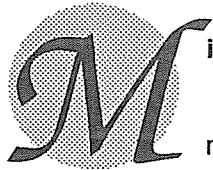


OPERATION CORMORANT

A Star Fleet Intelligence Command Mission Summary

John A. Theisen



Mission Code Name: Operation Cormorant
SECLAR: 5

Case/Contact Officer: Lieutenant Commander Richard M. Meryddin

Classification: Investigation/Recovery

Intelligence Sector/Base: Klingon and Orion Sectors, Intelligence Star Base 27

CASE BRIEFING SUMMARY

Hayden Morris is a senior design and applications engineer for Morris Magtronics, the manufacturer of several Star Fleet photon torpedo systems (including the FP-4, FP-5, and FP-6).

While working late one evening at his office on Alphosa, witnesses report he was unexpectedly visited by at least two Klingon/Human fusions. He immediately ceased work and left with them, without reporting where he intended to go. His last words to placate the security guards at the complex were, "Fear not, I shan't be gone too long." He has not been seen on Alphosa since.

When Morris failed to show up for work two days later, a bulletin went out requesting anyone who saw him to report to Star Fleet. Approximately three weeks later, an anonymous report did come in from a non-UFP merchant ship. Hayden Morris was allegedly seen on the planet Asparax, near the UFP/Klingon border.

Morris is currently working in secret on preliminary designs for a new photon guidance system, potentially a breakthrough in control and delivery technology. In addition to being a highly skilled and knowledgeable engineer, he is also an heir to the

Morris Magtronics firm. His absence from work will not only delay the project, but the information he possesses regarding classified weapon systems development is a substantial security risk to Star Fleet Command and the UFP.

It is vital that Morris be found and recovered, to determine the severity of the security leak, to minimize the loss, and to facilitate his return to work. The only lead at this time involves the single reported sighting on Asparax.

OTHER DATA

Asparax is the founding member of the Asparax Confederation, a loose-knit trade and defense coalition of four worlds situated between the Federation and the Klingon Empire. The Asparax Confederation currently permits trade between its members and all other worlds, except those from the UFP; any Federation vessels entering Asparaxian space are considered to be violating the Confederation's (supposedly) neutral status. Klingon and Orion vessels and trade goods are more than welcome, however. To date, Star Fleet commanders have been ordered to avoid contact until formal policy has been determined.

Extensive information on the Asparax Confederation and member-planet world logs appear in the *ST: RPG* adventure *Decision at Midnight*. Of course, the gamemaster is free to generate his own data, if preferred, as well as tactical maps, the actual reason for Morris' presence on the world, and the role of the Klingons.

CURRENT STATUS

Available for task group assignment. Ω

