

*STAR TREK*TM

ADVENTURES



MISSION BRIEFS

DISASTERS

TALES FROM *THE NEXT GENERATION* ERA

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DISASTERS

TALES FROM *THE NEXT GENERATION* ERA

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DISASTERS

INTRODUCTION

Following Starfleet's mandate of exploration in any era of play, including *The Next Generation* era, is a noble pursuit not without risk. Space is massive, filled with as many potentially amazing discoveries as it is full of nightmarish death traps and disasters waiting to challenge an unprepared crew. Space exploration is for the bold, not the faint of heart; even then, the boldest of explorers cannot prepare for every possible contingency.

This packet presents ten detailed mission briefs oriented around potential disasters you can modify for use as adventures in your ***Star Trek Adventures*** campaigns set during *The Next Generation* era (approximately 2360–2379). 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 if 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.

THE RUSH OF THE BELT

Suggested Era of Play: *The Next Generation Era*
Suggested Spotlight Role: Flight Controller

SYNOPSIS

A Federation science team is stranded in a fast-moving asteroid belt, and getting to them will require creative thinking and precise timing. And, asteroids might not be the only things lurking inside the belt.

OPENING LOG ENTRY

We received a distress call from Federation science outpost Theta 23, located within an asteroid belt orbiting R136c, an ultra-massive star. The intense gravity has had the unusual effect of causing the asteroid belt to move at incredible speed.

CAPTAIN'S LOG

MAJOR BEATS

GETTING TO THETA 23

Theta 23 was established to study kelbonite, a mineral that interferes with transporter and tractor beams, and makes sensor readings unreliable. As such, the science team cannot be beamed out or precisely located, and the asteroids can't be moved out of the way. Collisions from the asteroids would cause shields to fail and destroy the ship. A shuttle with boosted engines should be able to enter safely, but visual inspection is required to locate Theta 23.

EVACUATING THETA 23

Theta 23 has been nearly destroyed from constant bombardment. Landing the shuttle near the station means the crew will be at risk of further imminent collisions. They will need EVA suits to search for the science team.

EXITING THE BELT

Leaving will be just as dangerous as entering, requiring precision flying and remarkable timing. Making things worse, a large asteroid obliterates what remains of Theta 23 as the away team returns to the shuttle, causing the asteroid they're on to spin and rotate so quickly that the already chaotic belt appears as little more than a blur. The crew has no way to know in what direction they'll be flung when they take off. A safe exit will require improvisation.

MINOR BEATS

The lead scientist on the station, a Benzite named Maldor, discovered an unusual life-form native to the asteroid belt. This being, identified as Species 652b3, is a rock burrower, and it has not taken kindly to captivity. It recognizes Maldor, and spots him during the evacuation. If not dealt with, it will attach itself to the shuttle before the crew can exit the belt, and its tough claws will tear through the hull so it can get to Maldor.

KEY NON-PLAYER CHARACTERS

Maldor is a Benzite with a slight sense of superiority. His intentions with Species 652b3 were honorable, but it never occurred to him that the creature might not want to be studied. For Maldor, use the statistics for Starfleet Science Officer on page 315. For Species 652b3, use the statistics for the Berengarian Dragon on page 342.

CONCLUSION

This is a mission that requires creative thinking, with a lot of intense action and very real danger, in order to save the science team and Maldor, and return with the shuttle in one piece.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be easily adapted to fit any solar system the players are already going to for other reasons, in any era of play. The Federation science team can be swapped for a team of any species from a local planet who ask the players for assistance in recovering their people.

BREAKDOWN

Suggested Era of Play: *The Next Generation Era*
Suggested Spotlight Role: Engineering Officer

SYNOPSIS

A bug in the code of a new computer upgrade wreaks havoc on the ship, and it's a race against time to stop the problem before a cascading system failure causes the warp core to go critical.

OPENING LOG ENTRY

Our ship is the first to receive Acclivius-A, a new subroutine for the main computer, which should drastically improve response time. Starfleet has sent Lt. Cmdr. Lunisa to monitor its progress. We'll put this upgrade to the test as we observe a red supergiant in the last stages of life.

CAPTAIN'S LOG

MAJOR BEATS

BREAKDOWN

The new upgrades are working well. But when the star is scanned, sensors pick up a gravitational anomaly. When delving for further info, the sensors report a time distortion. When triple-checked, sensors show sixteen Romulan *D'deridex*-class warbirds closing fast. It becomes clear the sensors are malfunctioning and require a full diagnostic.

TAKEDOWN

While attempting to diagnose the problem, replicators all over the ship begin spewing a base component protein slime. Sickbay's flooding, engineering is shorting out, impulse engines are down, and photon torpedoes can't be fired.

YOU'RE BUSTED

Acclivius-A has a bug in one line of code that's caused the main computer to malfunction. After the sensors and the replicators, it moves into the transporters, the turbolifts, and life-support. Then it hits the warp engine and the antimatter containment field. If it's not stopped, the field will rupture, and the ship will be destroyed.

MINOR BEATS

If that wasn't all bad enough, the red supergiant is farther along in its death cycle than was previously thought. If the crew can't get control of the ship and restore the warp engine in time, nothing else will matter as the ensuing supernova will rip the ship to pieces.

KEY NON-PLAYER CHARACTERS

Lt. Cmdr. Lunisa is a Bolian, and brings a selection of caustic acids with her. They're her favorite drinks (Bolianians have highly acidic blood), but they're dangerous substances so normal replicators won't make them. She also brings a reagent that will allow non-Bolianians to safely drink them, and will be offended if the crew turns her down. Use Starfleet Engineer statistics on page 315 to represent her. She's fiercely protective of Acclivius-A, her own creation, and will refuse to believe her subroutine is a problem. Until the crew figures that out, they may be inclined to follow her suggestions and allow her assistance, which will further complicate their repair efforts.

CONCLUSION

The solution to solving the cascading problems and saving the ship lies in uninstalling Acclivius-A and reverting the computer to the backup of its previous system. To make this less obvious to the players, play up how well respected and renowned Lunisa is, and have them eager to follow her lead.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission works as a standalone and can also be used to flesh out a pre-existing mission that could use more challenging complications. The study of the red supergiant that goes supernova could be replaced with any other mission with a ticking clock that makes finding the solution a more immediate concern.

GOING VIRAL

Suggested Era of Play: *The Next Generation Era*
Suggested Spotlight Role: Medical Officer

SYNOPSIS

Andoria is on the brink of destruction due to a computer virus engineered by a dangerous criminal. The entire planet is at risk, and soon the entire population may cease to exist. To make things worse, a hard-hitting plague has also struck the population. The player characters' goals are to fix the technology and find a cure for the mysterious plague.

OPENING LOG ENTRY

We've received a distress call from Andoria. Their technological systems are failing all across the planet, and no one's heard from them since. We're on the way to help. I only hope we'll be enough.

CAPTAIN'S LOG

MAJOR BEATS

COLD RECEPTION

All Andorian planetary defenses down, communications are offline, and ships and shuttles are grounded. Medical facilities have resorted to non-technological practices to treat their patients, but they're losing many. Every system shuts down the same way, bit by bit, piece by piece, in regimented order.

IT GETS WORSE

A "virus" of sorts is spreading through Andoria's technology. It's a wave of malignant, non-sentient, self-replicating nanites based upon the experiments of one Wesley Crusher. They've been programmed to shut down every piece of "Andorian property" they encounter. Plus, a plague is ravaging the population. The entire population could be wiped out in a day.

CONNECTING THE DOTS

The plague is behaving similarly to the "virus," shutting down one bodily system after another, in regimented order. The nanites have spread to the Andorians themselves. It will take a combination of medical and engineering ingenuity to devise a way to cure both the people and the technology of Andoria.

MINOR BEATS

An extremist splinter group of Andoria's minority population, the Aenar, are upset that they do not have equal representation in the Andorian government. Their leader, Jallin, is the mastermind behind the nanites, and learned of them from Federation databases. Some Andorians will use this to say the Aenar cannot be trusted, but cooler heads should prevail and maintain that an entire population should not be slandered based on the actions of a small group of extremists. The other Aenar will condemn Jallin's actions, and will support his punishment.

KEY NON-PLAYER CHARACTERS

Jallin is a hothead and a zealot. He doesn't want equality, he wants to punish the Andorians for their crimes against his people. Use the Cardassian Glinn statistics on page 328 for Jallin, swapping all Cardassian-specific values and traits for their equivalent for the Aenar and Jallin's band of extremists.

CONCLUSION

The crew will have to decide what to do with Jallin. While his methods were extreme, the Aenar do have a legitimate grievance in the way they are treated as an underclass.

ADDING THIS MISSION TO YOUR CAMPAIGN

Adapt this mission for other eras by swapping out Andoria for any other planet with a minority population of any variety, but it should remain a Federation member so that the Prime Directive does not apply. This will force the moral dilemma for the players at the end, to decide on a course of action to recommend to the Federation. This mission also provides an extra ticking clock if any of the crew are Andorian as they will contract the nanite plague the moment they make physical contact with anything on Andoria.

TURNABOUT

Suggested Era of Play: *The Next Generation Era*

Suggested Spotlight Role: Captain and/or First Officer

SYNOPSIS

That most dreaded of all Starfleet malfunctions – the transporter accident. And it naturally happens at the worst possible moment. The goals are to correct the issue and identify the unlikely cause of it – all the while managing to pass the admiral's unforgiving tests.

OPENING LOG ENTRY

We've just left a reception at Deep Space 3, where we met with Representative Zyta of the planet Zondera, a prospective new member of the Federation. Admiral Hardin has come aboard to conduct a series of performance drills. Representative Zyta will accompany him, as an observer.

CAPTAIN'S LOG

MINOR BEATS

The drills for the crew are just a ruse. Admiral Hardin is actually testing the command efficacy of the captain and first officer to evaluate them for promotion. Throughout the drills, he'll make special note of any particularly creative command solutions the player characters come up with.

KEY NON-PLAYER CHARACTERS

Admiral Hardin comes off like a jerk, but it's an act to mask the true intent of the drills. Once the truth is revealed, he's warm, kind, and folksy. Adapt the statistics for Rear-Admiral Thryan on page 316 for Hardin. Use the stats for Taris, Vorta Overseer on page 331 for Zyta, minus the values, Deception focus, and the special rules.

MAJOR BEATS

TRANSPORTER TROUBLE

Immediately upon beaming back to the ship, the crew will discover a problem. They have each had their consciousness transported into the wrong body. Scans and diagnostics of the transporter show an odd residual energy in the buffer when they transported aboard. But Admiral Hardin's already starting the drills.

TASKMASTER

Hardin is a stickler for protocol, and uses the slightest hesitation to make ominous notes in his PADD. He uses the holodeck to run the player characters through a variety of challenging tasks suited to their role. He requires the entire bridge crew be present for each task. If the crew try to explain their situation to the admiral, he'll brush it off as excuses, as medical scans cannot confirm what happened.

THE CHASE IS ON

During the drills, Representative Zyta will excuse herself. While the crew is busy, she steals a shuttle to return to Zondera. The crew must give chase if they have any hope of learning what happened and returning to their original bodies.

CONCLUSION

Residual energy from Zyta's synapses was in the transporter buffer after she came aboard. This caused the consciousness transfer, and the only way to reverse it is for Zyta (or another Zonderan) to go through the transporter first, and two of the crew to immediately follow. The consciousness of those two crew members will then move back in their correct body.

Zyta hoped her consciousness would transfer to the Admiral so she could stop or delay the Federation talks, as she does not support her people's entry into the Federation. She fled in the shuttle because her plan failed.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission is best suited for a group that has completed several missions together. Consider setting guidelines regarding romantic entanglements or obtain consent from players about their characters' activities once the "swap" is discovered. Characters retain their own abilities while in the new body, so the challenge comes in playing other characters without the benefit of their unique abilities.

Suggested Era of Play: *The Next Generation Era*

Suggested Spotlight Role: Science Officer

SYNOPSIS

A ship in distress needs immediate help, but is trapped in an impossible situation and delivering aid may put the entire crew at risk.

OPENING LOG ENTRY

After receiving a distress call from a Federation shuttle, we've traced the source back to a nearby nebula. The situation is dire. I only hope we can get to them in time.

CAPTAIN'S LOG

her distress call. She sought refuge in the nebula, but with sensors malfunctioning, she didn't realize the danger. The Romulan scout ship is cloaked nearby, and will attempt to abduct Bizel Hox as soon as she's rescued.

MINOR BEATS

Whether the ship, a shuttle, or members of the crew in EVA suits enter the nebula to rescue Bizel Hox, some of the gasses will attach themselves to the shields or the hull or the suits. This causes issues as they attempt to deal with the Tal Shiar, as either the shields, hull, or possibly even internal ship systems may fail, depending on what the gasses have come into contact with.

MAJOR BEATS

A FINE MESS

The shuttle is trapped inside a nebula of highly reactive gasses, which interrupt scans, communications, and transporter/tractor beams. Sensors show the rough location of the shuttle and that its shields will fail within minutes. The gasses are so caustic that any ship entering will lose shields in minutes. Its hull would be eaten away, followed by the warp core going critical. Possible methods: "scooping" the shuttle out with the main ship's cargo bay open, linking together the shuttle/ship transporter and sensor systems, and creating a temporary shield boost or shield bubble from the main ship.

BARELY HANGING ON

Inside the shuttle is Trill scientist Bizel Hox. She's barely conscious and lying in a pool of blood. The bleeding must be stopped before she can be moved, and she suffers from "symbiont drift." The Hox symbiont has been wounded and has shifted inside her torso, and won't survive if it's not returned to its proper orientation. The shuttle's computer control must be reestablished and the matter/antimatter reaction is out of balance.

MISCREANTS

The Hox symbiont is a high-value target for the Tal Shiar, who want to abduct it for strategic uses. A Romulan scout ship intercepted Hox's shuttle and opened fire, damaging the ship's sensors and communications immediately after

KEY NON-PLAYER CHARACTERS

Bizel Hox will not be able to communicate much, due to the severity of her wounds. But once she comes around she's charming, kind, and wise. Adapt the Starfleet science officer statistics on page 315 for Hox. Romulan statistics on pages 320-321 can be used for the Tal Shiar operatives, and use the Romulan Bird-of-Prey statistics on page 262 for the scout ship.

CONCLUSION

The Romulan Senate disavows knowledge of the Tal Shiar agents. The Senate officially insists the scout ship attack was not sanctioned and was the action of a few miscreants.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can stand alone, but could be adapted to fit in a larger campaign that needs a few more obstacles before the players get to a dignitary whose help they need. The Romulans can be swapped for any other hostile group who may want something the dignitary has, whether that dignitary is Bizel Hox, or an ambassador, or a particularly skilled surgeon.

IN THE DARK

Suggested Era of Play: *The Next Generation Era*
Suggested Spotlight Role: Captain or First Officer

SYNOPSIS

A distress call from a Romulan science team brings with it a whole host of complications and tough decisions that could have major ramifications for a newly discovered primitive society in danger of extinction.

OPENING LOG ENTRY

On patrol near an unclaimed area of space, we've picked up a faint distress call that appears to be Romulan in origin. No other ships are within range. We've elected to investigate.

CAPTAIN'S LOG

Romulan body. The science team's leader says the mission is scientific and feels that avoiding societal contamination is important and insists no harm has occurred. But their power core malfunctioned and exploded. The team is gravely injured, and are in danger of being seen by the humanoids.

MINOR BEATS

Additional scans of the caves will show evidence of past societies; this has happened many times before. The planet's orbit takes almost 100,000 Earth years, enough time for a primitive species to develop, and then be wiped out as the cycle repeats. The Romulans must be saved before radiation sickness turns deadly.

MAJOR BEATS

HARSH CONDITIONS

Alpha Corinna B is a bright binary star system in the Neutral Zone with a single Class-L world in orbit. The planet's orbit has sent it right between the stars and it's flooded with intense radiation. There are primitive humanoid life-signs throughout a series of caves, and a faint energy signature associated with a more advanced society. A landing party will need EVA suits for life support. The radiation exposure is a ticking clock. Another distress call has come in – a Romulan science team with severe injuries.

GOING UNDER

In the cave system, natural formations give way to passages intentionally carved through the rock, but all the humanoid-made tunnels have a ceiling no more than a meter high. Delving deeper, the crew finds bioluminescent moss covers the walls. The moss feeds on slime that comes from large, subterranean snails, which feast on the humanoids when they die. The humanoids, in turn, consume the moss (which makes their hair glow). The humanoids communicate in whistles, which makes translation difficult.

THE SOURCE

Deep within the caves, a Romulan science team has set up an observation post, using a holographic bluff to conceal their presence. They were studying the humanoid's adaptation to high gravity, and hoped to replicate it in a

KEY NON-PLAYER CHARACTERS

The primitive humanoids have an elder who serves as leader. Use Klingon Warrior statistics on page 317, minus equipment and Special Rules, for all of the primitive humanoids. For the snails, use Talarian Hook Spider stats on page 341, replacing special rule Web with Slime.

CONCLUSION

If the Romulan science team can be evacuated, and the secret of their presence preserved, they will vouch for their rescuers to the warbird that shows up as soon as the players return to their ship. The scientists will not leave without their research. If the science team dies, there will be no one to tell the Romulan authorities that this was a rescue mission, which could exacerbate Federation/Romulan tensions.

ADDING THIS MISSION TO YOUR CAMPAIGN

The complexity of the cave system and communicating with/avoiding the primitive humanoids can be increased to lengthen the mission. Or it could be a short supplement to a bigger campaign where the players need a way to improve (or accidentally worsen!) relationships between any two governments.

JOYRIDE

Suggested Era of Play: *The Next Generation Era*
Suggested Spotlight Role: Science Officer

SYNOPSIS

A race of beings who exist only as spiritual energy take the player characters' ship for a joyride. The mission? Take back control of the ship without harming the aliens.

OPENING LOG ENTRY

En route to rendezvous with the *U.S.S. Victory* for personnel transfer, sensors picked up unexplained energy spikes in an area of empty space, of the kind typically only associated with... life. We've dropped out of warp to investigate.

CAPTAIN'S LOG

MAJOR BEATS

SAYING HELLO

Scans reveal half a dozen distinct "energy forms" moving about in space. All attempts at communication fail. The energy forms are alerted to the crew's presence, and then one of the energy forms disappears. Meanwhile, a member of the crew begins behaving oddly, asking questions they should readily know the answers to. They also speak in an odd cadence, and often with incorrect words, as if they were learning how to speak for the first time.

LET'S GO FOR A RIDE

The other energy forms disappear from sensors. A number of the crew (matching the number of remaining energy forms) begin exhibiting the same odd behavior. The energy forms are somehow taking control of members of the crew. All of the affected crew members seem to recognize each other, and call each other by descriptors based on their physical appearances. They have increased mental acuity and physical capabilities, and use these to commandeer the ship, setting a wild and unpredictable course. Unfamiliar with the vagaries of starship operation, they push the engines beyond the limit.

TAKE ME HOME

The energy forms are children. They were on a "field trip" as part of their education and got separated from the rest of their class. Without a ship, they could not return home. They find inhabiting the bodies of the crew to be great fun, and

take great joy in zooming the ship around, not realizing the danger. They hold no malice or ill will. Their "dispatch sector" is filled with hundreds more of their kind, all too eager to have their young back home.

MINOR BEATS

The crew's consciousness is still present while the energy forms are in control, and some might find a way to work in tandem with each other. NPCs might be intrigued by the potential for exploration by bonding with an entirely alien form of life.

KEY NON-PLAYER CHARACTERS

For the energy forms' ship (the Hikbaa, see Conclusion), use stats for the Borg Sphere on pages 266-267, minus the crew, special rules, and Energy Draining weapon. The statistics for the energy forms should be the same as those of whichever crew body they inhabit.

CONCLUSION

The energy forms are beings from the Andromeda Galaxy, who traveled to the Milky Way aboard an organic, living space vessel. This vessel is a separate race called the Hikbaa, and the energy forms live in tandem with these creatures and shape them through communication and careful care and feeding.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission is adaptable to any era and will work best with an established group that has some supporting characters that the energy forms can "possess." If the players are comfortable with it, some of them can play their character as one that is "possessed." Let the players who are "possessed" try and outsmart those who are not, and vice versa.

THE VOID

Suggested Era of Play: *The Next Generation Era*
Suggested Spotlight Role: Security Officer

SYNOPSIS

An alien ship is attacked and left adrift, and is in danger of falling into the gravity well of a black hole. The crew must save the ship and also survive an engagement with the Nausicaans.

OPENING LOG ENTRY

We've received an automated distress call from the Tondur system, home of a small black hole. Long-range sensors picked up a substantial matter/antimatter explosion in the area. We're changing course to investigate, despite the danger.

CAPTAIN'S LOG

MAJOR BEATS

HOLE IN MY HEART

The Tondur system is the heart of what was, until recently, the modest but sustainable business empire of the Tondur, a non-Federation humanoid race focused on science, the arts, and trade. Its star went supernova, and what remains of the Tondur people escaped aboard a huge colony ship. They were attacked by Nausicaan pirates. The colony ship suffered heavy damage and its warp core had to be ejected. When it exploded, it ripped a hole in the colony ship. Repairs will be difficult and hazardous.

IT'S NOT WHAT YOU THINK

The pirates stole scientific research the Tondur had accumulated throughout their history, to sell it to the highest bidder. Among the data stolen were schematics for a device which could speed along the life cycle of stars via a phased tachyon beam. The pirates used these schematics to modify their deflector and fired the phased tachyon beam at the Tondur supernova, causing it to fold into a black hole. Further, the Nausicaans have left a warship nearby to be sure the Tondur are not rescued, thus increasing the value of the stolen data. When the crew moves to help, the Nausicaans attack.

NOW IT'S A PARTY

The Nausicaans board the crew's ship, hoping to add Federation tech to their spoils. They're aggressive and

possess a single-minded determination. If they realize they can't take the ship, they'll attempt to destroy it.

MINOR BEATS

A Nausicaan shuttle has already left with a copy of the Tondur data, its warp trail showing it headed straight for Darian IV. Their buyer is a Darian woman, a gifted engineer who's been sending messages into space requesting technological information from anyone who might respond. The Nausicaans offered technological information well beyond her people's own capabilities, and this has already contaminated their culture, which is not yet warp-capable. But the Darian woman is eager to accept their offer and has enough resources to pay for the information.

KEY NON-PLAYER CHARACTERS

For the Nausicaans, use Jem'Hadar Warrior statistics on page 330 minus the Shroud special rule, and for their ships the Jem'Hadar Battle Cruiser statistics on pages 265-266. For the Darian woman, use Starfleet Engineer statistics on page 315.

CONCLUSION

The Tondur are grateful for the rescue, and may ask the Federation for asylum. Their phased tachyon beam, while providing immense scientific value, can too easily be turned into a weapon. A decision will need to be made about the Darians, who have technology comparable to 21st century Earth, but due to the contact with the Nausicaans, now know about extraterrestrial life and space travel.

ADDING THIS MISSION TO YOUR CAMPAIGN

Chasing down the Nausicaan seller and the Darian woman could be expanded into a cat and mouse game, or a more in-depth exploration of what the cultural contamination did to the Darian people. Adapt this mission to other eras by swapping out the Nausicaans for a more era-appropriate species.

UNINVITED GUESTS

Suggested Era of Play: *The Next Generation Era*
Suggested Spotlight Role: Science Officer

SYNOPSIS

A first contact encounter with an alien species does not go as planned. Player characters must decipher their language and technology, and save them from destruction at the hands of the Romulans.

OPENING LOG ENTRY

Proximity sensors alerted us to what seems to be an unknown celestial object ahead, as well as an unidentified artificial power source. It's a curious combination that's drawn our attention.

CAPTAIN'S LOG

MAJOR BEATS

GREETINGS, FRIENDS

The crew discover a comet that's slowing down. Attached to the comet via mechanical tendrils is a vessel of unknown origin. The vessel's tendrils detach from the comet and moves to intercept. A hail comes in on visual, revealing the aliens to be something akin to large bear/insect hybrids. They keep flashing an image on screen, but no one can understand it. The tendrils attach to the crew's ship, and siphon enough power to temporarily shut down the warp core.

HOLD UP, FOLKS

The crew finds the aliens again attached to the same comet via their tendrils. Upon detecting the crew, their tendrils detach and, again, they move to an intercept course. Another hail comes in on visual, as before. The same symbol flashes on the screen, and the communication ends. They penetrate the crew's ship with intensive scans. The tendrils again latch on to the crew's ship and siphon off power, depowering shields, impulse engines, and almost all of life support.

YOU AGAIN!

The comet is now floating dead in space. A hail comes in on visual. The aliens flash different images and symbols this time, and appear panicked and afraid. Specific sensor sweeps for a rare metal in their ship's tendrils reveals them locked on to a *D'Deridex*-class warbird, and Romulan

disruptors ripping into their ship. They won't survive long. If the Romulan ship isn't disabled, it will destroy the alien ship.

MINOR BEATS

The aliens' science officer, “++++” or “Four Plus” is trying to communicate with the crew. She will take a liking to whoever she spends the most time with, and continually ask them to “>” (which translates most closely to “tea”). Should Four Plus have tea with any of the crew, she becomes romantically interested in them, as she's terribly attracted to smart people. The tea is so over-the-top sweet that it's difficult to choke down, but to do otherwise would clearly be an insult.

KEY NON-PLAYER CHARACTERS

For Four Plus, use the statistics for Captain T'Mek on page 316, minus the Vulcan Nerve Pinch attack and Kolinahr special rule. For her ship, use the *Nova*-class statistics on page 249-250, treating the Tractor Beam as Siphon Tendrils that drain 4 Power per round.

CONCLUSION

The Romulans are outraged by the alien attack and will not be interested in waiting as the crew figures out how to communicate with the aliens, so holding the Romulans off is the crew's main goal. The bear/insect aliens are known as the “Lunate Epsilon,” as their species name pictograph looks similar to the Greek symbol of the same name.

ADDING THIS MISSION TO YOUR CAMPAIGN

The mission can be extended by throwing other populated planets and ships into the mix, allowing the Lunate Epsilon to wreak unintended havoc over a much larger area. Adapt this mission to other eras by changing out which adversary species comes into play. Consider clearing romantic advances with players ahead of time.

RUDE AWAKENING

Suggested Era of Play: *The Next Generation Era*
Suggested Spotlight Role: Engineering Officer

SYNOPSIS

A Jem'Hadar ship filled with soldiers in stasis was accidentally reactivated by researchers, and a disastrous battle was fought. Now, it's a race to see which side will get back on their feet first.

OPENING LOG ENTRY

Bajoran scientists discovered a Jem'Hadar attack ship crashed in the mountains of the Bajoran colony world Valo III. While studying the ship, the scientists accidentally woke a strike team from stasis. The Jem'Hadar summoned reinforcements, and all Federation ships in the sector responded. We fought them to a draw. We're adrift in space with multiple hull breaches, an ejected warp core, and no communications. We can only hope some of our sister ships fared better, and that we're back up and running before the Jem'Hadar are.

CAPTAIN'S LOG

MAJOR BEATS

GET A MOVE ON

All ships in the battle were heavily damaged and are adrift. Due to the extensive debris, transporters will be useless without pattern enhancers. The players' ship needs a new main computer, any photon torpedoes that can be salvaged, and an entirely new warp core if they're to have any hope of finishing off the Jem'Hadar before they can make repairs. The crew must take a shuttle to comb through the floating graveyard, in the hopes of cannibalizing the parts they need.

GRAVE ROBBING

Piloting through the wreckage is difficult, as is exiting the shuttle in EVA suits to explore the wreckage of Federation vessels. The Jem'Hadar had the same idea, and sent out salvage teams of their own. They could be lurking in every shadow and around every corner.

FIGHT TO THE FINISH

If the crew can find the needed parts, and can get them installed in time, they're the only functional ship left in a sea of death. Other Federation vessels are too far away to assist. Klingon reinforcements are on the way, but they're hours out. How long can the crew hold on?

MINOR BEATS

In the wreckage of one of the ships the crew will find Lt. Cmdr. Waltke, conn officer from the *U.S.S. Thorne*. Having seen first-hand the loss of his crew, he is a man on a mission to locate any survivors from the battle, to the exclusion of all else. He will lead them on a series of rescue missions. If the crew feels they do not have the time to spare, Waltke will pursue his goal solo. Alone and with no one to protect him, he'll end up a prisoner of the Jem'Hadar.

KEY NON-PLAYER CHARACTERS

Lt. Cmdr. Waltke should use Starfleet Conn Officer statistics on page 314. All Jem'Hadar should use standard statistics on pages 336-337 and ship statistics on pages 270-271.

CONCLUSION

The Jem'Hadar attacked so viciously because the crashed attack ship has an injured Founder on board. If it becomes clear the tide is turning in the crew's favor, the Jem'Hadar may elect for a strategic retreat with the Founder through the Bajoran wormhole.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can easily be expanded into a full campaign as the discovery of the crashed Jem'Hadar ship, and ensuing battle, could serve as missions on their own. The players should feel an encroaching sense of dread and urgency. You could give the crew a maximum number of tasks they can perform before the Jem'Hadar are operational again.

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