

# STAR TREK<sup>TM</sup>

## ADVENTURES



### ***MISSION BRIEFS***

## **GROWING PAINS**

**TALES FROM THE EARLY DAYS OF THE FEDERATION**

***MICHAEL DISMUKE***

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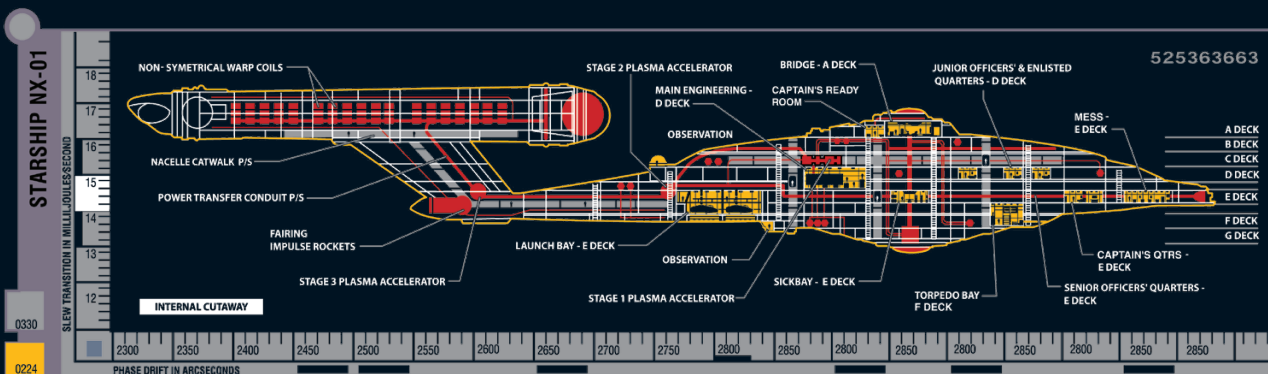
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SYSTEM NOTES

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# CREDITS

# GROWING PAINS

TALES FROM THE EARLY DAYS OF THE FEDERATION

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# INTRODUCTION

The years immediately following the formation of the United Federation of Planets in 2161 were fraught with challenges for new Starfleet crews, whether they were pushing the boundaries of explored space or developing relationships with the many species that chose to join the newly formed Federation. Former adversaries became allies, and a multitude of species had to learn how to work together toward a greater good.

This packet presents ten detailed mission briefs you can modify for use as adventures in your *Star Trek Adventures* campaigns set in the early years of the Federation's founding. Each mission brief is designed to stand alone, though they could be strung together into a story arc or added to an existing campaign with minor modifications.

## ELEMENTS OF A MISSION BRIEF

A mission brief contains several elements that collectively create a high-level outline for a *Star Trek Adventures* mission. Each element may be modified as needed to suit the needs of your particular game and group of players. The elements of a mission brief include:

- **Title:** An evocative title for the mission.
- **Suggested Era of Play:** The *Star Trek* time period in which the mission is recommended to be set (*Enterprise* era, *Original Series* era, *The Next Generation* era, etc.).
- **Suggested Spotlight Role:** The suggested focus player character role. This can be used to help you and your players plan milestones and character arcs.
- **Synopsis:** High-level summary, detailing key points such as location, antagonists, the plot, etc. The synopsis generally explains how the story might relate to the player characters and provides the essential details needed to start developing the story.
- **Opening Log Entry:** A captain's log or a personal log, usually written with the suggested spotlight role in mind.
- **Major Beats:** Key scenes or encounters to include, leaving room for you to bridge them as needed with material unique to your cast of player characters and campaign events.
- **Minor Beats:** Secondary plot elements or suggested subplots that you could weave into the mission as a side scene or subplot.
- **Key Non-Player Characters:** Brief descriptions of key NPCs, including the main antagonist(s). This element may also suggest specific NPCs from the core rulebook to use or adapt. Note that any page references listed in this document refer to the Starfleet-oriented *Star Trek Adventures* core rulebook.
- **Conclusion:** The intended ending of the mission, with suggestions on how to adjust the conclusion when the players move the story in unanticipated directions.
- **Adding This Mission to Your Campaign:** Advice on how you might fit the mission into your ongoing campaign.



# "FALSE READINGS"

Suggested Era of Play: *Enterprise era*  
Suggested Spotlight Role: Chief Engineer

## SYNOPSIS

With new NX class ships coming off the line, Starfleet launches a training program. The helmsman is asked to program a tactical exercise for two new ship captains, an Andorian and a Vulcan. Old animosities arise when an ion storm disrupts sensors, computers, and communications. The Andorian captain thinks that the Vulcan captain is launching an attack and goes on the offensive. The players must navigate the dangers of space and negotiate peace between the distrustful captains.

## MAJOR BEATS

### RIVALRIES

Shrun and Sporik, bitter rivals before the Federation was founded, prepare to best each other in the upcoming tactical exercise. They boast and argue. As the argument intensifies, an ion flare strikes the *Avenger*, damaging communications and sensors. Players must struggle to get the sensors functioning. Transmitting messages to *Tyson* is impossible. The source of the perceived attack is unknown.

### ION STORM

Key systems go down as a massive ion storm overtakes the ship. Warp drive is compromised. Probes are unresponsive. The storm forces the *Avenger* into an asteroid field. As Shrun's vessel takes damage from the storm, tactical computers report that the attack came from the *Tyson*. Andorian paranoia runs high as the player characters try to repair communications, sensors, and the computer. The player characters may try to calm the situation, but sensors cannot differentiate between phaser cannons and ionic bolts. Shrun orders a counterassault.

### GET IT UNDER CONTROL

By now, the *Avenger* and the *Tyson* are dodging asteroids, surfing an ion storm, and trading fire with each other. Players might try to calm Captain Shrun. They might even try to take over the *Avenger* to stop the hostilities but that would mean replacing the *Avenger*'s bridge crew.

## MINOR BEATS

Make things interesting by splitting the players between the two ships. Keep the rival crews confused by false sensor readings. An inspiring speech from player characters might build trust between the two captains or it might lead to a bloody ending for all.

## OPENING LOG ENTRY

"I'm aboard Captain Shrun's vessel, the *U.S.S. Avenger*, in orbit around Lamda Paz. I've completed programming the tactical exercise into their computer. I am now transmitting the program to the *U.S.S. Tyson* under the command of Captain Sporik. Leading this exercise between two new captains should prove challenging as they learn about their ships. Honestly, I am less worried about problems with the newly-commissioned ships and more worried about old Andorian-Vulcan rivalries surfacing."

## KEY NON-PLAYER CHARACTERS

Use the statistics on page 316 to adapt bridge officers for either ship. Adapt T'Mek for Sporik and Thyran for Shrun. Information on stellar phenomena can be found on pages 152-156.

## CONCLUSION

If players manage to restore communications or sensors, they will determine that the *Tyson* is also being affected by the ion storm. The linked navigational computers on both NX class vessels are exchanging incorrect tactical data, a side effect of the original ion flare. Players may use diplomacy, negotiation, or sheer force to keep Shrun from destroying the *Tyson*. Will this battle result in Andorians and Vulcans showing more patience with each other or will they continue their feud? Could this skirmish cost a captain their ship?

## ADDING THIS MISSION TO YOUR CAMPAIGN

This is a good mission to highlight the dangers of mistrust and prejudice or as a break from your normal storyline. Adapt this mission to other eras by selecting ships common to those eras. For *The Next Generation* era games, Andorians and Vulcans can be swapped out with species new to the Federation.

# "LEGAL WOES"

**Suggested Era of Play:** *Enterprise era*  
**Suggested Spotlight Role:** Chief of Security

## SYNOPSIS

The crew is commissioned to transport a Trill Judge Advocate General (JAG) officer to Vulcan. Andorian crewmen dislike the assignment since attorneys are outlawed on their world. All eyes turn toward the Andorians when the crew discovers the murdered Trill. Can the chief of security lead an investigation to identify the real individual behind the crime, Ensign Emma van Asch, an anti-alien sympathizer?

## MAJOR BEATS

### TRASH TALKING

The security officer is screening new additions to the crew who hail from various species. Two of the new crew are Andorian security officers. Players overhear the two making disparaging comments about lawyers. Attorneys were banned on Andoria a thousand years ago. Players must moderate a skirmish between the Andorians and other crew members in the mess hall, keeping in mind Starfleet's tolerance for different cultures.

### ARRIVAL AT VULCAN

The ship will arrive at Vulcan in two hours. While preparing for disembarkation, a player character comes across the body of Jiji Ruzel. A forensics investigation launches. Crew interviews may be conducted to try and identify the murderer. Officers need to locate the murder weapon used to commit the crime. Andorians will react harshly if accused and demand that their government step in to defend them. Shuttlepod pilot van Asch will be sabotaging the investigation the entire time.

### REPORTING THE INCIDENT

This is a major diplomatic incident, one which must be reported to the Trill government, Vulcan High Council, and Starfleet. Representatives from Trill demand to take the lead on the investigation. The player characters learn that a plasma torch stolen from engineering was the murder weapon.

## MINOR BEATS

This incident should unearth deep-seated biases among Federation worlds. Player characters are busy with forensic investigations. If officers search the Andorians' quarters, they will find a plasma torch. Other bridge officers may assist with suspect interviews. Jiji's family must be informed of their death. Engineering crew may reveal that their tool kits have been tampered with.

## OPENING LOG ENTRY

"Judge Advocate General officer Jiji Ruzel of Trill has settled into their quarters. We are escorting Jiji to Vulcan where they will be advising on a treaty between Vulcan and Trill. The Federation has been formed and there is a lot of legal paperwork that goes with it."

## KEY NON-PLAYER CHARACTERS

Adapt Romulan Uhlan statistics on page 340 for Andorians. For Emma, use Section 31 Operative on page 315 and add Shuttlepods as a focus.

## CONCLUSION

If they do their homework, the crew will learn that the Human shuttlepod pilot, Ensign Emma van Asch, committed the crime and tried to frame the Andorians by placing the plasma cutter in their quarters. She was flipped by the anti-alien movement and given high-level clearance from an engineer, Paulson, at the Orbital Drydock Facility so that she could access security logs and tools in engineering. As her crime unravels, Emma may try to steal a shuttlepod and escape.

## ADDING THIS MISSION TO YOUR CAMPAIGN

This brief can be dropped into any mission that takes place after the forming of the Federation up through the Original Series era. For *The Next Generation* era games, replace Jiji with a Cardassian who is negotiating a revision to the agreement between the United Federation of Planets and the Cardassian Union regarding the Demilitarized Zone. Alternatively, Emma could be a Human colonist adversely affected by the treaty.

# "UZAVEH THE INFINITE"

**Suggested Era of Play:** *Enterprise* era

**Suggested Spotlight Role:** Chief Medical Officer

## SYNOPSIS

While on a landing party mission to establish a diplomatic meeting location, the crew encounters Uzaveh the Infinite, a figure from Andorian mythology who claims to meliorate species. The being forcibly alters the crew's genetics, evolving them or enhancing their natural abilities. The medical officer discovers the outcome to be less evolution and more parasitic invasion.

## MAJOR BEATS

### THIRTEENTH MOON OF PARJALI II

The landing party performs various tests and sensor sweeps to determine that the moon is suitable for life. There is no animal life except for small insects and basic bacteria. The wide variety of grasses and shrubs could have possible medicinal applications. A fluctuation in a tricorder reading picks up a sporadic life sign a few kilometers away. When they investigate, they find a simple hut with what looks to be ancient scrolls written in classic Andorian. The writing is erratic, almost gibberish.

### UZAVEH THE INFINITE

An ancient Andorian with dark blue skin appears at the hut. He is Uzaveh the Infinite, progenitor of the Andorians. He has been awaiting new children to arrive so that he might evolve them into their next "stage of beauty." Without permission, he micro-evolves one of the NPCs. The gamemaster can decide what benefits this evolution bestows on the victims; for example, telepathy, clairvoyance, or enhanced beauty or strength. Those whom he changes fall under Uzaveh's thrall and struggle to disobey him. Uzaveh somehow jams communications.

### "YOU WOULD REJECT MY GIFT?"

Uzaveh will have his thralls do everything in their power to destroy any means of escape or he will take action himself. Other NPCs may discover that their DNA begins to match Uzaveh's. He's actually preparing a new host body because his consciousness is burning out the old Andorian shell. Though he can only possess one person at a time, he can evolve multiple individuals. Characters who decide to look deeper into the 200-year-old scrolls see that they were written by a lone Andorian explorer who met his god and "willingly gave himself to Uzaveh to be made infinite."

## OPENING LOG ENTRY

"Our shuttle has touched down on the thirteenth moon. We must determine the ecological and geological feasibility of establishing a meeting place for Federation members in the uninhabited Parjali System. We begin our survey in the lush grasslands of the second continent."

## MINOR BEATS

Science officers might determine that Uzaveh replaces victims' neural networks with his own.

## KEY NON-PLAYER CHARACTERS

Uzaveh should be a Major NPC who attempts to use Evolution (**Reason 12 + Medicine 5**) to evolve his victims. Affected NPCs gain one Special Ability as listed on pages 311-313. This process can be reversed if Uzaveh dies or if players find a medicinal or scientific solution from the local flora or shuttlepod parts. The gamemaster should not have Uzaveh attempt to evolve a player character unless the player consents.

## CONCLUSION

Most characters will want to preserve their free will, especially once they find out Uzaveh is attempting to subsume their identity. The crew must stop Uzaveh and escape the planet. Uzaveh will be looking to hitch a ride on the players' vessel to continue body-hopping for eternity. Uzaveh could become a recurring villain.

## ADDING THIS MISSION TO YOUR CAMPAIGN

This story can be adapted to any newly-discovered world on the outskirts of the Federation and dropped into an ongoing campaign. This module can be easily adapted to any era. Just add 100 years to the age of the scrolls if you are playing in *The Original Series* era, and 200 years if you are playing in *The Next Generation* era.

# "TARG-ET PRACTICE"

**Suggested Era of Play:** *Enterprise* era  
**Suggested Spotlight Role:** First Officer

## SYNOPSIS

The Federation is eager to increase diversity and cooperation among its newly-formed crews. As such, the first officer has been asked to lead a small group of Tellarites in a game of "capture the flag" against their own crew of player characters. It is day two. They are running through ground tactics on an uninhabited, Class-L desert planet, but must quickly adapt as a Klingon transport crashes on the surface. Only one Klingon warrior survives and they release their shipment of wild targs upon the Starfleet officers.

## MAJOR BEATS

### THE FLAG

Phasers are set to stun. It is the first officer and the Tellarite trainees versus their own crew. The goal: capture a flag positioned at the top of a rocky hill in the dead heat of day. Exhaustion, sweat, and fast-moving stun bolts make this quite the challenge. Characters must attempt tasks to avoid heat exhaustion, trips, and falls. The gamemaster might add dehydration, rock slides, and annoying swarms of biting insects for good measure.

### THE CRASH

Before any one team can capture the flag, everyone looks up to see a ship burning through the atmosphere. Astute players will recognize the vessel as a Klingon transport barge. The ship crashes in a craggy valley nearly two kilometers away. Though it is very difficult to get accurate readings, one Klingon life sign is detected. Everyone else aboard the barge is dead. Player characters must travel to the crash site.

### THE TARGS

The barge is a total loss, though a large cargo crate is split open a few hundred meters from the burning husk of the crashed vessel. The group begins to take fire from a lone Klingon named Hur'Qat. He is held up in the cargo container and is eager to kill some "Federation cowards." He is outnumbered, so he releases a pack of hungry targs into the rocky setting. The officers must fight for their lives or become targ food. If the players arrived on the surface via shuttles, Hur'Qat will try to steal the vessel to make a getaway.

## OPENING LOG ENTRY

"I haven't decided whether or not their manner or smell is more offensive, but the Tellarites have proven to be challenging trainees. Stealth and subterfuge are not their forte. If we have any hope of winning this skirmish against my group of well-trained officers, the Tellarites had better get themselves together."

## MINOR BEATS

All officers will have a chance to join in this targ hunt. There will be plenty of opportunities for social conflict dealing with argumentative Tellarites. Medical officers can assist the wounded and try to heal the injured Klingon if the opportunity arises. If a first officer is not available, a captain or security officer could take the lead.

## KEY NON-PLAYER CHARACTERS

Tellarites can be found on page 108. Targs can be found on page 340. For Hur'Qat, use statistics for a Klingon Warrior on page 317.

## CONCLUSION

Players will need to decide Hur'Qat's fate if he is subdued. He would rather die with honor, of course. He might escape via the players' shuttlepod or trick the main vessel into transporting him up to their ship. The mission ends when all of the targs are corralled, captured, or killed.

## ADDING THIS MISSION TO YOUR CAMPAIGN

This mission is an opportunity to explore new species that Humans must learn to work with, including a chance to face off against a Klingon. For *The Next Generation*-era games, Hur'Qat should be engaged in illegal targ smuggling, which is why he acts with hostility.





# "REVENGE OF THE ILLYRIANS"

Suggested Era of Play: *Enterprise* era

Suggested Spotlight Role: Flight Controller

## SYNOPSIS

In 2154, *Enterprise* NX-01 under the command of Captain Archer boarded an Illyrian vessel in an act of desperation and stole its warp drive. Honordon, the captain of the Illyrian vessel, never forgave the transgression that led to the death of half of his crew. The Illyrians want revenge. They want Captain Archer delivered to them for execution and will attempt to apprehend any Starfleet officer to be used as bait or for trade.

## MAJOR BEATS

### SENSOR SWEEPS

Sensor scans pick up a warp trail heading deeper into Federation space. The vessel does not respond to hails nor does it show up on ship registries. It evades the players' ship by hiding in a stellar radiation belt. Sensors are compromised by the radiation. Without advanced shields, the crew will suffer radiation poisoning within 12 hours.

### FIVE SURPRISES

Once the player ship comes within 35,000 kilometers of the unknown vessel, five items are transported into different locations on the players' ship: engineering, the mess hall, the armory, the transporter room, and the bridge. The items are stun bombs that detonate right after transport. Immediately afterwards, the Illyrian vessel comes out of the radiation belt and fires on the players' ship, disabling weapons.

### HONORDON

Next, Honordon and his armed soldiers transport onto the bridge and take hostages. Honordon explains how his crew helped to repair a badly-damaged *Enterprise* NX-01 under the command of Captain Archer. Archer asked Honordon for his warp coil, a request the Illyrians refused as it would extend their journey home by three years through the hazardous Delphic Expanse. Nonetheless, Archer and his commandos boarded the Illyrian craft and stole their warp coil. Honordon lost half of his crew on the journey home. He swore revenge. Now, he threatens to kill half of the players' crew unless they bring Archer to him.

## MINOR BEATS

Officers will try to negotiate with Honordon for peace; however, Honordon's tale might sway some to assist him. Players will need

## OPENING LOG ENTRY

"We are conducting patrols along the border of Federation space. Subspace buoys picked up a sensor echo from a passing vessel. We could be dealing with Romulans. We are to spend another week determining the source of this sensor alert."

to repair damage and treat injuries. There is a high chance for a shootout in the corridors. Players might choose to abandon their ship via escape pods.

## KEY NON-PLAYER CHARACTERS

Adapt statistics for stun bombs from pulse grenades on page 193. Use the Romulan Bird-of-Prey on page 262 for the Illyrian ship, omitting the cloaking device. Adapt Cardassian Glinn for Honordon and Cardassian Soldier for his soldiers, both found on page 328.

## CONCLUSION

The ship has been commandeered and the crew is held hostage. Protecting the crew is a key objective. If things go badly, a distress signal could be sent out to a nearby allied vessel. The allied vessel might transport over security officers to assist. But it will be a messy fight to overtake the ship. A moral decision will need to be made about how to handle the Illyrians who are retaliating for a crime that was perpetrated against them.

## ADDING THIS MISSION TO YOUR CAMPAIGN

If you wish to adapt this mission to your Original Series or *The Next Generation* campaign, consider having the Illyrians ally with the Romulans and seek revenge against the Federation. Instead of demanding Jonathan Archer, the Illyrians demand reparations from the Federation in the form of a border planet with strategic value to the Romulans.

# "SOLKAR, CAPTAIN OF THE T'PLANA-HATH"

**Suggested Era of Play:** *Enterprise* era

**Suggested Spotlight Role:** Communications Officer

## SYNOPSIS

Ambassador Solkar has been diagnosed with Bendii Syndrome, a degenerative neurological illness that affects some Vulcans over the age of 200. Solkar absentmindedly released his personal logs to a journalist. Those logs have gotten into the hands of an anti-alien group who accuse Vulcans of using Humans as a shield against the Andorians. The group is trying to broadcast the inflammatory logs to Andoria via the Federation's subspace communication network.

## MAJOR BEATS

### DEBRIEF

Solkar and his attaché are waiting in a conference suite when the players arrive. They're informed that Solkar has been diagnosed with Bendii Syndrome, a weakness that some might exploit to shake faith in Vulcan's decision to join the Federation. During an interview with Federation journalist, Yuan Wu, Solkar suffered a seizure and gave Wu access to his private logs. (See Solkar's Log, core rulebook, page 24). Wu made a hardcopy that was stolen by an anti-alien agent from Earth who took it to subspace relay station SRS1914. The agent intended to transmit the log to Andoria but was stopped by Starfleet security who then took SRS1914 offline since they were unable to purge the encrypted log. Before security or other personnel could take further action, a terrorist counter-programmer hacked the station and shut down life support, killing everyone onboard.

### SRS1914

The counter-programmer acts from an unknown location, attempting to bring SRS1914 online. If they get SRS1914 back online, they will send out the logs immediately. The extensive Federation subspace network cannot be taken down for security reasons. The players must try to take control of SRS1914 before the counter-programmer within 5 hours, as many vessels rely on the station.

### VIRUS

The players must use all of their wits and imagination to gain control of SRS1914 while not letting Starbase 9 fall apart. The entire time, they are opposed by the counter-programmer. This battle is conducted within Federation subspace communication networks that cover dozens of light years' distance.

## OPENING LOG ENTRY

"I have been called into a peculiar meeting on Starbase 9 with famed Vulcan Ambassador Solkar and his attaché. The information has been deemed highly classified. Only senior officers will be privy to details. Apparently, my skill with communication systems will be crucial to the mission's success."

## MINOR BEATS

Characters may interact with personnel on Starbase 9, perhaps rekindling past relationships. Players may assist starbase personnel to repair failing life support systems, handle random overloads, or tackle computer issues.

## KEY NON-PLAYER CHARACTERS

Adapt Starfleet Engineer on page 315 for the counter-programmer, increasing Engineering and Science to 3 and adding these Focuses: Computers, Communications, and Starbases.

## CONCLUSION

If the characters manage to retrieve and destroy the data package, all is good. If not, it will take quite some campaigning to ease the diplomatic backlash. Players may decide to track down the counter-programmer as the criminal is a danger to the Federation.

## ADDING THIS MISSION TO YOUR CAMPAIGN

If this takes place in The Original Series era, Solkar will be extremely old. His family will be the ones trying to protect his reputation. Replace the anti-alien movement with Romulans who are trying to sow dissent among Federation members. For *The Next Generation* era, you could replace Solkar with a Vulcan High Council member who recorded an inflammatory message against Klingons. The Romulans want to destabilize the Federation-Klingon alliance.



# "THE VOICE"

Suggested Era of Play: *Enterprise* era  
Suggested Spotlight Role: Science Officer

## SYNOPSIS

The crew encounters the *Dower II*, one of the Trill's earliest exploration vessels thought lost in space. Vaahjob, the sole crew member, is alive having been sustained for decades by an entity composed entirely of metaphasic radiation.

## MAJOR BEATS

### RADIO COMMUNICATION

The characters perform sensor sweeps of the nebula. The vessel's exact location cannot be determined yet. If they hail the *Dower II*, they can speak to Vaahjob. A video link is not possible. Vaahjob reports that his navigational array was destroyed after passing through a "strange pocket of radiation." He says his ship's chronometer malfunctioned and he's been trying to escape the nebula for many years. If the player characters tell Vaahjob about the Federation, he is surprised to learn of its existence. With further questioning, they notice that Vaahjob is disoriented. He thinks the transmission he is receiving from the player characters might be voices in his head.

### METAPHASIC RADIATION

Intensified scans reveal an incoming field of metaphasic radiation. Deeper scans show the *Dower II* to be at the center of the field with one life sign, an unjoined Trill, aboard. The vessel's systems are severely degraded, a patchwork of jury-rigged repairs. The players should have many questions regarding how Vaahjob survived in the nebula for so long without a means to replenish power or supplies. Medical and historical records can be requested from the Trill government.

### YOUNG

Eventually, the *Dower II* comes into visual and transporter range. A video link is established. Vaahjob appears of a younger age than when he left on the mission. He is astonished by how much time has passed, cannot answer how he survived this long, and admits his mind has been playing tricks on him. Players may visit Vaahjob on his cramped, one-man vessel. The vessel is in shambles, life support powered by a makeshift solar sail. Players might wonder if they are dealing with the real Vaahjob, an imposter, or a hostile entity. Allow the players' suspicion to grow. There's a reason why Vaahjob has survived this long. The pocket of metaphasic radiation is, in actuality, a non-sentient entity that bonded with Vaahjob; his Trill physiology made the symbiotic relationship possible.

## OPENING LOG ENTRY

"We've come across a distress signal while exploring a dichromatic nebula along the edge of Federation space. The signal is emanating from the *Dower II*, one of the Trill's earliest exploration vessels. It's been thought lost for decades, but radio transmissions with Mission Commander Vaahjob reveal that history may need to be rewritten."

## MINOR BEATS

Players may decide to host Vaahjob on their own vessel. Security officers may want to put precautions in place. Scans conducted in a medical bay confirm that the man really is Vaahjob. His cells are permeated by metaphasic radiation.

## KEY NON-PLAYER CHARACTERS

Adapt Starfleet Conn Officer on page 314 for Vaahjob and add the Jury-Rig Focus. To add more action, use the "Effects on Ships" box on page 154 and spend Threat to create nebula complications for the player vessel.

## CONCLUSION

The entity can only survive in the nebula. It will die once it leaves the nebula, resulting in Vaahjob perishing too. Alternatively, the gamemaster could decide to allow Vaahjob to survive the historical experience.

## ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can fit into campaigns of any era as a game full of mystery and suspense. It should take place on the edge of unexplored space near Trill territory.

# "HUNTING LEMURS"

Suggested Era of Play: *Enterprise* era  
Suggested Spotlight Role: Medical Officer

## SYNOPSIS

Several crew members join a group of Denobulan officers on a hunt for Denobulan lemurs as part of a cultural exchange exercise. While pursuing the creatures through a forest, the group falls into a hole that ends up being a buried spaceship. A gaseous, neuroleptic compound in the dilapidated vessel causes the group to hallucinate and suffer from paranoid delusions. In their minds, there is no Federation. There is only the Earth-Denobulan War.

## MAJOR BEATS

### RUNNING THROUGH THE FOREST

The lemurs are experts at camouflage. It takes a keen eye to spot them. Chasing lemurs is a physical challenge that includes crossing rivers, balancing on fallen logs, and jumping over trip hazards. Despite their best efforts to be careful, the hunting expedition cannot avoid plummeting into a wrecked spaceship. Climbing out will be impossible.

### INSIDE THE SHIPWRECK

The defunct spaceship has a few active systems and a severely degraded ion drive. The ions disrupt communications, drain energy weapons, and render transporters ineffective. Tricorders function with difficulty. If successful, the player characters identify a highly-ionized environment and traces of a neuroleptic compound in the air. Players may tap into unreliable computers to search for potential exit routes. Fragmented data in the computers might inform characters regarding the ship and what caused the crash.

### THE WAR

The neuroleptic compound begins to affect the team. Paranoia runs high and someone mentions the "War with Denobula." Comrades become enemies as the Denobulans are perceived as a threat. Players stumble upon an old medical lab that might hold the key to the cure. But can the cure be created before someone gets killed?

## MINOR BEATS

Characters may need to keep delusional Denobulans from setting off a still-active self-destruct sequence. Engineers may need to shore up dangerous areas. Conn officers can decipher alien schematics to find an escape route. Security officers may need to create makeshift

## OPENING LOG ENTRY

"I am on Denobula and have joined a Denobulan hunting party. The idea of hunting and eating Denobulan lemurs is repulsive to many of our crew. However, experiencing another species' traditions is a great way to learn about their culture. I was shocked to see how much these lemurs resemble canines from Earth."

weapons since phasers will not work while science officers find a way to cut through the ionic radiation to send a distress call. Command officers need to try and calm the situation diplomatically.

## KEY NON-PLAYER CHARACTERS

Lemurs can be adapted from the sehlat on page 340 of the core rulebook, but reduce Security to 1. The Denobulan hunters can be represented by the statistics for a Starfleet Security Officer, page 314. Adapt the crashed Denobulan ship from the *D'kora* Class Marauder, page 267.

## CONCLUSION

The players may find a way to escape the shipwreck before a rescue team finds them. They might uncover an interesting back story about the crashed ship. Is it an archeological find or a revelation about a war the Denobulans never told the Federation about? Will any of the Denobulans be killed in the melee? How will that be explained to Starfleet? A story could branch out from this of a Denobulan seeking revenge.

## ADDING THIS MISSION TO YOUR CAMPAIGN

This campaign can be easily adapted into any era as an opportunity to add depth to the Denobulans and show that most species have dark secrets in their past.



# "TELL TALES TO THE TELLARITES"

**Suggested Era of Play:** *Enterprise era*

**Suggested Spotlight Role:** Communications Officer

## SYNOPSIS

The crew receives a distress signal from Rublag Frar, Captain of the *Cosmic Snarl*, a Tellarite science vessel. The ship is trapped in a nova's geomagnetic well. Transporters are the only way out for the 12 members of the crew. But it will take a series of remote tasks to triangulate the ship's location, synch with their internal sensors, create a transport window, and evacuate the crew. In the meantime, Frar demands that the rescue crew tell embarrassing tales from their past to prove they are who they say they are and not the other-dimensional quasi-entity trying to lure his crew to their deaths.

## MAJOR BEATS

### MAINTAIN THE LINK

Upon arriving at the nova, the helmsman must establish a safe orbit despite severe magnetic turbulence. The communications officer will need to maintain communication with Captain Frar, with each geomagnetic pulse endangering the link. Transporters are the only way to evacuate the crew of the *Cosmic Snarl* as grappling hooks are too weak to perform a tow. The *Cosmic Snarl* is beyond repair, all power routed to just maintaining their current position. If engines fail, they will be sucked into the well.

### BUILDING TRUST

Captain Frar informs the players that they were pursuing a quasi-dimensional lifeform when they were trapped, perhaps intentionally. Frar now questions whether this "rescue attempt" is just another elaborate trap from the entity. As the players work to establish a solid signal and transporter lock, Frar demands that the bridge officers tell embarrassing stories from their pasts since "apparently, quasi-dimensional entities have no shame." This gives characters a chance to tell their personal stories, perhaps related to how they acquired their values.

## EMERGENCY TRANSPORT

Characters need to eliminate all complications to maintain a solid comm signal and a secure transporter lock. Only four people can be transported each round, the geomagnetic well becomes more dangerous with each passing moment, and the *Cosmic Snarl* is breaking apart. The nova might cause more problems for the players' ship forcing characters to confront multiple problems at once. Once the crew is safe, the players' ship must break free from the geomagnetic well.

## OPENING LOG ENTRY

"We are en route at warp 5 to Sector 874. The *Cosmic Snarl* is trapped in a nova's geomagnetic well. Maintaining communication has been difficult. If we lose the signal, we will be unable to locate the vessel and render aid."

## MINOR BEATS

Characters may enjoy hearing tales from their colleagues' pasts. If the players are making progress too quickly, introduce the quasi-dimensional entity for them to battle.

## KEY NON-PLAYER CHARACTERS

Use statistics on pages 314-315 of the Starfleet core rulebook for officers on the *Cosmic Snarl*. Adapt the *Cosmic Snarl* from *Danube*-class Runabout statistics, page 235. Increase crew complement to 12 and delete tractor beam. Adapt the Crystalline Entity on page 344 for the quasi-dimensional life form but omit the special rules. Add Dampening 2 to the particle beam attack.

## CONCLUSION

Players might want to research more about the quasi-dimensional life form. Is it sentient? Did it intentionally put the *Cosmic Snarl* in harm's way? Was it merely trying to communicate? Characters might be affected by sharing stories from their past. Did any of their values get challenged in this scenario? Did dark secrets get revealed?

## ADDING THIS MISSION TO YOUR CAMPAIGN

Drop this campaign into your game of any era to infuse suspense, character drama, and humor. This is an opportunity to learn more about the Tellarites' gruff and rude manner.

# "GENERAL ORDER ONE"

Suggested Era of Play: *Enterprise* era  
Suggested Spotlight Role: Captain

## SYNOPSIS

The crew must respond to a diplomatic breakdown between the Andorians, Tellarites, and Vulcans that has occurred on the colony planet of Kaferia. A previously undetected, deep jungle civilization has been located by a Tellarite expeditionary team. The civilization is pre-warp but has invented discs that enable telepathic communication. The Andorians want to acquire the tech while the Vulcans protest. Can the crew negotiate peace between these new Federation members?

## MAJOR BEATS

### DISCS

Delegates from all three species are on Kaferia to set up a colony. A previously undetected, deep jungle civilization has been located by the Tellarite expeditionary team. They snuck into the city and acquired some technology to study later. This included discs the natives place on their foreheads that enable telepathic communication with other disc-wearers. The discs work on Andorians and Tellarites but not on Humans or Vulcans. The Andorians want to study the technology on their own terms. The Vulcans feel that this is a violation of the Prime Directive. The Tellarites are sure they can monetize the technology.

### HIDDEN CIVILIZATION

The crew must investigate the hidden civilization of humanoids. It is pre-warp, so steps must be taken to stay clandestine. Science officers may want to learn why initial scans did not detect the natives. Infiltrating the jungle society to learn more about their ways would fascinate xenobiologists.

### WHY TELEPATHIC DISCS?

Based on the data collected, the player characters learn that the special physiology of the natives, Andorians, and Tellarites grant them telepathy, but only when the discs are used on the planet. The Kaferians use the disc only for conducting court cases and determining guilt. Any other use of the discs is determined to be a violation of the greatest magnitude.

## MINOR BEATS

The jungle is populated with countless lifeforms. This offers opportunity for study and possible threats from animals or man-eating plants. Survival skills will come in handy as it will take days to

## OPENING LOG ENTRY

"We have been asked to intercede in a dispute occurring on the lush, jungle world of Kaferia between the Andorians, Tellarites, and Vulcans. The Federation is young and it seems like any problem gets magnified a hundred-fold. The landing party is beaming down to the Tellarite's base camp to be debriefed on the situation."

trek to the native settlement. Officers will need to keep the various factions from fighting, though a loud argument might attract the attention of natives.

## KEY NON-PLAYER CHARACTERS

Adapt characters from *Chapter 11.20* of the Starfleet core rulebook for Andorians, Tellarites, and Vulcans. Adapt Ferengi Menial on page 325 for natives.

## CONCLUSION

The Kaferian government has kept their society practically crime free through discreet use of the telepathic discs. Honesty reigns supreme. Dishonesty is met with the severest of punishments. What happens if the away team's existence is exposed to the natives? The Andorians and Tellarites might want to establish the planet as a starport from where they could conduct criminal trials since they can use the discs while on the planet. The crew needs to emphasize the importance of the Prime Directive and negotiate peaceful resolution between the different species.

## ADDING THIS MISSION TO YOUR CAMPAIGN

Drop this story into a campaign when you want to highlight a character's diplomatic skills and the value of the Prime Directive. If playing in *The Original Series* or *The Next Generation* era, replace Kaferia with any world along one of the Federation's many borders. Also, make the alien species Cardassian, Ferengi, and Romulan.



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