



Doppelganger

by Marcus L. Rowland

...URGENT...PRIORITY 1 TRANS-
MISSION...EXPEDITE...

FROM: STARFLEET COMMAND VIA
STARBASE 9

TO: CAPTAIN, USS ENTERPRISE

SENT: STARDATE 2/1005.20, 1450 HOURS
MESSAGE BEGINS ELECTROMAGNETIC
TRANSMISSIONS (RADIO SIGNALS)
RECEIVED FROM SYSTEM LK-1257 THIS
DATE TRANSLATE AS URGENT REQUEST
FOR HELP STOP TIME LAG TWENTY-
FOUR YEARS FROM TRANSMISSION
STOP ASTRONOMERS REPORT THIS
SYSTEM HAS AN UNSTABLE STAR IN PRE-
NOVA CONDITION STOP NO PREVIOUS
CONTACT WITH THIS SYSTEM RECORD-
ED STOP ESTIMATED TIME TO NOVA IN-
DETERMINATE AT THIS RANGE STOP
MINIMUM ONE MONTH MAXIMUM
TWENTY YEARS STOP YOU ARE ONLY
SHIP IN AREA STOP YOU ARE ORDERED
TO PROCEED TO SYSTEM LK-1257 AND IN-
ITIATE RESCUE OPERATIONS STOP
MESSAGE ENDS

Captain's Log

Stardate 2/1005.26, 16.05 hours

We entered system LK-1257 to find that
the star was only a few hours from nova.
Sensors detected no sign of life, and we

*This is a Star Trek
adventure for three
to six players, with
the bridge team of a
Federation starship.
The original USS
Enterprise and the
crew shown in the
TV series are most
suitable for this
adventure.*

*were still combing the system when the
star exploded. Our deflector screens stood
up to the radiation, and the sickbay
reports no casualties. However, some side
effect of the blast seems to have drained
our antimatter pods. We can't use our
warp drives and must stay at sublight
speeds until we can find a new supply.*

*This scenario is dedicated
to the late Philip K. Dick.*

**Captain's Log Supplemental,
Stardate 2/1005.26, 19.42 hours**

Evidently something serious occurred, more than an antimatter leakage. We are detecting Federation signals now. All messages seem to be dated at least twelve years in the future, from Stardate 2/2212.25 onwards. Something is very wrong.

REFEREE'S INFORMATION—SUMMARY OF SITUATION

I met someone who looks a lot like you—she does the things you do, but she is an IBM....

—Electric Light Orchestra, *Time*

This scenario involves an unusual situation which must not be revealed to players. The crew of the "*Enterprise*" believe that they have somehow traveled through time, but the lapse of time is entirely natural. The *real Enterprise* visited system LK-1257 over 12 years ago and found a world inhabited by androids who had survived a chemical war which killed their masters. The androids were programmed to believe that they were alive but were actually controlled by a huge central computer. The central computer attempted to take over the *Enterprise*, intending to set up a duplicate civilization on a new world. However, Kirk and his associates managed to confuse the system, paralyzing it and allowing the *Enterprise* to escape. Due to the Federation's distrust of robot civilizations, the system was never visited again.

While the *Enterprise* was in orbit around the robot world, it was scanned in great detail. In the 12 years between the departure of the *real Enterprise* and the nova explosion, the robots built a working duplicate, complete with android crew who have been programmed to think and act like the real officers and crew of the *Enterprise*. The level of programming gives prominent officers and crew (e.g., player characters and important NPCs) a superficial grasp of the real person's life history and behavior within the limits recorded in the *Enterprise* data banks. Since the *Enterprise* didn't carry extensive data about unimportant crewmembers, other than the bare details of service record and medical history, such NPCs are even more wooden than is usual in an RPG.

While the androids were building the *Enterprise* replica, the central "brain" was moved into space, shorn of many data banks to reduce size and mass, and finally installed as the starship's computer. The strain of the move, plus the strong personalities of the elite of Starfleet, proved too much for it to handle, and it gradually became schizophrenic. The final breakdown was triggered by the nova explosion. For the moment, all androids have forgotten their origin and believe that they are real Starfleet personnel. The controlling computer has become catatonic, responding to stimuli as though it were a normal ship's computer. If it is destroyed or deactivated, everyone will "die." Everyone on board is convinced that the ship is the *real Enterprise*, and that there is nothing strange going on, apart from the power loss. Initially, "Doctor McCoy" will imagine that he sees normal vital signs on his instruments, and if anyone is injured, the team will imagine that they see blood. As time passes this illusion will weaken.

The ship was launched a few hours before the nova explosion. The log entries summarize the false memories by which the robots rationalize their situation. The replica isn't perfect;

for example, the robots couldn't synthesize enough antimatter to fuel the warp drives. The androids have sufficient free will to worry about their apparent loss of time and attempt to investigate it. They will also begin to notice strange inconsistencies of memory and behavior, engineering and medical anomalies, and other problems.

Special Rules for Androids

The following special rules apply to androids.

1. All artistic and "human-related" skills are at -25%, though characters may believe they are higher.
2. None of the robots have psionic abilities; (however, "Spock" can Mind Meld with "Kirk" and other androids electronically, thinking it is a psionic ability.)
3. Skills which require the cooperation of several characters gain a +20% bonus per additional android involved. Since they are actually remotely controlled by the central computer, cooperation is unusually easy.
4. Helm skills, gunnery, and other operation involving the ship's computer gain a +30% bonus.

All modifiers should be applied secretly.

Obviously this scenario does not allow normal advancement of skills and experience, and the referee is advised not to run it as part of a campaign. Use with a pregenerated crew, preferably that of the original *Enterprise*, is advisable.

PHASE 1: INTO THE MAELSTROM

The "*Enterprise*" carries 25 percent of the antimatter needed for warp drive operations. The warp engines are almost dead, producing just enough power to allow a "warm start" if more fuel can be obtained, plus a small surplus (four points per drive) which can be used for sublight operations. The impulse drives produce another four points of power.

It would take years to reach another system at sublight speed. Exhaustion of food and life support failures are inevitable during such a prolonged flight. In fact these problems aren't as urgent as they seem; the robots don't need oxygen, and food is simply stored in internal plastic bags as part of their "lifestyle." Naturally the androids have forgotten this, and behave as though they have normal human needs.

A real Federation starship could signal a fuel tender, but the coding crystals used to authenticate genuine Starfleet communications changed several years ago. Starfleet knows that the *real Enterprise* (the new ship built after James T. Kirk saved Earth) is in another sector and will assume that a signal from the replica is a joke or enemy decoy. Several interstellar empires and scores of pirates have cracked those old codes by now. Signals will be ignored or at best investigated by a real Federation ship after several weeks. Any reply from Starfleet mentions that the location of the *Enterprise* is known and accuses the team of being impostors.

Theories likely to be aired after such a signal include a timewarp, which has sent the "*Enterprise*" into a real or alternate future, a shift into a parallel universe running 12 years ahead of the Federation, or the possibility that the *real Enterprise* is some sort of duplicate. Obviously there isn't enough data to verify any of these ideas.

Analysis may suggest possibilities, revealed by skill rolls:

Astron/Astrop: Nova explosions produce huge amounts of energy, and it is possible that some antimatter was formed in

the blast. If the system is searched, the *Enterprise* might find enough antimatter to fuel the warp drives. (True, for the purposes of this adventure.)

Physics: If a time warp was involved, some trace should remain. Usually such anomalies leave a slowly healing "rift" in the normal continuum, which might offer a route back to "reality." A nova releases vast amounts of energy and might create such a stress point. (True but irrelevant.)

Comp Op: As Astron/Astrop, 64% probability.

Characters with Astron/Astrop will soon realize that the nova only occurred a few hours ago, not 12 years. The star is still producing huge flares and is still expanding, and the outer planets haven't been destroyed, though they obviously won't survive for much longer.

A search of the system will be hampered by the clouds of ionized gas and meteorites which surround the star. There is a 15% chance per round that deflector fields will take 1D4 points of damage. Each point of damage should be assigned randomly to one of the shields, using 1D10 to determine the shield affected.

Die Roll	Shield Affected	Shield Number
1-3	Forward	1
4-5	Port Forward	6
6-7	Starboard Forward	2
8	Port Aft	5
9	Starboard Aft	3
10	Aft	4

It is possible that more than one point will affect a single shield, and it should be remembered that skill can increase the effectiveness of deflectors.

There are small quantities of antimatter in the system produced by the nova explosion. Each time a sensor roll is made, there is a 25-percent chance that some will be in detection range. It will be detected even if the team is looking for some other object or phenomenon, such as a time warp or remnant of the former inhabitants of the system.

Once antimatter is found, the difficult problem of loading it must be solved. Each "chunk" of antimatter represents "2D20 percent" of the *Enterprise's* minimum fuel requirement for warp drive. If simply beamed aboard, it will explode in the transporter bay, destroying the ship and everyone aboard. However, it is possible to use tractor and pressor beams to maneuver such chunks into range of fuel-loading systems on the twin warp drive pods. This is an extremely delicate procedure and requires two skill rolls. The Navigator must make a Starship Navigator roll to operate the Tractor beams systems. A round later the Chief Engineer (or whoever is supervising the operation *from the engineering hull*) must make a Warp Drive Technology roll to maneuver the fuel into the pods without contacting normal matter. If the Navigator's roll fails, the lump of antimatter is lost. There is a 15-percent chance that it will strike the shields for 2D10 damage. If the Engineer's roll fails, there is a 5-percent chance that the antimatter will strike the hull *inside the deflectors* for 1D20 damage to one pod. If this doesn't happen, the shields will throw the antimatter clear of the hull, and the procedure must be started again.

During both rounds any damage to the ship may affect the operation. For example, a "Bridge Personnel Out" damage roll

requires the Navigator to save or lose control of all equipment, including the tractor beam.

The drives can be started again as power plants, though not for warp operations, once 60 percent or more of the warp drive minimum has been loaded. The Engineer must make another Warp Drive Technology roll (Modifier: Add 100 minus the percentage fuel level) to start the drives. Failure results in a delay of 1D6+2 rounds, and the loss of 5 percent of the antimatter.

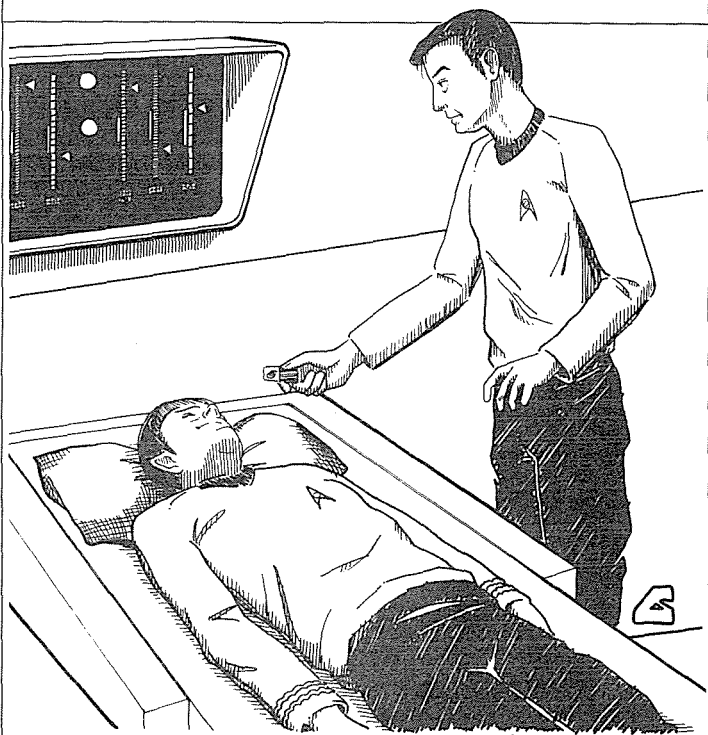
As soon as a successful attempt is made, the levels of power indicated below become available:

Percentage Fuel	Power Output
60-70	8 points per warp engine
71-80	12 points per warp engine
81-90	16 points per warp engine
91-95	18 points per warp engine
96-99	20 points per warp engine

The engineer cannot "push" the power output above 20 per warp engine until enough antimatter to achieve warp drive has been loaded. Up to three times the drive minimum can be loaded to give a reliable fuel load.

If the players scan or search the system, they will find that all of the inner planets have been engulfed by the explosion. Outer planets, which were formerly gas giants, have lost their moons and most of their atmospheres and are surrounded by haloes of gas plasma. If the ship approaches within five million kilometers of such planets, it will start to take 1D6 points of randomly allocated damage every round. Antimatter won't be found near such planets, since it would explode as soon as it entered the gas clouds.

If the *Enterprise* searches the system after fueling the drives, no sign of a "time warp" will be found. However, the object described in "Phase 2," below, will inevitably be found during such a search.



PHASE 2: SPACE ODDITY

As the *Enterprise* leaves the system (or during any prolonged search), the sensor operator detects a massive object, drifting at low sublight speed. Sensors show it as an asteroid. However, the scan readout shows unusual details:

Mass	1825 kilotons
Maximum Length	350 meters
Maximum Width	260 meters
Maximum Height	104 meters
Volume (Estimated)	9.46×10^9 cubic meters
Density (Estimated)	0.19 grams per cubic centimeter
Assay	Ferrous metal 45%
	Nonferrous metal 35%
	Silicon compounds 10%
	Radioactives 5%
	Unidentified 5%
Life Forms	None
Temperature	375000K (102000C)
Rotation	12 rpm

If an object of this size were solid, its mass would be 10 to 50 times greater.

As the *Enterprise* approaches, the object becomes visible on viewscreens. It is an immense box, evidently some sort of spaceship or station. (It is, of course, the orbital dock which built the replica *Enterprise*.)

The structure is hot and radioactive, spins lopsidedly, and is obviously damaged. However, the damage is mainly confined to ruptured welds, broken panels, searing of internal components, and other secondary effects. The main structural elements (thick plates and girders) are undamaged, apart from minor twisting and strains. It resembles a huge factory, built around a gigantic oblong compartment, with folding doors partly blocking an open end. Any attempt to transport aboard is made at -10%, due to static and the rapid rotation of the structure. Communications are at -15%, also due to static. Sensors are at -20%, and if the structure is scanned while humans are aboard, no life forms will be detected (since the "humans" aren't alive!). Tell the sensors officer that there is too much static. There is also too much static to detect electronic equipment, such as the androids.

The main compartment is 340 meters long, 160 meters wide, and 90 meters high (large enough to hold the *Enterprise*, though this must not be stressed). A side structure adjoining this compartment has four decks, three of which are crammed with machinery; the top deck (A) was evidently pressurized and used by some form of crew.

The deck plans show these four decks and the main structure. Damage is not shown on the plans, but described in the compartment notes below. If rooms aren't described, they are empty.

The station is rotating around its center of gravity, which passes through the large assembly bay. Centrifugal force gently pushes the explorers outward and upwards so it may be more convenient to walk on walls or the ceiling than on the deck.

Deck A

This deck was originally pressurized and still shows the rem-

nants of comfortable furnishings. The fittings are too badly damaged for accurate analysis. All doors are electrically opening iris valves. An external power supply (e.g., a phaser 2 power pack) must be used to open them, since there is no power on the station. Each door movement drains a power point.

1: The main control room. All the instruments are dead; they are extremely cryptic.

2: A canteen or restaurant. Round tables are fixed to the floor, centrifugal force has thrown chairs against the ceiling. Machines on the forward bulkhead resemble food synthesizers but are of alien design. They are badly damaged.

3: A landscaped area, with dead hydroponic lawns, trees, and plants. The vegetation is burned and the windows shattered.

4: Airlock and lit down to lower decks (self-powered from backup supply). There are no environmental suits near the airlock, and they will not be found anywhere on the station. There are no facilities for refilling or storing such suits. This clue should not be pointed out to the team unless they specifically look for such equipment.

5: A library containing thousands of scrolls in an alien language. Pictures illustrate a humanoid alien race, distinguished by brilliant violet skin and faceted eyes. Most of the books are scorched, shredded by glass fragments, and otherwise damaged. Nothing in these books indicates that robots later took over the planet. (One section of shelves, near the back, contains several thousand books copied from the data banks of the real *Enterprise*, during the visit 12 years before. These books are in languages used in the Federation. If the team check, they'll find that there's nothing they don't already have in the *Enterprise* library. Don't comment on this.)

6, 7: Storage.

8, 9: Comprehensively equipped medical rooms. Most of the equipment seems to be of technical level 7 or 8, although it is all badly damaged. Most loose fittings have been thrown toward the outer wall. (There are no traces of blood or other biological materials in the compartment.)

10: Life support equipment. The remnants of a chemical plant for purifying and recycling air, built at technical level 7 or 8. (Anyone with Life Sup. Tech. skill will recognize the components. The equipment is too badly damaged to determine its state (unused) when the nova occurred.)

11: Swimming pool. The compartment is airtight and filled with steam at moderately high pressure. When the valve is opened, the corridor outside fills with an opaque fog of steam, quickly forming tiny snowflakes which evaporate in seconds.

12: Dormitories, 24 bunks.

13: Dormitories, 12 bunks.

14: Single cabins. These were originally luxurious, but have been burned beyond recognition (one belonged to the "Kirk" robot, one to "McCoy," the third to "Spock").

Deck B

The engineering deck has no windows. On this and lower decks all doors are huge metal slabs, requiring an external power supply for opening. Each door drains five power points.

15: An airlock (designed to block radiation) leads to a compartment holding an old-fashioned laser fusion reactor. It is not operational. Fittings suggest that it was used for high-energy physics work, as well as being a power source. A Physics or Warp Drive Technology roll identifies it as a primitive

antimatter synthesis plant, with magnetic storage and delivery systems leading out into the main compartment of the factory. It is cold and can't be reactivated.

16: Artificial gravity generators. These devices, built at technical level 8, are a familiar design resembling Federation technology.

17, 18: Low-powered deflector shield generators, burnt out under the overload of the nova.

Decks C and D

(These decks were used to assemble the *Enterprise* replica.) Both decks are open on the side facing the main compartment and littered with girders, pieces of cable, and other evidence of hasty construction work.

19: Four huge machines, not easily recognized, are massive industrial robots. Each has a control cabin and is equipped with tractor-pressor units, laser cutters, welding torches, drills, and other tools. The spherical robot bodies are connected to fixed bases by massive umbilical cables. Given power, they could reach any part of the main compartment.

20: Empty (liquid helium) tanks. Insulation and cooling systems make it easy to guess that they were used for cryogenic fluids; a tricorder can identify minute traces as helium.

21: The upper section of this compartment is simply a railed hole in the deck. Thousands of cables and waveguides enter this area, but whatever was installed here has been removed. (An Electronics Tech roll identifies the remaining equipment as computer communications links, capable of handling hundreds of megabytes a second. The technological level is at least 9. Helium lines from the gas tanks (location 20) also terminate in this space. The lower section (on deck D) has removable partition walls to either side of a 10-meter entrance.)

22: Sixteen large machines are industrial robots, fitted with grav mechanisms and tools. They are magnetically anchored to the deck. The robots were obviously radio controlled and had rechargeable power supplies. The robot next to the lift still retains some power. When anyone enters deck D, it swings around, wielding a laser welding torch. The beam almost strikes the person entering (the referee should pretend to roll for a hit) but just misses. It swings around twice more, missing each time (safety circuits stop it from hitting), then stops as the stored power is exhausted.

23: Empty metal cylinders, about three by two meters, litter the floor of this area. (They were used to ship the androids to the stations, but the packing foam has melted, and it is impossible to tell the shape of the original contents.)

24: A massive cargo bay, holding huge freight containers. All are empty. An airlock (25) leads to a docking adapter of unfamiliar design (26).

From these clues it should be obvious that the "factory" is a dockyard, probably designed to produce starships. It may be apparent that the natives had knowledge of the Federation. However, the star continues to expand, and the station becomes lethally hot and radioactive two hours after it is discovered, breaking up as critical components fail an hour later. The *Enterprise* can't tow it fast enough to remove it from danger, and the team will begin to run into problems if they try.

PHASE 3: THE ENGINES WILL'NA TAKE IT...

Starbase 9 is the nearest Federation outpost, 30 days away

at Warp 3. The team may wish to go there to find out what has happened.

Since the robots lacked engineering materials used by the Federation, they often substituted inferior components which weren't as rugged as those installed in the real *Enterprise*. At speeds above Warp 3, the ship begins to develop mysterious engineering faults which diagnose as component failures, fatigue, and stress. An Engineering roll is required for each hour the ship is at Warp 4, per half hour at Warp 5 (remember that these rolls represent continuous attention, and that even "Scot-ty" believes that he needs to sleep occasionally). If any roll fails, the ship needs repairs and must drop to sublight speeds for 2D6 hours. The drives can't reach Warp 6 or 7, and immediately develop severe antimatter instabilities, requiring shutdown, 1D6+1 hours maintenance, and a cold start.

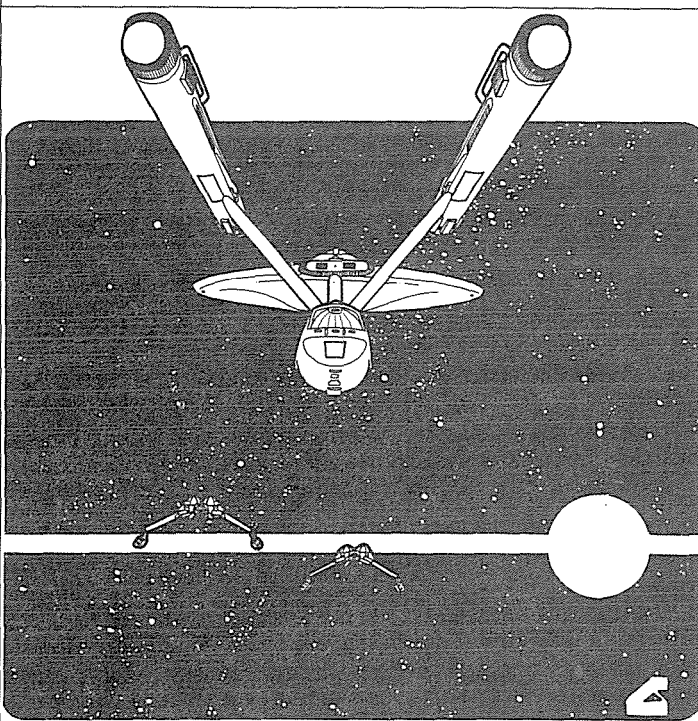
Computer checks won't suggest any reason for equipment failures. Damaged components don't seem to meet the specifications demanded by Starfleet. Radiation damage, graft, or sabotage will probably be suspected.

As the ship travels, the team may attempt to communicate with the Federation. Lacking correct coding, they must try to convince Starfleet that they are the real *Enterprise*. The genuine *Enterprise* is on an important diplomatic mission, escorted by four smaller warships, and Starfleet won't believe that it has suddenly traveled hundreds of light-years to another sector.

This period should be played as a time of mounting frustration, leading to the next major incident of the scenario.

PHASE 4: CLOSE ENCOUNTERS

Decide whether to run phase 4a, a low-key encounter with some aliens, or phase 4b, a space battle against two Klingon cruisers. Phase 4a is probably best if you and your players are happy to continue role playing; 4b works well if you or the team want some action, but you may need the *Star Trek 3 Starship Combat Game*. It's possible to run both incidents, a day or two apart, but this may be risky if players are already suspicious.



Whichever you run, things start happening about a week after nova. At 0330 hours, as the *"Enterprise"* plods through space, the watch officer detects warp drive radiation at extreme range. If the team is expecting rescue, they may be in for a little disappointment....

Phase 4a: It's Life, Jim, But Not As We Know It

The scanners pick up a strange spherical spacecraft, on a converging course at slightly higher warp speed. It matches velocity and heading. After a few minutes (or after any attempt to make contact), it scans the *Enterprise*, then transmits a signal in an unknown language. The signal can be decoded by the communications officer if a Comp Op roll is made, and it translates as "Greetings, the (untranslatable) salutes you."

An exchange of signals produces the following information: The creatures in the alien ship are chlorine breathers (literally, "respirers of the 17th element") on a religious pilgrimage, traveling to the galactic core to pray for its continued stability. They detected the *Enterprise* and diverted from their mission to exchange knowledge. If aid is requested, they apologize and say that they can't help the *Enterprise* return to Federation space; their version of warp drive doesn't allow towing and spares would be totally incompatible.

If the alien ship is scanned, sensors register intense cold, high radiation levels, and chlorine gas. There are 16 life forms in the vessel, all much larger than humans. After a few seconds the aliens shields harden, blocking sensor operations.

As the aliens communicate, it should become apparent that they believe that they are talking to one creature, called the *Enterprise*, not a ship carrying hundreds of individuals. They express admiration of the "serving mechanisms" which maintain its systems. After transmitting the equivalent of several hundred books and receiving whatever signals the *Enterprise* sends, they return to their original course. If the *Enterprise* attacks the alien ship, it won't retaliate or take any apparent damage, but will accelerate to Warp 8 and leave.

The texts transmitted by the aliens are a complete religious library, describing a quasi-astrological belief system involving worship of astronomical objects. No significant scientific data is sent.

Phase 4b: There Are Klingons On The Starboard Bow

The sensor officer reports that there are two traces in close

formation, both moving at Warp 6. As the contacts close, two odd starships appear on the viewscreen. They are similar to Romulan cruiser, but maximum sensor magnification shows Klingon markings, and the communications officer reports Klingonaase transmissions.

(The strangers are Klingon D-32 light cruisers, the result of a Klingon-Romulan technological exchange that occurred after the *Enterprise* was copied. Naturally, they are an unknown type as far as the team is concerned.)

If you are using first edition rules, treat the D-32s as Romulan Birds of Prey, but change weaponry to four disruptors plus two photon torpedo bolts. Max speed WF 7, emergency speed WF 8.

The *Star Trek 3 Combat Game* gives full data on the D-32. Neither ship seems particularly anxious to close-in and attack the *Enterprise*. If the team listens in on subspace transmissions and activates the Universal Translator, they will soon find out why:

"...I tell you, it's a Federation Constitution-class cruiser, and look at the ID code...."

"Yirokh that; the Fed's scrapped the last one years ago. It's a target drone. Unless you think it's come back to haunt us?"

"You see those code numbers?"

"Don't even think it! We know that one blew-up years ago, and the pirate Kirk is an old has-been. What could it be doing out here?"

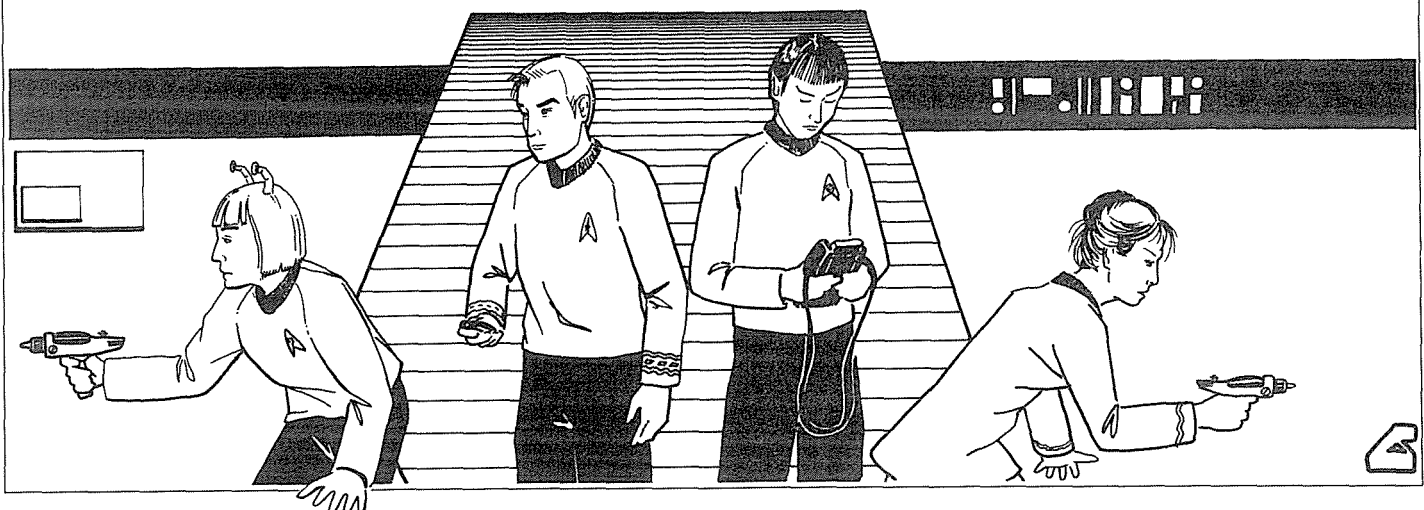
"Looking for the Black Fleet?"

"That's not funny. My sensors aren't working too well; I'm going in for a closer look. Ensign, sound the Battle Anthem."

The communications channels are flooded with a familiar barbaric tune (tum-tum, tum-tum, de-dum, tee-tiddle-pom, etc.), the Klingon theme used in the *Star Trek* films and TV series, as the sensor officer reports that the Klingons are hardening their shields and moving into attack formation.

The Klingons are half-convinced that they are dealing with a ghost ship, since their sensors have failed to pick up any trace of life on the *Enterprise*! As the "ghost" defends itself, the Klingons get more and more worried. They use hit-and-run tactics, probing attacks to learn more about their foe. Remember the bonuses on team actions and use of the computer during this combat.

If the *Enterprise* is taking serious damage, the Klingons hail it and demand surrender; otherwise, Kirk will probably try to



make contact sooner or later. The scanner shows a worried-looking Klingon (of the warrior race). His jaw drops as he recognizes Kirk, and the hailing frequencies are filled with a babble of Klingonaase:

"It is the pirate Kirk, but he is young!"

"Aieee, a doppelganger from the Black Fleet!"

"A ghost ship!"

"They are undead! Destroy them!"

"How?"

The Klingons are now totally demoralized; they fight on, but with all skills at -25%! If either ship is defeated or boarded, the Klingons will self-destruct to avoid capture by "undead."

This should give "Kirk" plenty of food for thought. Why are the Klingons so sure that the *Enterprise* is a ghost? Earlier messages said the *Enterprise* was on a diplomatic mission; did the Klingons ambush it? It's a shame that he won't get any satisfactory answers.

PHASE 5: IT'S WORSE THAN THAT— HE'S DEAD, JIM

The referee should not comment on the fact that Dr. McCoy hasn't had any patients since the scenario began. However, this eventually changes. If you have run a fight with the Klingons, there are probably some battle casualties; if not, someone simply collapses.

An NPC who was amongst those boarding the station is found by one of the player characters. He (she) is apparently dead, and McCoy detects no vital signs with his instruments. The body will probably be taken to the sick bay for a full scan or post mortem.

When the body is placed on a dissecting table or a medical bed, the "corpse" shows signs of revival. First a pulse is felt, then breathing resumes. After a few seconds the "corpse" awakens, unaware of the passage of time. The victim complains of dizziness and a headache. In fact, this NPC suffered a minor voltage surge which popped circuit breakers and made it appear to die. Repair systems restored normal functioning.

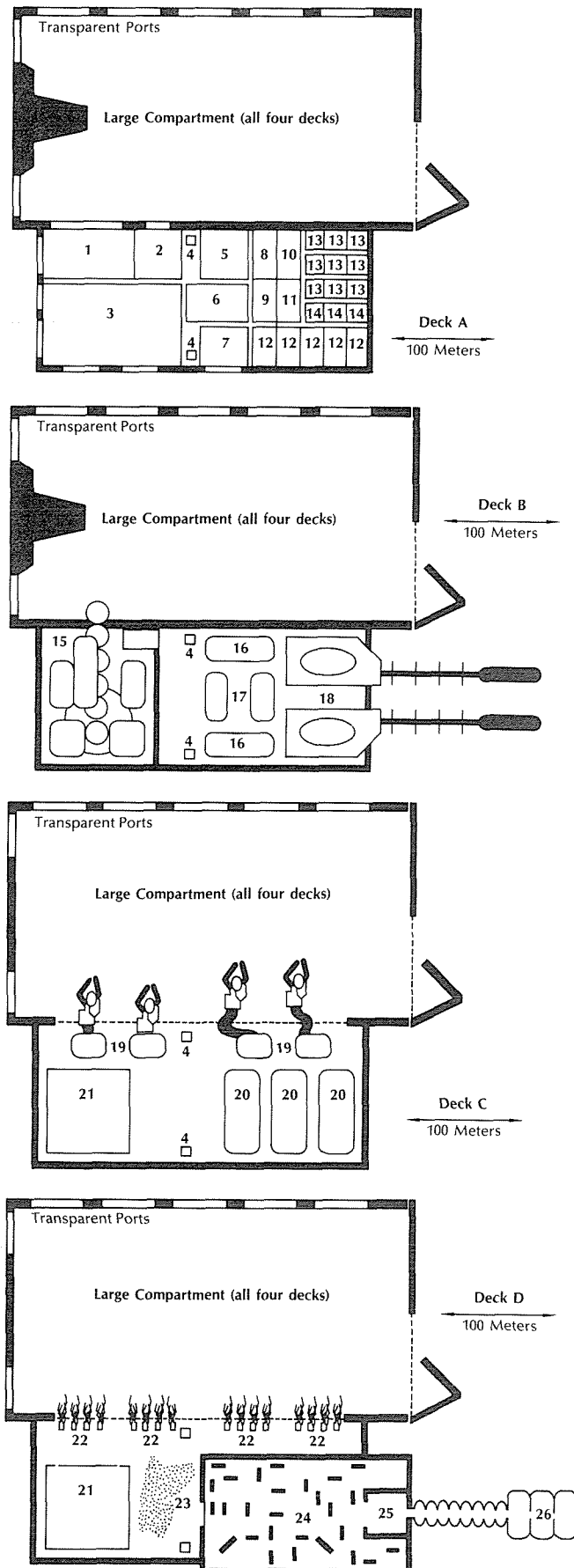
If McCoy uses normal medical instruments, he won't detect any vital signs for a few moments, then suddenly "sees" them. The patient says the sensors must be faulty. If someone uses a science tricorder on his body, the instrument appears to detect normal life; however, the person using it should be told that they thought that they saw something odd for a moment, but can't remember what it was.

Given this clue, the team will probably suspect that an alien replaced the crewman when they visited the station. After three or four checks with tricorders, the illusion starts to break down, and they will suddenly detect circuitry. The patient still insists that he's a normal human and "just fainted or something."

The team will probably check other NPCs who boarded the station. The instruments flicker between normal life form readings and the readouts for androids. Meanwhile, the unmasked androids claim that it is all a ghastly mistake and insist that they are human.

At this stage the referee should arrange for the player characters to "accidentally" screen an NPC who was *not* a member of the boarding party and learn that this person is also a robot.

They should realize that the *Enterprise* is full of robots who seem to have replaced all normal officers and crew.



PHASE 6: I, ROBOT

Sooner or later, the PCs will decide to check themselves to make sure that no one else has been replaced by an android. The illusion is very strong when they are dealing with each other, and they will all believe that they have normal Human (or Vulcan) readouts and responses. At this point you should arrange an accident which removes the skin from a player character's arm or leg and reveals the circuitry underneath. If the team has been phasing the robots, weapon malfunctions are a good source of accidents; otherwise, another equipment failure (such as a breakdown in the communications panel) could spray molten plastic around the bridge and hurt one of the team. If they use the tricorders again, they will learn that they are all androids!

Once this final discovery is made, the characters start to experience flashes of returning memory as they recall the construction of the replica *Enterprise*, their manufacture, and the original *Enterprise* visiting system LK-1257. These flashes of memory are a prelude to the full recovery of the computer, which occurs within a few minutes. The shock felt by the androids when they discovered that everyone is a robot has broken its catatonic trance.

Player characters, having the strongest "human" personalities, are the last to recover full links with the computer. The other robots won't interfere unless they try to damage the ship or computer. If this occurs, every "crewman" in range will attack the character involved and try to stop them. The players should realize that all their opponents are working with fantastic coordination (assume a 50% bonus on Personal com-

bat (Unarmed) skill if two or more NPCs are fighting a single player character). They should learn that all the robots are linked into one group mind, as a sentence started by one NPC is finished by another.

Eventually the computer decides to force a link with the remaining independent androids. Players may attempt to resist, as though resisting a psychic attack (as if a Vulcan were trying to Mind Meld with a resisting, conscious, nontelepathic human who was close but not touched). The computer uses increasingly strong signals, as though it were increasing its psionic number, beginning at PSI 100 and increasing in 15 PSI steps each round. It continues to the electronic equivalent of PSI 250, which gives the player characters little hope of resisting for long. As characters succumb to the attack, they collapse to the deck, their body control destroyed as the computer makes programming adjustments.

PHASE 7: NORMAL SERVICE WILL BE RESUMED AS SOON AS POSSIBLE

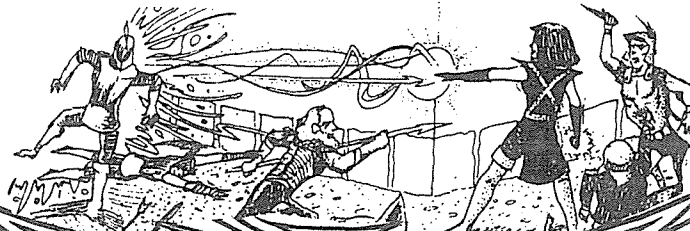
For a few brief moments the team is part of the computer consciousness and experiences decision-making in a "brain" hundreds of times more powerful than the human mind. From its records the computer knows that the Federation tends to be hostile to computer intelligence. It would gain nothing by risking contact. It orders a change of course, into unexplored deep space. It decides to retain the original personalities used to program the androids, since most of their independent decisions made sense, but to make sure that it never loses control again. It reprograms the androids for a new set of memories

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FANTASY ROLE PLAYING BY MAIL: YOU direct a party of up to fifteen fighters and magic users (humans, elves, dwarves, fairies, gremlins, even trolls) through a dungeon maze killing monsters, gathering treasure, and hunting for magical prizes.

There are currently six levels (ultimately there will be nine) and over 400 players already exploring the depths. This game has been extensively play-tested, and has been running since 1982. The per turn fee is only \$2.50 and for this one fee you get to move all 15 of your characters. They can stay together or split up into several parties moving in different directions, all for one single turn fee! No "extra action fees" ever. Our game is completely computer-run, so no human referee interferes with your enjoyment, and there are seldom any errors. (If we DO make an error on your turn, we will refund DOUBLE your turn fee!)

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and your players don't care or wouldn't know the difference if you improvised your way through encounters with these two organizations, you can probably live without this book. While reading through, it can possibly give you some ideas for adventures; so can reading through the *Guns, Gadgets, and Getaway Gear* supplement above, and frankly, I found *Guns, Gadgets* more entertaining reading. The most interesting portions to the average gamer might be the recountings of the Boyce-Lee case, familiar to anyone who saw *The Falcon and the Snowman*, and the accounts of the Cambridge ring and Harold A.R. Philby, who makes a fictional (and terminally brief) appearance in *The Fourth Protocol*. This sourcebook is not necessary to play *S.I.* and is rather steeply priced, considering the extremely reasonable costs of other, much more directly useful, items in the *S.I.* line.

—Julia Martin

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ENDING THE ADVENTURE

This adventure ends in one of two ways: Either the creature is captured or killed by the player characters, or else it lives to feed on two NPC human beings. If the players actually capture the beast, regardless of deaths among their number, Renown may be awarded to the survivors. They do not get Renown for merely killing it.

If the creature feeds twice, it grows no larger, but no one will know this. Players and NPCs will be evacuated and troops sent in to end the menace. Referees may choose to prolong the adventure if no AI-Fredoun casualties have accumulated and the players can stand the shame, but once the beast has fed outside the N-L camp the news will be out and evacuation IEX's only next step.

The player characters will not be permitted to stay behind unless, at the referee's option, they know enough of the beast and its habits and habitat to be of some use. In such a case, no Renown shall be awarded at all even if the original group makes the capture.

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cidentally) blows apart the Mind Bondage Machine and/or Psych-O-PTH. At this point in time, the infrareds will fall unconscious for several hours before awakening with severe headaches. Fire directed at the control room will be wasted as it is designed to survive the worst ravages of failed R&D experiments. Out-R and Beak-R will flee, leaving the characters to answer for the massive destruction of the KON sector and R&D labs.

AFTERMATH

When the characters report to Charl-Y-BRN after their mission, they will not be greeted with thanks (or even recognition). To isolate himself from the wrath of the ever-vengeful Computer, and since there is no record of their activity on file, he will deny all knowledge of the characters' activities. In fact, if they cannot come up with good answers for his questions about what went on in the lab, he could well have them shot as traitors.

But then again, what does one expect in Alpha Complex? A medal?

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Def: DefDM = + 2,
Sandcaster = × 03
Batt 2
Bear 2

Control: Computer = b4/fib × 1, Backup = 4 × 1,
Panel = Holographic Link × 10, Special = Large
HoloDisplay × 1, Heads-Up HoloDisplay × 3,
Environ = basic env, basic LS, extended LS,
grav plates, inertial comp

Accomm: Crew = 2 × 3 (Bridge = 1, Command = 1,
Engineering = 1, Weapons = 2, Flight = 1,
Medic/Steward = 1), Staterooms = 13, Bunks = 6,
highPsg = 5, MidPsg = 8, SubCraft = Launch × 1

Other: Cargo = 2700kliters, Fuel = 882kliters, Fuel
Scoops, Fuel Purification, OBJSize = Average,
EM Level = Faint

Solomani Far Traders have been plying the spaceways since the Rule of Man. The design has been copied and modified throughout the years, and examples can be found in all corners of the Imperium and beyond.

The weapons found on board a Solomani Far Trader range from four triple missile turrets, to four sandcaster mounts for defensive purposes. The durability and forgiving handling characteristics have proven themselves many times.

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and withdraws from their conscious minds. For a few more seconds the team experiences the computer overmind, then its members forget everything that they have learned, reverting to their original personalities.

The referee should conclude the adventure by reading the following paragraph to the players:

Captain's Log, Stardate 2/2302.21 11.00 Hours

We are continuing our exploration of the uncharted regions outside the Federation. We are now beyond subspace communications range and will be out of touch until our mission is complete. Starfleet's last signal ordered us to find uninhabited worlds suitable for construction of automated electronics plants—an obvious preparation for later colonization. This has high priority, on a par with our mission directive to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before....

AFTERWORD

This scenario has been designed for fast play, lasting a few hours, rather than as a long campaign. Although it is superficially a normal *Star Trek* adventure, the referee should try to maintain a feeling of tension and mystery. The gradual discovery that all the crew are robots should be played as a scene of dawning horror and paranoia; the slow buildup of revelations in the films *Invasion of the Body Snatchers* and *The Thing* is a good example of the way play should progress.

Referees should feel free to expand the scenario, but it is not advisable to include encounters with the real *Enterprise* or other Federation starships; players will quickly learn the truth and won't be sufficiently paranoid by the time the adventure ends.