

*STAR TREK*TM

ADVENTURES



MISSION BRIEFS

KHITOMER ACCORDS

TALES FROM THE KLINGON EMPIRE

MICHAEL DISMUKE

CREDITS



**2D20 SYSTEM
DESIGNER**
NATHAN DOWDELL

**STAR TREK
ADVENTURES
PROJECT MANAGER**
JIM JOHNSON

WRITER
MICHAEL DISMUKE

EDITOR
CHARLIE KNIGHT

GRAPHIC DESIGNER
MICHAL E. CROSS &
STEPHANIE KATZ-BARNES

COVER ARTIST
STEPHANIE KATZ-BARNES

PROOFREADER
JIM JOHNSON

**MODIPHIUS
ENTERTAINMENT LTD.
CHIEF CREATIVE OFFICER**
CHRIS BIRCH

**CHIEF OPERATIONS
OFFICER**
RITA BIRCH

MANAGING DIRECTOR
CAMERON DICKS

HEAD OF BRAND
SAMANTHA WEBB

HEAD OF DEVELOPMENT
SOPHIE WILLIAMS

**HEAD OF CREATIVE
SERVICES**
JON WEBB

CREATIVE COORDINATOR
KIERAN STREET

FINANCIAL CONTROLLER
LUC WOOLFENDEN

**LOGISTICS AND
PRODUCTION MANAGER**
PETER GROCHULSKI

ART DIRECTORS
ROCÍO MARTÍN PÉREZ,
ARIEL OREA

STUDIO COORDINATOR
ROCÍO MARTÍN PÉREZ

PHOTOGRAPHER
FÁTIMA MARTÍN PÉREZ

LEAD 3D DESIGNER
JONNY LA TROBE-LEWIS

SENIOR 3D DESIGNERS
JOANA ABBOTT,
DOMINGO DÍAZ FERMÍN,
CHRIS 'CHRISPY' PEACEY

**SENIOR 3D PLASTICS
DESIGNER**
COLIN GRAYSON

3D DESIGNERS
BEN DE BOSDARI,
SEAN BULLOUGH

STUDIO PAINTER
CALLUM FRANCE

LEAD GRAPHIC DESIGNER
MICHAL E. CROSS

GRAPHIC DESIGNERS
STEPHANIE TORO,
CHRIS WEBB,
MARK WHITTINGTON,
LEIGH WOOSEY

**AUDIO AND VIDEO
PRODUCER**
STEVE DALDRY

EDITOR
BRYCE JOHNSTON

**DEVELOPMENT
COORDINATOR**
JASON ENOS

GAMES DESIGNER
JAMES HEWITT

DEVELOPERS
JONO GREEN,
ETHAN HEYWOOD

QA TESTERS
SAMANTHA LAYDON,
NATHAN PERRY

**COMMUNITY AND DESIGN
ASSISTANT**
DOMINIC WESTERLAND

**SCHEDULING AND
DESIGN ASSISTANT**
JUSTIN TALSMAN

RPG DESIGN ASSISTANTS
ANDY DOUTHWAITE,
JESS GIBBS

**SENIOR PROJECT
MANAGER**
GAVIN DADY

PROJECT MANAGERS
DANIEL LADE,
BEN MAUNDER,
HARALAMPOS TSAKIRIS

OPERATIONS MANAGER
JOHN WILSON

FACTORY MANAGER
MARTIN JONES

**SENIOR PRODUCTION
OPERATIVES**
DREW COX,
WARWICK VOYZEY

**LEAD PRODUCTION
OPERATIVE**
ANTHONY MORRIS

**PRODUCTION
OPERATIVES**
THOMAS BULL, REBECCA
CARTWRIGHT, LOUIS
HARTLEY-EDWARDS, JAKE
PINK, JAKE SKINNER-GUY,
MILES TURNER

ASSEMBLY TEAM
ELAINE ELIZABETH
HUGHES, NICHOLA JONES

TOOL MAKERS
LUKE GILL, DAVID
HEXTALL

**CUSTOMER SERVICE AND
ACCOUNTS MANAGER**
LLOYD GYAN

EVENTS MANAGER
GREGOIRE BOISBELAUD

COMMUNITY MANAGER
APRIL HILL

**TRANSLATIONS AND
PUBLISHING MANAGER**
MATT TIMM

**DISTRIBUTION AND KEY
ACCOUNTS MANAGER**
GARY MOORE

**SALES ACCOUNT
MANAGER**
MATT VANN-HINTON

MARKETING MANAGER
BEN O'BRIEN

**MARKETING
COORDINATOR**
SHAUN HOCKING

BRAND MANAGER
CHRIS SHEPPERSON

**CUSTOMER SUPPORT
REPRESENTATIVE**
CHRIS DANN

WEBSTORE MANAGER
APINYA RAMAKOMUD

BOOKKEEPER
VALYA MKRTCHYAN

**ACCOUNT PAYABLE
SPECIALIST**
OFELYA MNATSAKANYAN

**FINANCE & LOGISTICS
ADMIN ASSISTANT**
HOLLIE SHEPPERSON

**FOR PARAMOUNT
GLOBAL**
MARIAN CORDRY, CECILIA
FERRINI, STEPHEN ZELIN,
AARON HUBBERMAN,
BRIAN LADY &
JAMES SALERNO

WITH THANKS TO
GENE RODDENBERRY,
MARIAN CORDRY,
SCOTT PEARSON, AND
THE MANY FANS WHO
SUPPORT THIS GAME

Modiphius Entertainment Ltd.
39 Harwood Rd,
London SW6 4QP,
United Kingdom

info@modiphius.com
www.modiphius.net

STARTREK.COM

Modiphius Entertainment
Product Number: MUH0142323-PDF

The 2d20 system and Modiphius Logos are copyright Modiphius Entertainment Ltd. 2023. All 2d20 system text is copyright Modiphius Entertainment Ltd. Any unauthorised use of copyrighted material is illegal. Any trademarked names are used in a fictional manner; no infringement is intended. This is a work of fiction. Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context. TM & © 2023 CBS Studios Inc. © 2023 Paramount Pictures Corp. STAR TREK and related marks and logos are trademarks of CBS Studios Inc. All Rights Reserved.

Artwork and graphics © and ™ CBS Studios Inc. All Rights Reserved.,
except the Modiphius Logo which is Modiphius Entertainment Ltd.

KHITOMER ACCORDS

TALES FROM THE KLINGON EMPIRE

QIICAI'ONG SES NETH'ED ▲

ICE THE MESTIG'ERIG' ▲

KUT'EE QEP

SE'LE'



01.00

INTRODUCTION

002

01.10

"NOTHING IS MORE HONORABLE THAN VICTORY"

003

01.20

"HONOR ABOVE LIFE"

004

01.30

"BLOOD BINDS DEEDS"

005

01.40

"NO RETREAT, NO SURRENDER"

006

01.50

"CHALLENGE THE DISHONOR OF OTHERS"

007

01.60

"FIRST CONTACT - KLINGON STYLE"

008

01.70

"ORDER OF THE BAT'LETH"

009

01.80

"ANDORIAN PETAQ!"

010

01.90

"A WORTHY MATE"

011

01.100

"BIRTH OF A NEW HOUSE"

012

KHITOMER ACCORDS

001

ICE THE MESTIG'ERIG' ▲

INTRODUCTION

The explosion of the Klingon moon Praxis sent physical and philosophical shockwaves throughout the Klingon Empire that fractured ancient beliefs and eviscerated long-held traditions. Whereas the Khitomer Accords were heralded by many in the Empire as the greatest step to galactic peace, factitious sects emerged to oppose the treaty with the United Federation of Planets. These divisions threatened the Empire with sector-spanning conflicts and, for some, served as a forewarning to the eventual decimation of Klingon culture.

What side of the debate will your band of warriors choose for the glory or dishonor of the Empire and your Houses?

This packet presents ten mission briefs focused on Klingon warriors following the disaster at Praxis. Feel free to modify them for your *Star Trek Adventures* campaigns set during the original series motion picture era (approximately 2270–2299) or any other era of play. Each mission brief is designed to stand alone, though they could easily be strung together into a story arc or added to an existing campaign.

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 Klingon Empire* 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.

CHAPTER 01.10

"NOTHING IS MORE HONORABLE THAN VICTORY"

Suggested Era of Play: Original series movie era (2270–2299)

Suggested Spotlight Role: Ship's Cook

SYNOPSIS

Someone is trying to kill the captain. The cook must save the captain's life, concoct an antidote, and find the assassin. The assassin tries to frame the cook by poisoning more of the ship's food supply.

OPENING LOG

"Yet another night of the command crews' incessant arguing. The Khitomer Accords have been signed. The Empire is in disarray. Some accuse Chancellor Azetbur of capitulating to the Federation. Others claim she is one of the bravest souls ever. The captain, an Azetbur sympathizer, has had to put more than one outspoken qoH in their place. I avoid the arguments and focus on feeding this batch of ungrateful wejputlh." ▲

CAPTAIN'S PERSONAL LOG

MAJOR BEATS

IN THE SHIP'S GALLEY

Allow the players to engage in arguments regarding the newly signed Khitomer Accords and their theories about the fate of the Empire. Saucy insults, hardy brawls, and a passionate *D'k tahg* battle should occur in true Klingon style. The meal ends abruptly when the captain begins convulsing. He ends up unconscious in a heap on the deck.

SOURCE OF THE ILLNESS

An **Insight/Reason + Science/Medicine** with a Difficulty of 2 reveals that the *Qa'Da* leg has been poisoned. The hunt is on for the would-be assassin, with the cook under suspicion. The cook wants revenge for the assault on his honor, but first, he must concoct an antidote for the captain. A tribunal will be held aboard the ship. Any suspected in the conspiracy could be killed on the spot. Each officer will need to have an alibi.

FOOD FIRST, EXECUTIONS LATER

During the lengthy trial, the Klingon crew becomes famished. Cleared of any suspicion by this time, the cook is allowed to return to the galley under armed guard. Once in the galley, an **Insight + Security** task with a Difficulty of 1 determines the food has been tampered with. It also seems that the assassin cut himself on one of the sharpest knives in the kitchen, leaving behind DNA. Or is this part of the setup too?

MINOR BEATS

The ship's surgeon and science officers can assist in locating the assassin. The command crew and weapons officer can interrogate angry crew members on the precipice of mutiny. Some on the crew may sympathize with the assassin, seeing his actions as honorable in defending a crumbling Empire.

KEY NON-PLAYER CHARACTERS

Qa'Da leg is explained on page 182. Use Klingon Infiltrator on page 329 for the assassin. Other crew members can be adapted from notables on pages 325–328.

CONCLUSION

The gamemaster can decide the most likely assassin. Keep the spotlight on the cook and allow them to discover the identity of the assassin. The final showdown should take place in the galley.

ADDING THIS MISSION TO YOUR CAMPAIGN

The title of this brief is based on one of the Klingon Dictates from page 81. This mission is set directly after the signing of the Khitomer Accords. No doubt, many a Klingon ship experienced mutiny as opinions differed regarding Chancellor Azetbur's actions. This story could be adapted to other eras. Perhaps the crew has just heard about some other dramatic event, like the Dominion War, and tension is high.

Suggested Spotlight Role: Any Role

PRISON BRAWL

OPENING LOG

MULTITASKING

MINOR BEATS

CAPTAIN'S PERSONAL LOG

DROPPING OFF SUPPLIES

KEY NON-PLAYER CHARACTERS

Details on Rura Penthe are on page 66. Adapt Commander Kruge on page 337 for the warden, Klingon Warriors on page 325 for guards and convicts, and trained *targs* on page 381 for the jackal mastiffs.

CONCLUSION

The player characters are likely unaware that General Chang is one of the main conspirators in Chancellor Gorkon's planned assassination. Likewise, the captain is likely unaware of Chang's treachery. However, Klingons are duty-bound to follow orders. What will the captain do if his subordinate officers reveal their counter-orders? Can the crew overlook conflicting orders?

ADDING THIS MISSION TO YOUR CAMPAIGN

The title of this brief is based on one of the Klingon Dictates from page 81. This mission takes place before the assassination of Chancellor Gorkon in *Star Trek: Undiscovered Country* but could be played as a flashback.

"BLOOD BINDS DEEDS"*Suggested Era of Play: Original series movie era (2270–2299)**Suggested Spotlight Role: Surgeon***SYNOPSIS**

The ship's surgeon is asked to help Rem'chok, a psychologist running a training camp for orphaned Klingons with disgraced lineages. While at the camp, the crew discovers many of the youth are forced into psychological reprogramming and surgery to make them fit for Imperial Intelligence. They receive orders to shut down the camp and ferry the youth back to Qo'nos – an order that spurs Rem'chok into violence. The crew must stop Rem'chok and liberate the teens.

THE CALL

The surgeon discovers the cause of the infection is a post-surgical issue. Certain trainees have had minor reconstructive surgery, and a faulty bone regenerator has propagated the infection. Rem'chok will refuse to answer any questions about surgeries, claiming to be under strict orders from the Klingon Defense Force. At this time, the captain receives a message from the High Council ordering them to shut down the camp and transport the inhabitants to Qo'nos.

MINOR BEATS

Other characters could uncover a computer that reveals transactions with other species. Interviews with trainees might uncover that Romulans have been seen talking with Rem'chok. Rem'chok might lie and say that the "Romulans" were trainees.

KEY NON-PLAYER CHARACTERS

For more information on Imperial Intelligence, see the box on page 57. Adapt Klingon Analyst on page 326 for Rem'chok and raise Command, Science, and Medicine to 3. Use Klingon Warrior stats on page 325 for camp guards and trainees.

OPENING LOG

"Our vessel has arrived at the third moon of Hy'TokoV to assist with a medical issue within the training camp. Apparently, a strange bacterium has infected several trainees, and Rem'chok – an old colleague and the camp's administrator – has been unable to diagnose the cause." ▲

CAPTAIN'S PERSONAL LOG**MAJOR BEATS****DIAGNOSIS**

The survey team arrives at the camp to find the occupants living in harsh, putrid conditions. Food is scarce. Guards use fists instead of words. The youth are volatile. Rem'chok assures the characters that this is part of their conditioning for the trials ahead and presses them to focus on their mission. The surgeon begins work on identifying and diagnosing the infection.

TRAINEES

As the surgeon works, other crew members might snoop around the camp. In speaking with the youth, they learn Rem'chok often takes trainees in for extended sessions of psychological treatment. Some of those subjects have begun exhibiting multiple personality disorders, believing themselves to be other species. Trainees also claim it is not unusual to lose track of fellow trainees. Rem'chok explains that the missing trainees graduated the program.

CONCLUSION

Rem'chok feels justified in using the youth as recompense for the dishonorable acts of their ancestors. "Once they are converted into Imperial Intelligence operatives," Rem'chok says, "their tainted blood can bring glory to the Empire." Rem'chok has made substantial gains providing operatives outside the Klingon Empire. Any attempts to shut down the camp will cause Rem'chok to order the guards and brainwashed youth to kill his opponents.

ADDING THIS MISSION TO YOUR CAMPAIGN

The title of this brief is based on one of the Klingon Dictates from page 81. These events could have happened before the Khitomer Accords or as a direct result of them.

MAJOR BEATS

OPENING LOG

“I MAKE THIS OFFER ONCE”

CAPTAIN'S PERSONAL LOG

If the players choose to obey orders from the Klingon High Council, they will be drawn into ship-to-ship battle versus the *Nlyma'*. If the players side with Sok, the tone of their game will change as they are pursued by the Klingon Defense Force, who wants to destroy all dishonorable rebels.

Other characters will need to deal with complications from the radiation storm, including problems with radiation damage to the ship and crew. Allow players to dispute allying with the rebels or supporting the Khitomer Accords. Create more tension by having friends or family members on the *Nlyma'* who support rebellion or want transport off.

The *I.K.S. Nlyma'* should be equal to the player vessel. Refer to "Spaceframes" on pages 207-225 if you want to select a different ship.

As in most Klingon battles, retreat is not an option except for the most crafty and creative characters. This battle might conclude with the destruction of the *Nlyma'* or the characters being blown into the cold void of space.

ADDING THIS MISSION TO YOUR CAMPAIGN

The title of this brief is based on one of the Klingon Dictates from page 81. Gamemasters could drop this mission into any era by changing the premise of the *Nlyma's* mission. For instance, the *Nlyma'* could side with Romulans in a future era and make themselves fugitives to the Empire.

CHAPTER 01.50

"CHALLENGE THE DISHONOR OF OTHERS"

Suggested Era of Play: Original series movie era (2270–2299)

Suggested Spotlight Role: First Officer

SYNOPSIS

The first officer has been asked to provide a temporary support crew to Captain GurGh of the *I.K.S. Logh ghlt*. While traveling, the characters discover GurGh is opposed to any alliance with other species. As such, he plans to strike key Klingon installations along the Federation border to force the military into action. Will the player characters be able to overthrow the captain and bring order to the *Logh ghlt*?

OPENING LOG

"It is my honor to serve alongside Captain GurGh aboard the famed *I.K.S. Logh ghlt*, even briefly. His command crew died in honor against a formidable Romulan force during the Battle of the Blood Nebula. He sent those Romulan Ha'DIbaH running but lost 92% of his crew. We will return this vessel to the shipyards on SuD 'ej wov IV. In the meantime, we have an important ritual to perform."▲

CAPTAIN'S PERSONAL LOG

MAJOR BEATS

AK'VOH

When a Klingon dies in battle, their fellow warriors perform *Ak'voh* to forewarn the spirits in Sto-Vo-Kor that another Klingon warrior will arrive in their midst. The ceremony had not yet been performed for the ship's fallen warriors since the *I.K.S. Logh ghlt* was repairing major damage from their last battle. Once the ship has been stabilized, the ritual can commence.

THE AFTER PARTY

GurGh insists his crew join him in festivities to honor the dead. Amidst a table full of *gagh*, mollusks, and blood wine, the captain regales them with tales of his battle against the Romulans. Characters may need to attempt tasks if they get drunk during the festivities. Failure could affect the rest of the story.

REBELLION

Sometime during the party, GurGh gets drunk and discloses plans to attack key Klingon installations along the Neutral Zone. He feels the military is weak for seeking alliances with other species and will make the strikes look like attacks from Starfleet. "Only war will bring the true Klingon spirit back to the Empire," he boasts. He orders his crew to change course so they can eliminate a small Klingon relay station one day's travel away.

MINOR BEATS

Gamemasters may choose to start the story with players beaming over to make emergency repairs to the *I.K.S. Logh ghlt*. The surgeon might need to help injured warriors. Skirmishes may occur as the other crew mourn their losses in true Klingon fashion.

KEY NON-PLAYER CHARACTERS

The Challenge Ritual is on page 115. Adapt Captain Korris on page 345 for GurGh. Other crew members can be adapted from notables on pages 325–328. The *I.K.S. Logh ghlt* is a D1-Class Battle Cruiser found on page 212.

CONCLUSION

Players might assume GurGh is inebriated and merely try to subdue him. However, GurGh's crew will support their captain. GurGh will not back down under any circumstance. Will the first officer act before the relay station gets destroyed?

ADDING THIS MISSION TO YOUR CAMPAIGN

The title of this brief is based on one of the Klingon Dictates from page 81. These events could happen before the Khitomer Accords or as a direct result.

"FIRST CONTACT - KLINGON STYLE"

Suggested Era of Play: Original series movie era (2270–2299)

Suggested Spotlight Role: Science Officer

SYNOPSIS

The Klingon Empire is vast. There are still many undiscovered worlds. The crew arrives at a planet rich in dilithium resources, a treasure trove for the ever-expanding Empire eager to compensate for the loss of Praxis. However, the planet is already populated by a religiously fervent species on the verge of launching their first starships. Will the Klingons decimate the native species to secure resources, form a truce, or start a war on a new front?

SCANNING THE ENEMY

Once communications are established, the vessel can perform more thorough surface scans. Scans reveal that the civilization is comprised of vast underground cities that rely on dilithium veins for power. The natives are on the verge of launching their first malleable, starfish-shaped, warp-powered ships into space. Any bombardment from space could ignite a chain reaction that would shatter the entire world. If the Klingons hope to acquire this much-needed resource, they must prepare for all-out war or broker peace.

OPENING LOG

"It has been a full day since our survey team was cut off from our ship. The sentient subterranean species we encountered while scanning for adequate mining locations have not relented. They continue to launch attacks from below. We have lost half of our party. Today is a good day to die." ▲

CAPTAIN'S PERSONAL LOG

MAJOR BEATS

ESTABLISH COMMUNICATIONS

The survey team will try to contact their vessel. The hostile aliens are using something to dampen the Klingon's comm signals. The science officer could take the lead in cobbling together a solution to get a signal through to their ship amidst continuing ambushes from the natives. This is key to coordinating a plan of action.

FIRST CONTACT

Once the players decide on an approach, they must form an infiltration team, enter the subterranean regions of the planet, gather intelligence on the theocratic governmental structure, and either wreak havoc or negotiate terms.

MINOR BEATS

Gathering intelligence will be key to managing a solution. What type of ground weaponry and defenses does the indigenous population possess? Are they paranoid of all aliens, or was there something about the Klingons' approach that set them off? Are they aware of other alien civilizations, or did they believe themselves to be alone in the universe?

KEY NON-PLAYER CHARACTERS

Use Jem'Hadar warrior on page 355 to represent alien species. The gamemaster should feel free to design the aliens in a new and innovative way. For example, the native species might travel by burrowing through the ground or possess special enhancements that make them formidable opponents.

CONCLUSION

Unlike the Federation, the Klingons do not have a Prime Directive to govern their actions. The player choices could make for a new friend or foe. This may lead to subplots as the Empire's best warriors, diplomats, or scientists are called in.

ADDING THIS MISSION TO YOUR CAMPAIGN

This campaign can be dropped into any era. It should challenge your players to imagine how first contact is different for Klingon explorers and delve into what honor looks like when it comes to conquering or collaborating with other worlds.

"ORDER OF THE BAT'LETH"

Suggested Era of Play: Original series movie era (2270–2299)

Suggested Spotlight Role: Weapons Officer

SYNOPSIS

One of the characters is under consideration for the Order of the Bat'Leth. To secure their position, they must lead their team to slay a mutated mugato and destroy a Tal'Shiar cell led by an unscrupulous Romulan geneticist. The spotlight character must also pass the initiation ceremonies on Ty'Gokor.

FINAL INITIATION

Once that mission is completed, it is time to return to the KDF's command headquarters on Ty'Gokor for the annual induction ceremonies. The characters attending the ceremony must endure a day of celebration that includes a lot of bloodwine. To maintain their nomination, the spotlight character must prevail in a bout of contests involving strength and fighting prowess.

OPENING LOG

"The Order of the Bat'l'eth is one of the highest honors that can be bestowed on any Klingon warrior. The annual ceremony will be held on Ty'Gokor in under one month's time. I know that performing well on my next mission will be essential to securing this rare honor." ▲

CAPTAIN'S PERSONAL LOG

MINOR BEATS

This is a game about comradery, the entire team helping a fellow crew member obtain a lifelong goal. This could bring old blood feuds to the fore among player characters and NPCs. Old foes from rival Houses could appear during final initiation to make the celebrations even more raucous.

KEY NON-PLAYER CHARACTERS

Use Romulan Uhlans (page 349) for any Romulans. Use Mugato (page 360) but raise Security to 5. Refer to page 57 for more details on Order of the Bat'l'eth.

MAJOR BEATS

MUGATO

A *mugato* taken from the planet Neural has been mutated by a Romulan geneticist and released in a mountainous Klingon colony in the Vektor system. Slaying such a beast would be an amazing mark on any Klingon's record. This mutant stands two meters taller and is faster and stronger than a standard *mugato*. The landing party must transport to the colony, confront the beast, and add its head to their vessel's trove of honor.

ROMULANS

The scurrilous Romulan geneticist who dared sic the *mugato* on the unsuspecting colony is wanted alive so that the Romulans can be exposed. The Klingons must track down the Romulan scout ship, form a boarding party, and capture the mad scientist. Locating a cloaked ship is tricky. Disabling its weapons and shields without destroying the ship will prove a challenge. Gamemasters can choose to have a few Romulan uhlans on board to increase the threat to the characters.

CONCLUSION

This story can end one of two ways. The weapons officer is either inducted into the Order of the Bat'l'eth or found unworthy. The honor could lead to more missions directly from the Klingon High Council. Losing to another Klingon could begin a longstanding feud. This could also set off an arc wherein the Romulan geneticist makes an escape and terrorizes the crew with more mutated monstrosities during future campaigns.

ADDING THIS MISSION TO YOUR CAMPAIGN

This campaign is well-suited for any era of *Star Trek Adventures*. Use it to flesh out a player characters' back story, inject humor, or demonstrate the complexity of Klingon honor systems. This story should encourage teamwork and tighten bonds between characters.

"ANDORIAN *petaQ*!"*Suggested Era of Play: Original series movie era (2270–2299)**Suggested Spotlight Role: Captain*

SYNOPSIS

An ancient Hur'q weapon has crashed on the ice planet of TuQ'Nagh XII. It is emitting an off-the-charts energy signature, indicating technology with the potential to give a distinct advantage to its owner. The characters must recover the weapon but will need to get past Andorian officers eager to claim the weapon.

OPENING LOG

"We are traveling at maximum warp to TuQ'Nagh XII to recover a weapon of unfathomable power. Sensors have detected an Andorian battleship on an intersect course. How dare those Andorian *petaQ* challenge our claim?" ▲

CAPTAIN'S PERSONAL LOG

MAJOR BEATS

RUSSH

The Andorian battleship arrives in orbit at the same time as the player vessel. The Andorian captain, General Russh, will stake claim to the uncharted planet and warn the Klingons away. Even if ship-to-ship battle ensues, Russh will transport a contingent of officers to the surface. Due to tetryon radiation, no landing parties can beam down within six kellicams of the weapon. The characters will need to get to the surface and be the first to secure the Hur'q weapon.

FRIGID SEARCH

Once on the surface, the Klingons must trek through a blizzard. The Andorians have an advantage since they herald from a glacial world. The characters must locate the weapon and – upon arrival – confront the Andorians. A bloody battle is bound to occur.

COUNTDOWN

Once the characters are in range for a closer scan, they discover the superweapon is overloading due to a subspace fissure expanding in its super-charged tetryon generator and will soon detonate. Engineers can try to diffuse the house-sized superweapon. It is an extended task: Work 15, Magnitude 4, Resistance 3, Difficulty 5 and must be completed in three rounds if the characters are to retreat to safety. The weapon will explode in the fifth round of action. When it is compromised, a micro-wormhole will form and draw everyone within a half-kellicam into its crushing aperture. Will the players work with the Andorians to escape?

MINOR BEATS

Command officers will have a chance to engage with Russh. There are numerous opportunities for medical, science, and security officers to create advantages for the landing party. Conn officers can help navigate the frozen terrain. Engineering officers can try to deactivate the Hur'q weapon.

KEY NON-PLAYER CHARACTERS

Use Cardassian Soldiers on page 356 for Andorian officers and any other NPC to represent General Russh. Use *Galor*-class Cruiser (page 249) for the Andorian battleship. Show your players the picture on page 56 to help them envision the setting.

CONCLUSION

The gamemaster can spend Threat to make it excruciatingly difficult for the players to defuse and recover the weapon without expert collaboration with the Andorians. The Andorians are worthy opponents with their own honor system. This could lead to future campaigns featuring Russh and his crew as friends or foes. Songs will be sung if they manage to secure the weapon and defeat their Andorian competitors.

ADDING THIS MISSION
TO YOUR CAMPAIGN

This campaign can be dropped into any era. It should challenge your players to imagine how first contact is different for Klingon explorers and delve into what honor looks like when it comes to conquering or collaborating with other worlds.

Suggested Spotlight Role: Any Role

"We have arrived at the Antiquities. We are under the warrior is eager to improve collection of Klingon art with pride. Our peoples' matched by our passion

“We have arrived at the Palace of Fine Arts and Antiquities. We are under scrutiny as our fellow warrior is eager to impress. The resplendent collection of Klingon art makes my heart burst with pride. Our peoples’ aptitude for war is nearly matched by our passion for the finer things in life.”▲

ARTISTIC ENDEAVOR

ART THIEF

MORE ON FEK'LHR



"BIRTH OF A NEW HOUSE"

Suggested Era of Play: Original series movie era (2270–2299)

Suggested Spotlight Role: Captain

SYNOPSIS

Longtime friends of the captain, Broq and Pl'maq, approach with a jarring request. They acquired a moon with a storehouse of ancient Hur'q weapons and vast resources. They want to strike out and form a new House, and they want the captain and his crew to lead their new fleet.

ROCOCO CARVINGS

The landing party can study ancient Hur'q carvings Broq and Pl'maq deciphered to lead them to a cache of weapons and starships two kellicams below the surface. However, neither has a crew able to complete translation or the knowledge needed to inspect, repair, and activate the Hur'q technology. Characters can decipher alien markings, travel to the treasure trove, and work to restore the tech. Efforts need to be taken to reinforce collapsing chambers.

OPENING LOG

"Owing an honor debt is not a small matter. My friends ask much of me – perhaps more than I can give. I have been ordered by the High Council to stabilize this sector, including the moon my old friends now possess." ▲

CAPTAIN'S PERSONAL LOG

MAJOR BEATS

DECAYED LIMESTONE BANISTERS

The captain received a transmission from old and honored allies, beckoning them to Gek'Tahl's fourth moon. The landing party must arrive outside the perimeter of their allies' stronghold. A ship can't land in the decaying city, and transporters can't get through the advanced energy shield, which the allies are too paranoid to deactivate. Once the crew arrives, they must traverse crumbling ruins, avoid bloodthirsty predators, and descend a rotting staircase with cracked limestone banisters to reach the subterranean central meeting area. Earthquakes might occur, or a storm may make the journey even more treacherous.

THE PROPOSAL

The entire time, Broq and Pl'maq work to persuade the captain and crew to aid them in starting a new House. They promise an army of loyal Klingon warriors and families willing and able to start a defensible colony on their moon, many of whom are from disgraced Houses eager to restore their name. They also indicate they have other allies buried deep in the High Council, ready to lend support to their cause.

MINOR BEATS

What great deed did Broq and Pl'maq perform on behalf of the captain to earn an honor debt? It should be impactful enough to be a source of discussion for the rest of the crew throughout the mission.

KEY NON-PLAYER CHARACTERS

Adapt Klingon Veteran on page 330 for Broq and Pl'maq. Spread out focuses in Administration, Archaeology, Bureaucracy, Colony Infrastructure, Honor, Inspiration, Klingon Politics, and Military Tactics between them in any way that works for your story. Raise Command scores to 5.

CONCLUSION

With a world full of technology to master, will the captain fulfill his honor debt and support Broq and Pl'maq in their effort to start a new house? Or will their loyalty lie with the High Council, who expects a detailed report? Will things change when they learn Broq and Pl'maq plan to use the technology to force their way onto the High Council?

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission could lead to a story arc that explores the politics of the Klingon Houses and the inner workings of the High Council.

STAR TREKTM

ADVENTURES

ADD YEAR FIVE TO YOUR ONGOING CAMPAIGN



Expand your *Star Trek Adventures* gaming experience with key content pulled from the pages of the IDW YEAR FIVE comic series!

Modiphius' YEAR FIVE TIE-IN SUPPLEMENT provides playable character species, non-player characters, starships, and more, all pulled from the pages of IDW's blockbuster YEAR FIVE series.

Celebrate the final year of *Star Trek's* original five-year mission and enhance your game with all-new content.

Available now in digital format at www.MODIPHIUS.net.

MODIPHIUS[®]
ENTERTAINMENT

PARADETM

TM & © 2023 CBS Studios Inc. © 2023 Paramount Pictures Corp. STAR TREK and related marks and logos are trademarks of CBS Studios Inc. All Rights Reserved.

MODIPHIUS.NET
STARTREK.COM

STAR TREKTM

ADVENTURES



A FULL RANGE OF BOOKS AND ACCESSORIES

Starfleet edition core rulebook
The Klingon Empire core rulebook
Starter Boxed Set
Tricorder Collector's Edition Boxed Set
The Command Division Supplement
The Operations Division Supplement
The Sciences Division Supplement
Alpha Quadrant Supplement
Beta Quadrant Supplement
Gamma Quadrant Supplement
Delta Quadrant Supplement
Player's Guide
Gamemaster's Guide

These are the Voyages, Missions Vol 1
Strange New Worlds, Missions Vol 2
Shackleton Expanse Campaign Guide
The Klingon Empire Gamemaster Toolkit
Starfleet Edition Gamemaster Screen
Command, Operations, & Sciences Dice Sets
The Klingon Empire Dice Set
Kirk's Tunic Dice Set
Range of Miniature STLs
Starfleet Geomorphic Map Tiles
Klingon Geomorphic Map Tiles
Star Trek: Discovery (2256-2258) Campaign Guide
Utopia Planitia Starfleet Sourcebook

And more to come!

**AVAILABLE FROM MODIPHIUS.NET AND MODIPHIUS.US
OR VISIT YOUR FRIENDLY LOCAL GAME STORE**

MODIPHIUSTM
ENTERTAINMENT

TM & © 2023 CBS Studios Inc. © 2023 Paramount
Pictures Corp. STAR TREK and related marks and logos
are trademarks of CBS Studios Inc. All Rights Reserved.

STARTREK.COM

PERFECTTM