

## Episode 5 "Short Secret of Ghosts"

### Gamemaster Preface Notes

The events of this adventure take place before the Enterprise encounters the Romulans in the TOS episode, "Balance of Terror". Take special note that players are careful not to use knowledge that would not be available to them during this particular time period. The adventure is one of the episodes that lead to the final adventure, episode 6, "Road to the Stars". For reference sake, the others are episode 1, "Drag Net", and episode 3, "The Heart of Kaha".

The Romulans become aware of the Federation's research into a torpedo weapon that uses advanced transporter technology to arrange molecular structures on a near planetary level, code named "Photon X" (The weapon is the pre-cursor to the Genesis Device, knowledge that is also not privy to player characters). The Romulans send a pair of V-40 cruisers to attack the base and retrieve whatever data and research equipment is on the base. The attack is interrupted by the USS Flagstaff, the ship assigned to patrol the area around the base. The Romulans make short work of the under gunned Anton class cruiser and decide to await the arrival of the USS Essex and dispensing with it before returning to the base. The Romulans did manage to retrieve enough data to reconstruct the scientists' research, the remaining equipment and the destruction of two capital ships would be a tremendous victory for them.

Initially, this adventure was meant to be a short, Starship combat scenario with a couple of little clues thrown in here and there about the overall campaign subplot. However, the particular group I game with seldom allow for 'throw away' adventures by asking questions, and forcing details. Some of the details and notes are from that. Be wary of the players' imaginations. I always find it helpful to force the players to ask the questions, rather than just providing a continuous narrative. Good Luck!

Stardate 2306.16

The USS Essex has been dispatched to patrol once again near the Klingon border. Aside from minor subspace disturbances, there is nothing of note to report.

A subspace communication breaks the monotony of the bridge. Starbase 10 reports that a distress signal has been received from the Regis Research Facility. The USS Flagstaff, an Anton class cruiser, has been patrolling the area and has not responded to any hails. The Essex has been ordered to respond immediately. At warp 8, the Regis star system is one hour away.

### Regis Star System

The research station is located in an asteroid belt that rings the trinary Regis star system, a relatively quiet area of Federation space. The Regis system has six planets, all of them gas giants. The asteroid field that surrounds the system is quite dense, dimming the stellar brightness of the three stars.

The research done by the base is listed as classified by Star Fleet Command.

As the Essex approaches, the base is not responding to any kind of hailing. General sensor scans of the area show no signs of the Flagstaff, although there are sporadic energy readings in the area, possibly indicating beam weapon fire.

### The USS Flagstaff

On approach, a sensor roll at +20 (to roll) will indicate impulse drive radiation residue left behind by the Flagstaff. Another roll will locate the remains of the Flagstaff within the asteroid field. Small pieces of the saucer hull remain, the rest of the ship is scattered amongst the asteroids. If the players decide to analyze the hull fragments, they will discover that they do not retain the expected composition of Federation hulls. A Starship Engineering roll at -25 (to roll) will reveal that the composition has changed due to massive energy discharge (re: 'Balance of Terror').

When I presented this scenario, the players wanted to transport aboard the remains of the saucer section to search for survivors. I decided that radiation interference prevented them from detecting any life signs with ship sensors or tricorders.

Nothing remains of the warp nacelles and the aft sections, except for a field of scattered debris. Amongst the debris float the remains of the crew.

From the exterior, the bridge remains relatively intact compared to the rest of the ship. Beaming onto the wreck is possible however, the landing party will need environmental suits and a light source. A saving roll vs. Transporter Op at +10 (to roll) is required to safely transport onto the Flagstaff. The darkened bridge emits an eerie aura of trepidation as the landing party begins to investigate. The bridge crew is still present, their broken bodies strewn about. Most of the stations appear to be damaged and destroyed, presumably from the attack, and a thin layer of soot trace the landing party's step. None of the shipboard systems appear functional. The Chief Engineer or a landing party member with a Starship Engineering skill of >10 will immediately recognize that the emergency power systems were disabled or destroyed. The same individual can hook up temporary power from the Essex in 1d10 less their Starship Engineering skill/10 hours. Even if limited power is restored, no environmental systems will reactivate, nor will any of the main systems, save for the backup computer systems. The ship's log from the last several will be made available once the power is activated. During my game, the characters opted to transport the entire computer core from the hull, which I permitted them to do in half the time it would take to power the hulk, at the expense of taking more time to retrieve the data contained therein.

The logs from the last several days indicate that the ship has been helping the researchers test a weapons guidance system within the asteroid field and registering the results for analysis. The torpedoes had no charges and broke apart on impact. Several entries mention the ship being part of a project called "Photon X", though mentions no specifics as what the project entails. A roll vs. Starship Weaponry Technology or Starship Helm Op at +10 (to roll) will indicate that the ranges listed in the records are many times beyond the range of current photon torpedoes. A roll vs. Starship Engineering at +10 (to roll) reveals that the ship's flight recorder shows a marked increase in communications and computer processing power. The ship's flight recorder tells that the ship responded to an open distress signal from the Regis Research Facility and was soon attacked by an unknown entity. Surprisingly, the ship's sensor logs show nothing in the immediate vicinity of the outpost. A roll vs. Starship Sensors at +10 (to roll) reveals discrepancies in the nearby area. DeBroglie distortions indicate possibility of a number of vessels in the area.

### **The Regis Research Facility**

The Regis Research asteroid appears to have been recently bombarded, presumably by some kind of energy attack. The surface of the 3-kilometer asteroid has a thick layer of mist that has yet to settle from the attack. A large crack down the center is releasing a gas, swirling the gray mist upward in a mushroom shaped plume. All exterior features of the facility such as the sensor array, landing pad, airlock, turboshaft, etc., have been obliterated. A sensor roll is required to determine that the energy reading is unlike Federation or Klingon weapons. The gas is the interior atmosphere of the base. The particulate matter surrounding the asteroid and the radiation residue prevents accurate scans of the base. Sensor scans seem to indicate that the interior of the base is still afire in some places. Transport within the base is possible, with some risk. A roll vs. Transporter Op at +20 (to roll) to beam within the base safely.

The landing party beams into a corridor near the main laboratory. A thick cloud rides along the ceiling. Light panels throughout the hall are flickering on and off, coinciding with random sparks coming from open conduits. Down each end of the corridor is a warm flickering glow casting light on the walls. Characters using tricorders will need to make saving rolls at a +10 (to roll) to filter out the radiation and gas.

Not much remains of the main laboratory: The ceiling has caved in several areas, the main control panels have been distorted due to the intense heat, and a faint hissing can be heard as the atmosphere leaks out into open space. Remains of the handful of scientists stationed here are badly burned. A roll against Starship Weapon Technology at +40 (to roll) will reveal that some of the equipment that remains has characteristics of weapon guidance systems, specifically, photon torpedo launch systems. Players with a Security Procedures skill >40, and a Computer Op skill >40 may attempt to decrypt the sensitive files. I had the PC lump and average these scores, then make a saving roll. The information revolves around the Photon X torpedo, including research results and schematics.

If the player continues tricorder scans and make an appropriate save, they will detect several new life forms transporting into the facility. If not, the players get ambushed by a Romulan assault team. Be sure to coincide the ambush with the starship attack, separating the landing party and the ship. Base the number in the Romulan party on the number of members in the player's party.

### Romulan Centurions

STR: 72 END: 65 INT: 47 DEX: 66 CHA: 40 LUC: 44 PSI: 17

Marksmanship modern: 65

Personal Combat (unarmed): 61

Mk II Disruptors

Security Armor / 50 pts

### Star Ship Assault

I figured on two options to approach the Romulan ship encounter. The first is an all-out surprise attack on the Essex by one or two Romulans coming out of cloak. The second is more of a suspenseful, cat and mouse chase through the asteroid belt, then forcing an exchange when the Romulan ship or ships become cornered. Use whatever works best for the people you game with.

In either scenario, it would be ideal for one of the Romulan ships to escape (presumably with some of the data). Remember: This adventure takes place before 'Balance of Terror', so, pay attention to your players to be sure they don't use knowledge unavailable to them.

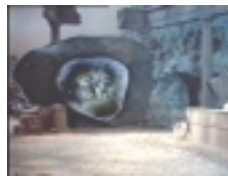
A sensor scan of the nearby area shows an odd movement of asteroids, as if they were being deflected. A roll against Starship Sensors at +10 (to roll) will locate impulse discharges, suggesting a ship in the area.

### Gamemaster Notes

The following pages include statistics for the various ships: Anton, V-8, and the Constitution classes as they appear in FASA's ship recognition manuals. I included stats for the Anton in case some players are more combat minded and wish to play out the Romulan ambush on the Flagstaff. If some of these ships are not applicable to your specific campaign, change them at your discretion, naturally. Some players (like mine) are not familiar with some ship designs like the Anton class, so, you may want to copy the image(s) onto blank pages as a handout during play.

The last page is an all-purpose map for the inside of the Regis Facility for your convenience. When I ran the adventure, I made up the room on the spot and drew it on a vinyl map (I tend to ad lib a lot...). The map comes from one of the FASA modules ("A Witness for the Defense"). Use paintbrush (or other paint program) to insert debris, fire, and room labels. Or print out that page and write them in.

If anyone has any additional ideas, backgrounds, questions or comments about this adventure, feel free to E-mail me at: [ufc465537@yahoo.com](mailto:ufc465537@yahoo.com).



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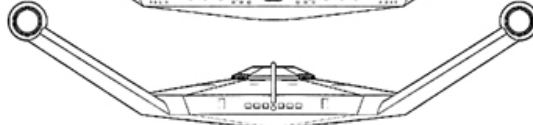
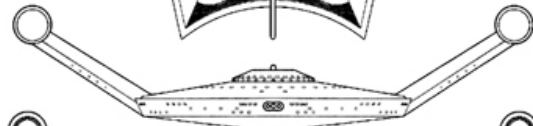
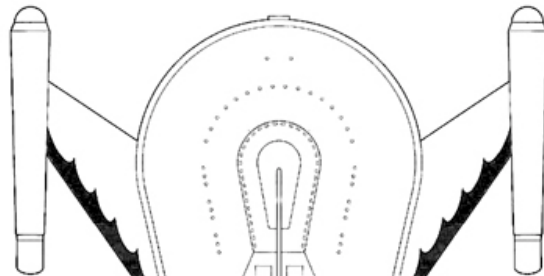
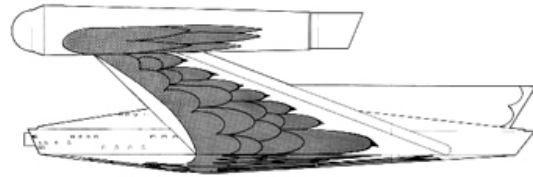
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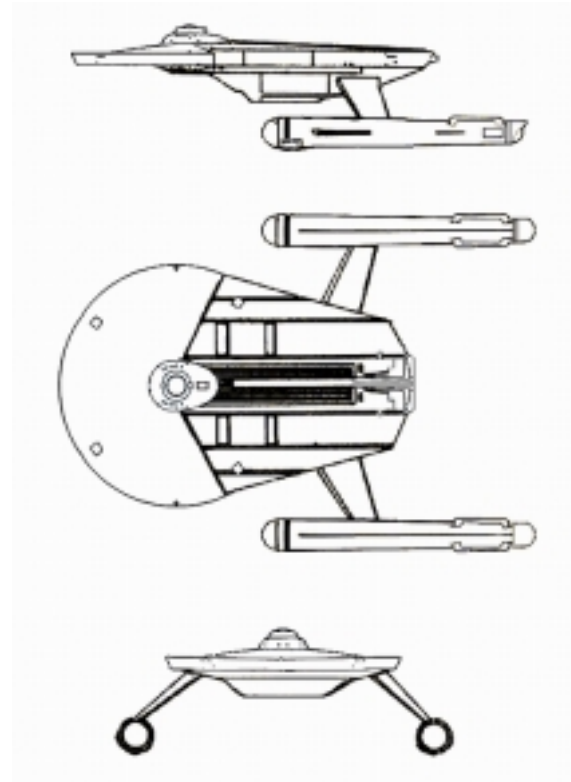
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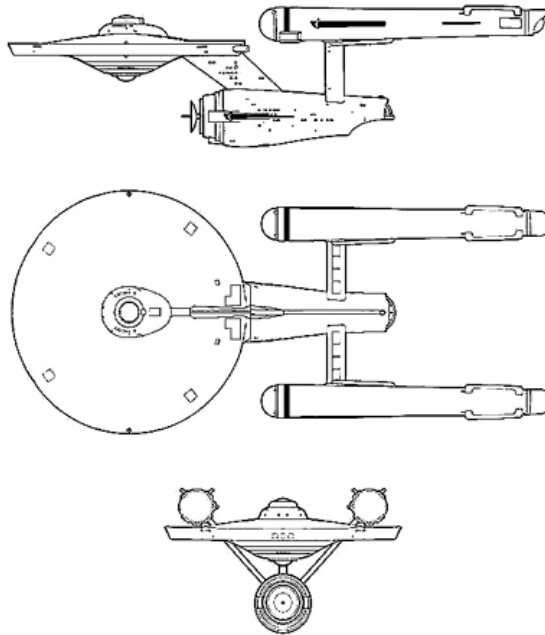
### V-8 (Bird Of Prey) CLASS VI CRUISER

<b>Construction Data:</b>	
Model Number —	Type 1
Date Entering Service —	2100
Approx. Number Constructed —	21
<b>Hull Data:</b>	
Superstructure Points —	15
Damage Chart —	B
<b>Size</b>	
Length —	136 m
Width —	199 m
Height —	67 m
Weight —	67,100 mt
<b>Cargo</b>	
Cargo Units —	48 SCU
Cargo Capacity —	2400 mt
Landing Capability —	None
<b>Equipment Data:</b>	
Control Computer Type —	R4M
Transporters —	
Standard 9-person	1
Emergency 20-person	1
Cargo	1
Cloaking Device Type —	RCC
Power Requirement —	15
<b>Other Data:</b>	
Crew —	150
Shuttlecraft —	None
<b>Engines And Power Data:</b>	
Total Power Units Available —	26
Movement Point Ratio —	3/1
Warp Engine Type —	RWC-1
Number —	2
Power Units Available —	12
Stress Charts —	M/P
Maximum Safe Cruising Speed —	Warp 4
Emergency Speed —	Warp 6
Impulse Engine Type —	RIS-1
Power Units Available —	2
<b>Weapons And Firing Data:</b>	
Beam Weapon Type —	RB-4
Number —	1
Firing Arcs —	port/wed/stbd
Firing Chart —	J
Maximum Power —	6
Damage Modifiers —	
+3	(1 - 2)
+2	(3 - 6)
+1	(7 - 10)
Plasma Weapon Type —	RPL-2
Number —	1
Firing Arcs —	fwd
Firing Chart —	M
Power To Arm —	15
Damage —	See Chart
<b>Shields Data:</b>	
Deflector Shield Type —	RSE
Shield Point Ratio —	1.2
Maximum Shield Power —	8
<b>Combat Efficiency:</b>	
D-	57.5
WDF-	21.4





<b>Construction Data:</b>			
Model Number —	MK I	MK II	
Date Entering Service —	18/04/21002	19/02/21410	
Number Constructed —	68	56	
<b>Hull Data:</b>			
Superstructure Points —	16	18	
Damage Chart —	C	C	
<b>Size:</b>			
Length —	226 m	226 m	
Width —	145 m	145 m	
Height —	51 m	51 m	
Weight —	147,800 mt	150,000 mt	
<b>Cargo:</b>			
Cargo Units —	300 SCU	300 SCU	
Cargo Capacity —	15,000 mt	15,000 mt	
Landing Capability —	None	None	
<b>Equipment Data:</b>			
Control Computer Type —	M-3	M-4	
<b>Transports —</b>			
standard 6 person	4	4	
emergency 22 person	2	3	
cargo	2	2	
<b>Other Data:</b>			
Crew —	290	296	
Passengers —	40	40	
Shuttlecraft —	4	4	
<b>Engines And Power Data:</b>			
Total Power Units Available —	35	38	
Movement Point Ratio —	3/1	3/1	
<b>Warp Engine Type —</b>			
FWC-1	FWC-1	FWC-1	
Number	2	2	
Power Units Available —	16	16	
Stress Charts —	OM	OM	
Maximum Safe Cruising Speed —	Warp 7	Warp 7	
Emergency Speed —	Warp 9	Warp 9	
<b>Impulse Engine Type —</b>			
FC-2	FC-2	FC-3	
Power Units Available —	3	6	
<b>Weapons And Firing Data:</b>			
<b>Beam Weapon Type —</b>			
FL-5	FL-5	PH-3	
Number —	4 in 2 banks	4 in 2 banks	
Firing Arcs —	26°, 26°	29°, 29°	
Firing Chart —	H	W	
Maximum Power —	2	5	
<b>Damage Modifiers —</b>			
+3		(1 - 10)	
+2	(1 - 4)	(11 - 17)	
+1	(5 - 7)	(18 - 20)	
<b>Shields Data:</b>			
<b>Deflector Shield Type —</b>			
FSD	FSD	FSD	
Shield Point Ratio —	1/1	1/2	
Maximum Shield Power —	9	11	
<b>Combat Efficiency:</b>			
D —	52.9	78.7	
WDF —	4.4	23.2	



<b>Construction Data:</b>		
Model Numbers —	MK I	MK II
Date Entering Service —	19901-2/1210	210206
Number Constructed —	13	28
<b>Hull Data:</b>		
Superstructure Points —	20	20
Damage Chart —	C	C
<b>Size:</b>		
Length —	230 m	230 m
Width —	127 m	127 m
Height —	73 m	73 m
Weight —	162,425 mt	164,600 mt
<b>Cargo:</b>		
Cargo Units —	380 SCU	390 SCU
Cargo Capacity —	19,000 mt	19,500 mt
Landing Capability —	None	None
<b>Equipment Data:</b>		
Control Computer Type —	M-3	M-4
<b>Transporters —</b>		
standard 6-person	4	4
emergency 22-person	5	5
cargo	2	2
<b>Other Data:</b>		
Crew —	410	430
Passengers —	80	60
Shuttlecraft —	10	12
<b>Engines And Power Data:</b>		
Total Power Units Available —	36	44
Movement Power Ratio —	4/1	4/1
<b>Warp Engine Type —</b>		
Number —	2	2
Power Units Available —	16	20
Stress Charts —	GM	GA
Maximum Safe Cruising Speed —	Warp 6	Warp 6
Emergency Speed —	Warp 6	Warp 6
Impulse Engine Type —	FB-2	FD-2
Power Units Available —	4	4
<b>Weapons And Firing Data:</b>		
<b>Beam Weapon Type —</b>		
Beam Weapon Type —	FL-6	FL-3
Number —	6 in 3 banks	6 in 3 banks
Firing Arcs —	210°, 21, 21%	210°, 21, 21%
Firing Chart —	H	W
Maximum Power —	3	5
Damage Modifiers —		
+3		11 - 501
+2	11 - 41	111 - 179
+1	15 - 71	118 - 201
<b>Missile Weapon Type —</b>		
Missile Weapon Type —	FAC-3	FP-1
Number —	2	2
Firing Arcs —	1	1
Firing Chart —	H	L
Power To Arm —	4	1
Damage —	12	10
<b>Shields Data:</b>		
<b>Deflector Shield Type —</b>		
Deflector Shield Type —	FDG	FSN
Shield Point Ratio —	1/1	1/2
Maximum Shield Power —	9	16
<b>Combat Efficiency:</b>		
D —	64.6	83.6
MDF —	12.4	43.6

