

Too Short A Season

Director's Cut



Synopsis

The USS Enterprise-D has been sent to Persephone V to confer with Admiral Mark Jameson. Starfleet received a subspace transmission from Karnas, the governor of Mordan IV two days previously. In it, he says that terrorists have taken the Federation Ambassador Hawkins and his staff hostage. They want to talk to a Federation negotiator, and in his opinion there is only one man qualified – Admiral Jameson. Captain Picard transmits the message to Jameson and asks that he come with them. Mordan is at peace after forty years of civil war and Picard wonders why Karnas would be unable to deal with this threat, having settled the civil war five years ago. Jameson was the man who negotiated the release of hostages from Mordan 45 years previously.

How to Use this Module

Have you ever dreamed of being in an episode of Star Trek: The Next Generation? Well, we can do you one better. Now, you can be the director (a.k.a. gamemaster). Just grab some players, pick your favorite TNG characters (or make up some new ones), and start playing.

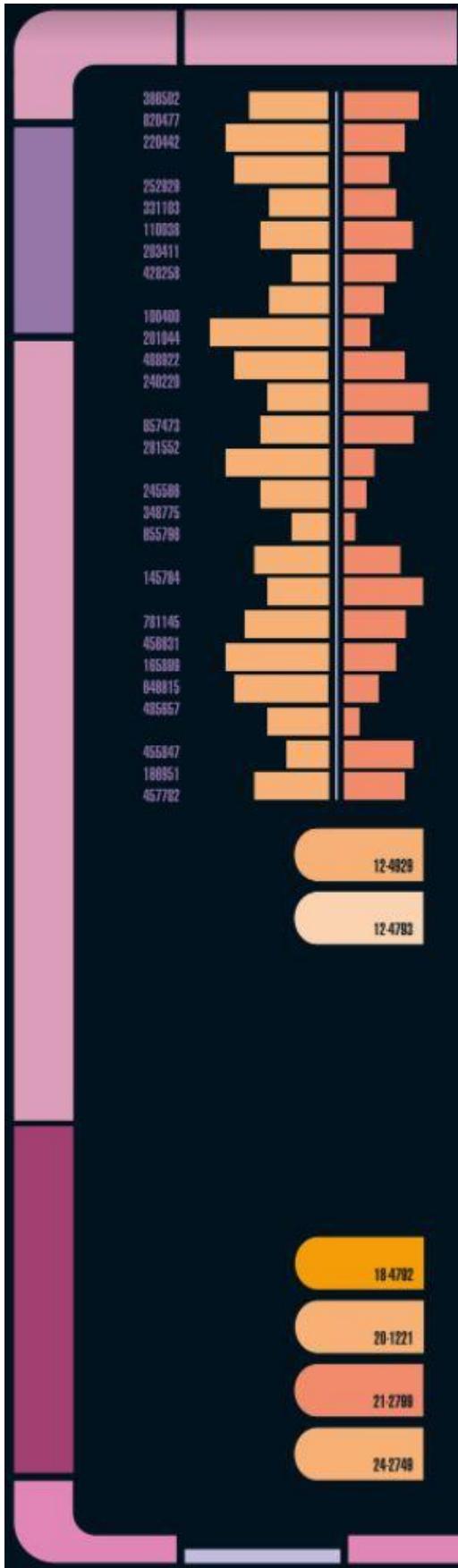
This is your chance to make different decisions than you saw exhibited on screen and see how it plays out. That's right! This is your alternate universe. Heck! Maybe it will even be better than the original. Who knows? It's all up to you and your cast of players.

[Use with the [Star Trek Adventures: TNG Player Characters](#) and the [Star Trek Adventures Core Rulebook](#) to play. Or really up the ante and play as Klingons by using the [Klingon Core Rulebook](#).]

DIRECTIVES

- Rescue Federation Ambassador Hawkins and his staff from being hostages.
- Prime Directive

Begin this game with 2 Threat per player.



Captain's log, stardate 41309.5. We are in orbit around Persephone Five, where I have been sent to confer with Admiral Mark Jameson in regard to an extraordinary situation.

TEASER

The USS *Enterprise-D* has been sent to Persephone V to confer with Admiral Mark Jameson. Starfleet received a subspace transmission from Karnas, the governor of Mordan IV two days previously. In it, he says that terrorists have taken the Federation Ambassador Hawkins and his staff hostage. They want to talk to a Federation negotiator, and in his opinion, there is only one man qualified – Admiral Jameson.

Captain Picard transmits the message to Jameson and asks that he come with them. Mordan is at peace after forty years of civil war and Picard wonders why Karnas would be unable to deal with this threat, having settled the civil war five years ago. Jameson was the man who negotiated the release of hostages from Mordan 45 years previously.

The 85-year-old Jameson beams aboard **in a wheelchair** with his wife, Anne. In the transporter room, Jameson warns Picard that Starfleet has designated him senior mission officer, and as such he will be in charge of the away team and the mission itself. However, Picard will still be in command of the Enterprise.

ACT ONE

On the bridge, Karnas contacts them again. He informs Jameson of the situation on Mordan, and says that the terrorists demand that the discussions be held on Mordan, and that they speak only with the Federation negotiator. Jameson accepts the conditions, and the transmission ends.

After viewing the message, call for a player to make an **Insight + Command/Medical** difficulty 0 task.

- Karnas is being honest, but he is also holding something back.
- Karnas may also not want to admit his failure to deal with the situation.

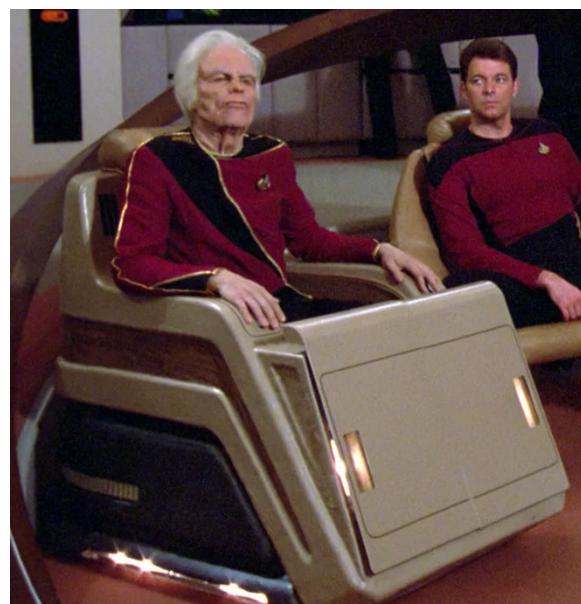
Doctor Beverly Crusher at some point needs to perform the standard medical exam on Jameson due to his Iverson's Disease. This is a **Reason + Medical** difficulty 0 task.

- She says that the medical records Jameson gave her were two months old and not two days old as he claimed.
- Jameson suffers from Iverson's Disease, which affects the body but not the mind.

16-7854	16-7854
23-854	23-854
21-8521	21-8521

Iverson's Disease

Iverson's Disease was a chronic and progressive muscular disorder that affected Humans. It caused fatal degeneration of motor skills but did not impair mental faculties. There is no known cure and no known case of remission. The exact time frame of the disease is unknown, but Jameson suffered from the disease for several years, records stating that he lost the ability to walk four years prior.



At some point later the *Enterprise-D* approaches the Idini Star Cluster. Jameson asks if he can take the conn as they make the transit. He amazes everyone by standing up and walking slowly to the conn. He says he has begun some new therapy that is working well for him.

GM Guidance: *Admiral Jameson walking should raise all sorts of alarms for your players. If it is not suggested, The CMO should start investigating.*



ACT TWO

An Emergency call to sickbay, telling them there is a medical emergency in Jameson quarters. After examining Jameson,

Reason + Medical assisted by the Ship's
Sensors+ Medical Difficulty task 3

- Success means the examination has detected some unknown chemicals in his bloodstream, and that there is no trace of Iverson's Disease,
- Failure indicates there is no trace of Iverson's Disease.

GM Guidance: *The Captain should begin to question Admiral Jameson about what is going on with him and if it will affect the safety of the Enterprise.*

Jameson's now looks about fifty (Use stats for Rear-Admiral Thyran, Core Book Page 316, Modify as needed);. Questioning Jamesons leads to a social conflict.

- Success reveals how Jameson obtained a drug from Cerberus II that rejuvenates the body. Jameson negotiated a treaty there and the inhabitants gave him the medicine, as they felt obligated to honor his

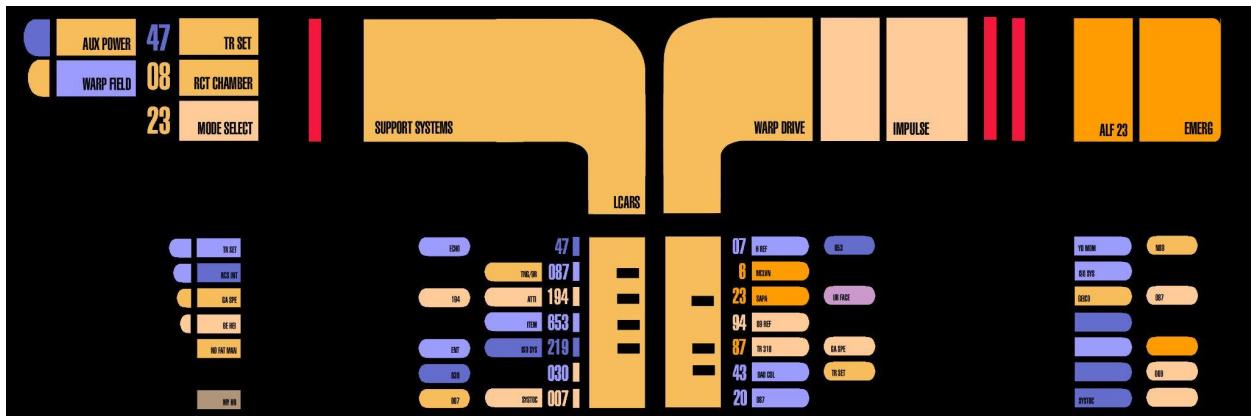
request. It is a combination of drugs to be slowly administered over two years. He got enough for himself and his wife, but took both doses himself when this mission came up.

Jameson tells how Karnas took the passengers of a starliner hostage 45 years ago and demanded weapons from Starfleet. After two other negotiators were killed, Jameson went in and brought the hostages out safely, as the official version goes. What really happened was that it wasn't Jameson's golden oratory that saved the hostages; he gave Karnas the weapons he wanted in order to avenge his father's death at the hands of his enemies, and then Jameson gave the exact same weapons to his rivals. Now he wants to vindicate himself, but all Karnas wants is revenge.



- Failure receives no answers from Jameson and the Admiral refuses to discuss it.

At some point, Jameson goes to the bridge and tells Picard to increase the Enterprise-D's speed to warp 8 to put Karnas off balance. He tells Picard that Karnas has the hostages and that negotiations are no longer the answer. He intends to lead an away team on an armed rescue mission as Jameson is now in his Thirties.



ACT THREE

Jameson notes that the maze of tunnels under the city was simply built over without changing. He reckons that Karnas is holding the hostages there, the same as he did 45 years ago.

The away team prepares to beam down.



The Away Team moves through the tunnels under the city following Jameson's memory of the tunnel layout. Tricorder scans reveal that things have changed since Jameson was last there 45 years earlier. They eventually find their way to the area where Jameson believes that the hostages are being held but there is a recently built steelplast wall blocking the path.

Gamemasters' Guidance: *In order to keep all of your players engaged, it is important that you establish a turn order for players. This will help you and your players keep track of the story and what is going on and where the action is happening. The turn order should*

be batched so the landing party has turns and the shipboard crew has turns.

Meanwhile, Anne the Admiral's Wife wants to talk to the CMO in their office. Anne is distraught, asking why he did what he did. Looking at the data from the previous scans, the CMO breaks the news that Jameson is not stabilizing and that his life is now in danger.

The landing party should now determine their next actions on how to proceed. They could blast their way through the wall, but in doing so will alert Karnas's troopers to their location. No matter what they do, if they stay on the planet Karnas's troopers will find the away team and a phaser fight will ensue. During the fight, Jameson will suddenly clutch his chest and collapse.

Karnas will bring more troopers to the Away Team's location each combat round until the group is outnumbered.



Gamemasters' Guidance: *With Jameson unable to continue, it is recommended the away team all beam back up to the Enterprise-D.*

Back on the Bridge:

An infuriated Karnas hails the *Enterprise*, saying that he knows full well that Jameson beamed down and tried to extract the hostages by force, and demanding that the Admiral be turned over to him.

"Beam down Jameson, and the hostages will be freed. Continue this and I promise you they will die. And you with them."

He gives them ten minutes to beam Jameson down and if not then Karnas will start killing hostages in 5 min intervals.

In sickbay, Jameson is very sick. However, he still wants to beam down so he can save the hostages. Stabilizing Jameson for Beaming is a **Daring + Medical** Difficulty Task 4.

- Success means that Jameson can be beamed down to the planet, and can take 2 actions before he begins to die.
- Failure means that Jameson can be transported, but can only take 1 action before he begins to die.

They beam down along with Dr. Crusher. Karnas doesn't recognize Jameson. Karnas doesn't believe Picard and demands that the real Jameson beam down.

A **Social Conflict Extended Task** can take place instead of combat Karnas wants the real Jameson and his revenge. (Use Gul Tremak stats on page 329 of the Core Rule Book, if you want to run just a social conflict instead. Change Stats to being a human.)



Social Conflict Extended Task. This task is a work 15 task, Magnitude 3, Resistance 4.

The lead can make a **Daring/Presence + Command** rolls and can be assisted by up to 2 assistants. This must be made in 4 task rolls or else Karnas begins to kill the Hostages.

Karnas blames Jameson for the war, death and destruction that have taken place on Mordan.

- **Breakthrough 1:** Karnas is convinced of Jameson's transformation.
- **Breakthrough 2:** Karnas talks about the blood cuts on his wrist they made to seal the bargain.
- **Breakthrough 3:** Karnas is convinced that some of the blame lies on his head as well, and that Jameson wanted to atone for what he did.

Complications and Threat Spend

- Karanas is agitated and becomes more resistant to the arguments. Increase resistance by 1.
- A hostage begins to panic and is shot.

CONCLUSION



Assuming the Player Characters are all successful. Karnas takes a phaser, intending to shoot Jameson, ironically with one of the weapons he provided to Karnas, but then he

stops, saying he would get better revenge in seeing him suffer.

Jameson's wife Anne beams down to the planet if not already done so, talks to Jameson and says she'll always love him as he dies in her arms.

Satisfied with Jameson's death, Karnas tells Picard the hostages will be freed immediately and is prepared to cooperate.

Jameson is buried on Mordan at the request of his widow and the consent of Karnas. The *Enterprise-D* leaves the planet, heading for Isis III.

