familiar with the plans. Help them out when they ask directions to a particular place common to all ships of this type. For specific data about things unique to this ship, they may want to consult any computer terminal for information, but don't help them unless they do.

Have them show you the route they will take to go from place to place, but don't make them move it out in combat turns until you determine something unusual (like a combat encounter with crazed crewmen) is about to occur. Let them examine the maps as much as they want — this is a familiar type of ship, and not a labyrinth.

COMBAT ENCOUNTERS

When ghostly figures start showing up, the players should start to worry. Even so, the first time one becomes solid and attacks, they may be surprised. Crazy crewmen will not use phasers and such, or exhibit any coherent strategy or cooperation. Still, they will fight in a "berserk" fashion, ignoring normal rolls for unconsciousness until the unconsciousness threshold is passed.

For simplicity's sake, don't try to roll up statistics for each crewman or crewwoman that pops up. Instead, use the following statistics, which have been modified to allow for berserk rage and lack of intelligent strategy.

STR 70 END 50 INT 20 DEX 50 CHA 30 LUC 40 PSI 0
PERSONAL COMBAT (unarmed): 20

Some crewmen will pick up heavy objects, others will just go into hand-to-hand combat. Note that they are likely to attack each other as well as the party, although the more unfamiliar party will be the main target.

Though the Hood is primarily crewed by humans, throw in an occasional non-human crewperson, modifying the statistics above using the racial modifiers noted in the section of the rules on creating characters.

Each time phasers are used on board (against crewmen, or as a cutting torch) roll 1D10. On a roll of 1 or 2, the ship lurches and flickers in and out of existence momentarily, indicating that the use of phasers is disturbing the interphase. No other effect is created by the use of phasers, but the FEAR of disturbing the interphase will probably cause players to limit their use of phasers, evening the odds somewhat against crazy crewmen.

Also remember that crewmen can phase OUT of this universe as easily as IN! For each turn of combat, roll 1D10 for each insane crewman. On a roll of 1, that crewman flickers and fades away! (The truly vicious game-master could require players to make a LUC save each time they disturb the interphase with phaser fire. Failure would cause that crewman to flicker in and out of the "other" universe beyond the tear in space-time. A second LUC save attempt would have to be made immediately. If that one succeeded, the player remained in this universe. If it failed, the player was lost into the other universe. This is not recommended by the designers, though it is a realistic possibility, as we dislike killing off player characters through no fault of their own. Use your own judgement, based on how loud your players are likely to howl if an important character is lost.



ENDGAME

Once the information is gathered from terminals all over the ship, the characters should meet in the pre-designated area for beam up on schedule. While they are waiting for pickup, throw one last encounter at them.

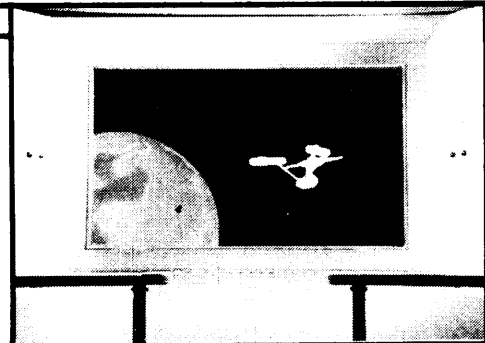
The ship flickers briefly, and suddenly a number of crewmen blink out of nowhere. (Choose the number of attackers for play balance. There should probably be about the same number as there are members of the retrieval party). These crewmen attack, very near to the time for pickup.

Let the battle continue for a few turns, then beam the characters aboard. Any insane crewmen at the retrieval site will also be beamed aboard. These people are still insane, but no longer subject to being drawn away into the other universe. They must now be restrained (giving you one last battle in the Enterprise transporter room!), but they can probably be cured.

The beaming back of the insane crewmen may lead characters to think about ways of rescuing others. It might be suggested by a non-player transporter technician that another pass be made (if there is time), with a multi-person emergency transporter used on wide-band acceptance to beam aboard any living beings it can grab. The procedure is dangerous, but the crewmen aboard the doomed ship have nothing to lose.

If the procedure is attempted, the Enterprise must take the same risks outlined in the section of the scenario dealing with the beam-down pass. At the critical moment, one 22-man transporter is activated. Roll 2D10+2 to determine the number of life patterns picked up by the transporter, then attempt a saving roll on the transporter operator's Transporter Operations skill level for each pattern. Each roll that fails means that crewman was lost in transit, but each success brings one crewman aboard. (I hope someone in the party thought to provide security personnel to restrain so many insane crewmen).

The use of so much transporter power so near the interphase area will affect the interphase, however. The Hood will flicker in and out of this reality several times, then vanish forever. Still, some may be saved. Star Fleet expected no survivors, but perhaps the Enterprise can beat the odds once more, bringing back the information, and a few crewmen — ghosts to haunt the conscience of the Star Fleet bureaucracy.





DESIGNER'S NOTES:

First, a quick note about interphase, environment suits, and *The Tholian Web*. In that episode, Kirk survives being shuttled back and forth in space-time only because he is wearing an environment suit. Presumably, in the "other" dimension Kirk is trapped in for a time, there is nothing but vacuum. McCoy has to give him Tri-Ox to revive him when he is finally beamed aboard.

So why are my ghostly crewmen still alive? The honest answer is "because it makes the game more interesting that way". Frankly, anything else detracted from the atmosphere (excuse the pun) of the scenario. It was a purely pragmatic decision on my part as a designer. If this minor point spoils your enjoyment of the game, I apologize. Feel free to rework in any logical way you wish.

I can think of several ways the crewmen could have survived. Perhaps the other side of this particular interphase area intersects a planet with atmosphere. It is also possible that the crewmen do not actually fade entirely into the other universe, but are held "in transit" (such as is possible with the transporter), not needing to breathe. (This would make it similar to the "corridor" in which Lazarus traps himself and his double in the episode *The Alternative Factor* . . . There! That provides me with a precedent from STAR TREK lore after all!) It is also quite possible that physical laws do not work the same on the other side of this "tear in space-time".

If it bugs the players, explain it in one of these ways, or make something up on your own. I really felt, in this case, that the story was more important than the scientific point. So sue me — STAR TREK did the same thing any number of times.

* * * * *

This scenario grew out of my desire to express my feeling that any bureaucracy, no matter how benevolent, can be led into colossal blunders if they allow people to be subordinated to the pursuit of singleminded goals. No doubt in the enlightened world of STAR TREK's future such tragedies will be few and far between, but they will occur. When they do, it will take the bravery, resourcefulness, and compassion of the individual commander and crewman to salvage whatever she or he can from the waste of bureaucratic foolishness.

Perhaps this theme is too weighty for an adventure game, but *Ghosts of Conscience* is also a good adventure without consideration of its moral. The television series STAR TREK was not content to merely entertain. Gene Roddenberry and company attempted to reflect how the concerns of today's men and women would affect the people of STAR TREK's tomorrow. Therefore, we occasionally incorporate these concerns into the game, to remain true to STAR TREK's ideals.

Players are likely to get pretty upset with Star Fleet over this whole thing, particularly since the evidence they are gathering (if they bother to watch when it displays) indicates that the interphase effect will not make a practical weapon in any case. (Honestly, anyone with a little sense could have told them that. This whole thing must have been planned by a very short-sighted bureaucrat. Such things DO happen, however, even in the finest organizations).

If Kirk is involved, he would most likely do his duty and turn in the information — but he would raise an incredible fuss, perhaps jeopardizing his career in the process. With his clout due to his phenomenal record, he would be likely, in the end, to win out, and probably could at least get the idiot bureaucrats who planned the mission demoted to apprentice deck-scrubbers.

Spock, who abhors any unnecessary endangering of life, would be even more profoundly affected, but he would approach things from a logical Vulcan standpoint. It would not be out of character for him to take matters into his own hands and find an eminently logical way to have the evidence accidentally destroyed before it could be turned over to the Fleet.

Let your players work out what they want to do on their own, but this designer won't be disappointed if they find a way to thwart Star Fleet's intentions without violating their sense of duty or getting caught violating orders. (They'd best be very careful if they want to avoid a court-martial. But if they decide to risk it, give them a reasonable chance to get away with it).

If your players take this adventure personally, and react with indignation and caring to the loss of the U.S.S. Hood, this designer will feel he has succeeded — at least a bit — in an attempt to be true to the ideals that make STAR TREK a legend.

Guy W. McLimore, Jr.