

# *STAR TREK*<sup>™</sup>

## ADVENTURES



***MISSION BRIEFS***

**FIRST CONTACTS**

**TALES FROM THE 23RD CENTURY**

***CORY BELOTE***

CREDITS

|                                                         |                                                                                     |                                                                                                                    |                                                                                                                                  |     |
|---------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|-----|
| FAM                                                     | 1670                                                                                | 5670                                                                                                               | 8132                                                                                                                             | 386 |
| 2D20 SYSTEM DESIGNER<br>NATHAN DOWDELL                  | CREATIVE COORDINATOR<br>KIERAN STREET                                               | 3D DESIGNERS<br>JOANA ABBOTT, SEAN BOLLOUGH,<br>& BEN DE BOSDARI                                                   | CUSTOMER SERVICE AND<br>ACCOUNTS MANAGER<br>LLOYD GYAN                                                                           |     |
| STAR TREK ADVENTURES                                    | FINANCIAL CONTROLLER<br>LUC WOOLFENDEN                                              | SENIOR 3D PLASTICS DESIGNER<br>COLIN GRAYSON                                                                       | EVENTS MANAGER<br>GREGOIRE BOISBELAUD                                                                                            |     |
| PROJECT MANAGER<br>JIM JOHNSON                          | DEVELOPMENT COORDINATOR<br>JASON ENOS                                               | LOGISTICS AND PRODUCTION<br>MANAGER<br>PETER GROCHULSKI                                                            | COMMUNITY MANAGER<br>APRIL HILL                                                                                                  |     |
| WRITER<br>CORY BELOTE                                   | DESIGN AND DEVELOPMENT TEAM<br>JONO GREEN & ETHAN HEYWOOD                           | AUDIO AND VIDEO PRODUCER<br>STEVE DALDRY                                                                           | TRANSLATIONS AND PUBLISHING<br>MANAGER<br>MATT TIMM                                                                              |     |
| EDITOR<br>KELLI FITZPATRICK                             | QA TESTERS<br>DOMINIC WESTERLAND, NATHAN<br>PERRY, & SAMANTHA LAYDON                | EDITOR<br>BRYCE JOHNSTON                                                                                           | DISTRIBUTION AND KEY<br>ACCOUNTS MANAGER<br>GARY MOORE                                                                           |     |
| GRAPHIC DESIGN<br>MICHAL E. CROSS &<br>ROXANNE THOMPSON | SENIOR PROJECT MANAGER<br>GAVIN DADY                                                | STUDIO COORDINATOR<br>ROCIO MARTIN PEREZ                                                                           | MARKETING COORDINATOR<br>SHAUN HOCKING                                                                                           |     |
| ART DIRECTOR<br>JIM JOHNSON                             | PROJECT MANAGERS<br>BEN MAUNDER, CHRIS<br>SHEPPERSON,                               | PHOTOGRAPHER<br>FÁTIMA MARTÍN PÉREZ                                                                                | CUSTOMER SUPPORT<br>REPRESENTATIVE<br>CHRIS DANN                                                                                 |     |
| COVER ARTIST<br>ROXANNE THOMPSON                        | DANIEL LADE, & JAMES BARRY                                                          | OPERATIONS MANAGER<br>JOHN WILSON                                                                                  | BOOKKEEPER<br>VALYA MKRITCHYAN                                                                                                   |     |
| PROOFREADERS<br>JIM JOHNSON &<br>BRYCE JOHNSTON         | ASSISTANT PROJECT MANAGER<br>HARALAMPOS TSAKIRIS                                    | WEBSTORE MANAGER<br>APINYA RAMAKOMUD                                                                               | FOR PARAMOUNT GLOBAL<br>MARIAN CORDRY &<br>STEPHEN ZELIN                                                                         |     |
| MODIPHIUS ENTERTAINMENT LTD.                            | ART DIRECTION<br>KRIS AUBIN &<br>ROCIO MARTIN PEREZ                                 | FACTORY MANAGER<br>MARTIN JONES                                                                                    | WITH THANKS TO<br>GENE RODDENBERRY, JOHN<br>VAN CITTERS, MARIAN CORDRY,<br>DAYTON WARD, & THE MANY FANS<br>WHO SUPPORT THIS GAME |     |
| CHIEF CREATIVE OFFICER<br>CHRIS BIRCH                   | LEAD GRAPHIC DESIGNER<br>MICHAL E. CROSS                                            | SENIOR PRODUCTION OPERATIVE<br>DREW COX & WARWICK VOYZEY                                                           |                                                                                                                                  |     |
| CHIEF OPERATIONS OFFICER<br>RITA BIRCH                  | GRAPHIC DESIGNERS<br>STEPHANIE TORO GURUMENDI,<br>MARK WHITTINGTON,<br>& CHRIS WEBB | TOOL MAKERS<br>ALEX TAYLOR-MORRELL, LUKE GILL,<br>& DAVID HEXTALL                                                  |                                                                                                                                  |     |
| MANAGING DIRECTOR<br>CAMERON DICKS                      | LEAD 3D DESIGNER<br>JONNY LA TROBE-LEWIS                                            | LEAD PRODUCTION OPERATIVE<br>ANTHONY MORRIS                                                                        |                                                                                                                                  |     |
| HEAD OF PRODUCT<br>SAM WEBB                             | SENIOR 3D DESIGNERS<br>CHRIS PEACEY &<br>DOMINGO DÍAZ FERMÍN                        | PRODUCTION OPERATIVES<br>JOSHUA FROUD-SILVERSTONE,<br>LOUIS PAUL HARTLE, JAKE PINK,<br>MILES TURNER, & THOMAS BULL |                                                                                                                                  |     |
| HEAD OF CREATIVE SERVICES<br>JON WEBB                   |                                                                                     |                                                                                                                    |                                                                                                                                  |     |
| HEAD OF DEVELOPMENT<br>SOPHIE WILLIAMS                  |                                                                                     |                                                                                                                    |                                                                                                                                  |     |

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39 Harwood Road, London, SW6 4QP, U.K.  
[info@modiphius.com](mailto:info@modiphius.com)  
[www.modiphius.net](http://www.modiphius.net)  
**STARTREK.COM**  
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# FIRST CONTACTS

CORY BELOTE

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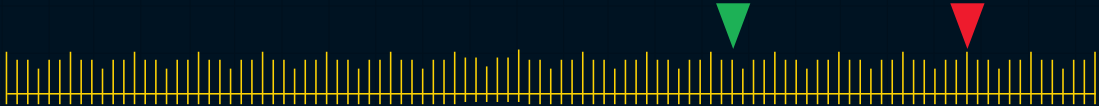
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# INTRODUCTION

Few missions are more important to Starfleet officers than first contacts. Meeting new civilizations and discussing mutually beneficial alliances is critical to securing borders and contributing to the material needs of the Federation. Successful first contacts may result in the growth of the Federation, while a failed first contact could result in the creation of a new adversary.

This packet presents ten detailed mission briefs oriented around first contacts, each of which you can modify for use as adventures in your **Star Trek Adventures** campaigns set during the original series era (approximately 2250–2299) or any other era of play with minor modifications. 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.
- ▶ **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.

# FIRST CONTACTS

## “INNER WORKINGS”

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Science Officer

### SYNOPSIS

Trapped in a chasm, the landing party discovers an underground civilization threatened by unexplained tremors. Discovering that the cause is a potential volcanic eruption, the player characters will have to find a way to save themselves and the civilization.

### OPENING LOG ENTRY

“We are scouting the planet Mithar for a possible colony site. A great civilization once rose on this planet, but some calamity caused them to vanish long ago. I am excited to see what remnants of this lost civilization we might encounter.”

### MAJOR BEATS

#### SCRATCHING THE SURFACE

While scouting on Mithar, a large tremor opens a sinkhole under the landing party, which falls into an underground network of tunnels. A group of injured Vulcanoid aliens armed with ancient plasma rifles surrounds the landing party. The crew must find a way to communicate with them to find a peaceful solution.

#### INTO THE FIRE

The landing party is escorted as guests to Zakhus, the leader of the Mithari, a society living in a large forested cavern containing a small city powered by a geothermal power plant. Successfully scanning the power plant reveals a volcanic vent under it that is building pressure towards an eruption. The Mithari revere the plant as a temple to their goddess Sal'Mithar, having lost the knowledge how to maintain the plant. The crew must convince Zakhus to allow them access to the sacred site to carry out repairs.

#### UNDER PRESSURE

Uncovering a disconnected pre-warp computer on the power plant, the landing party can restore power to the terminal to gain access to the power plant. Inside the plant, three of the nine subsurface injectors have degraded due to age, restricting the flow of magma. If the pressure is not brought down the plant will explode, creating a volcano at the heart of the civilization, destroying all life on Mithar.

### MINOR BEATS

Some of the players may enjoy speaking with the Mithari to learn more about their culture and perspective. The tremors might open new fissures and vents that pose a danger to the landing party. There may also be some ores present in the cavern that are dangerous to life if handled improperly.

### KEY NON-PLAYER CHARACTERS

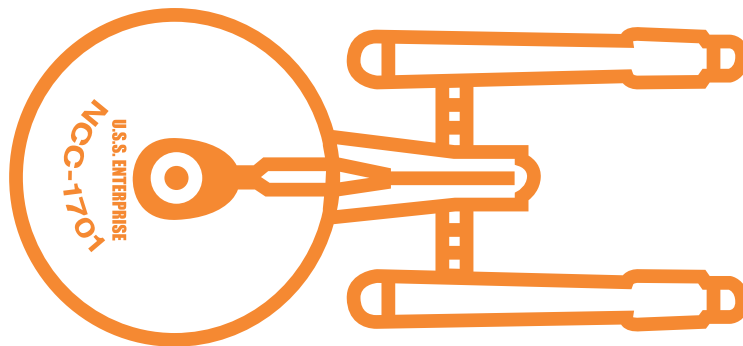
The Mithari use the stats for Romulan Uhlans on page 320, with Zakhus using those of Major Verohk on page 321. Replace disruptor pistols and disruptor rifles with phase pistols and particle rifles on page 193.

### CONCLUSION

The threat is averted by successfully bringing the systems of the power plant back online. The repaired system includes an archive of Mithari history. If the task proves to be too difficult, a tremor can open up a fissure to the surface to allow communication with the ship, allowing for the player characters to direct phaser fire to bore a vent away from the cavern and relieve the pressure on the system.

### ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be used to introduce a new alien species which might become an ally. You might also revisit elements of the Mithari's recovered past as future plot elements.



# FIRST CONTACTS

## “ORDER ONE”

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Captain or First Officer

### SYNOPSIS

Entering a system inhabited by a humanoid species last recorded in an early industrial age, the ship is nearly struck by a warp vessel launched from the planet. After rescuing the ship's crew, the player characters will have to engage in first contact and uncover how the civilization advanced so quickly.

### OPENING LOG ENTRY

“We've entered a system which our library records as having a civilization at a stage similar to 18th century Earth. Starfleet wants us to observe the Murdúch to provide some historical context to the development of other species.”

### MAJOR BEATS

#### RIGHT OF WAY

Observing the planet Murdúch, sensors detect an object traveling towards the ship at warp speed. The crew must act quickly to maneuver out of the path or deflect the oncoming object. Scanning the object reveals it as a ship, damaged from the near collision, with its pilots needing rescue. The Murdúchian pilots explain that they were testing their first warp vessel, which is more advanced than they know how to operate, and bears similarities to Klingon design.

#### FIRST IMPRESSIONS

The crew contacts the Murdúchian leader, Silgorn Nirdris, who invites them to a state dinner at the capital hall. Danarn Khalzeish, the Minister of Science, is agitated by the arrival of the Federation. Careful questioning on the ship's design can lead to Danarn accidentally revealing his familiarity with Klingons. Further pressure will eventually prod Danarn into revealing that he is a surgically altered Klingon named Khoz.

#### JUST KHOZ

Khoz's interference in the Murdúchians explains their rapid advances – his plot is to guide them to join the Klingon Empire rather than having to invade. Exposed, he orders his Klingon D7 to decloak and transport warriors to the hall to capture Silgorn, stating he has more ships ready to enter the system if the Federation does not leave. Khoz activates

the planetary defenses, blocking the transporter signals of non-Klingon transporters. Silgorn requests the player characters help in halting the Klingon invasion.

### MINOR BEATS

The Federation is in a state of cold war with the Klingon Empire, so tensions are high. Murdúch is rich in materials needed in the construction of warp coils, making it a potential resource for both the Federation and Klingon Empire. Leverage either of these elements if your players enjoy navigating cold war dynamics.

### KEY NON-PLAYER CHARACTERS

The Murdúchians are a humanoid species with webbed digits and pronounced cranial ridges; using the statistics of the Cardassian Soldier on page 328. Silgorn Nirdris uses the statistics of Gul Tremak on page 329, while Khoz, Son of Komuz, uses the statistics of Moq'Var on page 319, with Klingon Warriors on page 317. Use the shuttlecraft on page 235 for the Murdúch ship. The statistics for the Klingon D7 are on page 259.

### CONCLUSION

Player characters may confront Khoz and his warriors in combat, engage Khoz in more verbal exchanges, or use their engineering skills to reverse the jamming signal. If the characters successfully prevent more Klingon forces from beaming down, but still allow transport off the planet, or once Khoz believes he cannot win, he will transport to his ship and flee, swearing vengeance on the crew.

### ADDING THIS MISSION TO YOUR CAMPAIGN

This adventure would need alterations fit into other eras. One example would be Khoz in the service of House Duras during the Klingon Civil War, where the Federation is trying not to take part in the internal conflict.

# FIRST CONTACTS

## “ONE SMALL STEP...”

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Chief Engineer

characters skilled with medical knowledge can tend to Gargerc's medical needs..

### SYNOPSIS

The player characters discover a ship adrift with neither crew nor power, equipped with a similar engine to that of Earth's first warp ships. The lost ship could offer a look at the development of warp technology by an unknown species.

### KEY NON-PLAYER CHARACTERS

Use a disarmed Maquis Raider on page 268 for the Fendyrian ship. Gargerc resembles a short humanoid with a bovine tail, using the stats of a Starfleet Engineer on page 315.

### OPENING LOG ENTRY

"We have discovered what seems to be an abandoned warp ship with an engine similar to that designed by Doctor Cochrane. I am excited to beam over and have a look."

### MAJOR BEATS

#### EXPLORER ONE

Transporting onto a derelict ship, the player characters find the power offline. Restoring power will bring the engines and computer systems online. A shielded compartment opens to reveal an alien humanoid suffering from malnutrition. The ship's shields activate, trapping the player characters aboard as the computer engages the warp drive on a preset course.

#### SYNTAX ERROR 'RETURN'

The universal translator has trouble understanding the aliens' language, but they identify themselves as Gargerc, an engineer trapped on the ship. The characters must enlist Gargerc's help in deciphering the ship's controls, which indicates it is headed toward an asteroid field, with navigation controls locked.

#### A DISTANT LIGHT

Working with Gargerc to gain a better understanding of their language, the characters gain control of the ship, bringing it out of warp. Still in danger, the player characters must use their computer, engineering, and piloting skills to navigate the asteroid field.

### MINOR BEATS

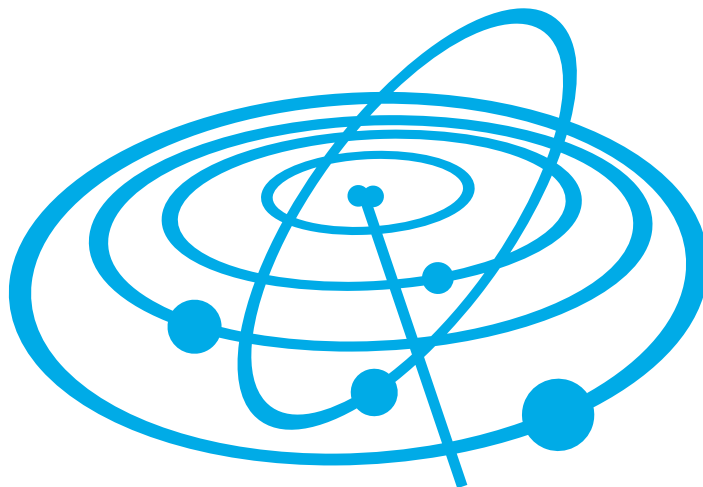
A malicious code in the ship's computer causes malfunctions to occur at random which may offer an added challenge to engineering and science officers. Player

### CONCLUSION

The universal translator finishes its processing as the crew escapes danger, allowing Gargerc to explain that they were trapped by a malicious code that caused the test facility to launch the ship thinking a breach was in progress. A test program activated, sending the ship to warp. Cutting the power brought the ship out of warp, but inadvertently trapped themselves in doing so. Gargerc helps locate Fendyr Prime, their home. Entering orbit, three pre-warp Fendyrian ships intercept the ship, allowing the characters to choose to officially start first contact procedures.

### ADDING THIS MISSION TO YOUR CAMPAIGN

This mission allows the exploration of uncharted space and can also be used to introduce a new species to your campaign. A follow-up mission might focus on first contact and/or the challenges and dangers of warp travel.



# FIRST CONTACTS

## “DEADLY CIRRUS”

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Science Officer

### SYNOPSIS

The player characters discover a ship trapped inside a gas giant in an uncharted system. The team must find a way to rescue the vessel as it comes under threat of a space-dwelling creature that threatens to pull them into the crushing depths of the gas giant.

### OPENING LOG ENTRY

“While conducting a survey mission, we discovered a gas giant which seems to be reflecting and distorting our sensor readings. What readings we have gotten back show an anomalous mass. I’ve volunteered to take a shuttle to get a closer look.”

### MAJOR BEATS

#### DIAMOND SKIES

Taking a shuttle to get closer reads on anomalies inside a gas giant reveals large crystal formations resembling amethyst trees suspended between metreon gas pockets. The crystals release pulses of energy to keep from crashing into one another. These pulses also disrupt communications and sensors and prevent the establishment of a transporter lock. The energy resonates with the ship’s shields at an audible frequency. Detecting a damaged ship trapped between the cloud layers and unable to communicate, the team must navigate the hazards of the crystals and dock with the unknown vessel.

#### A KRAKEN TIME

The Dohar-chu crew welcome the arrival of rescuers as their captain, Virdhe, informs them the ship is damaged after detonating a metreon cloud to scare off a creature that attacked them. The ship lurches and is dragged deeper into the gas giant. The close proximity allows the sensors to detect that a large crystalline creature, similar to the crystal formations, has grappled the ship with its tentacles. Virdhe informs the team the ship cannot survive descending another 8,000 meters. The team must find a way to repel the creature.

#### HORS D’OEUVRES

Dislodged, the creature emits an energy pulse that resonates with both the crystal formations and the ship’s

cargo. A successful scan of the cargo reveals branches from the crystals containing the monocrystal cortenium, as well as faint life-signs only detected at close range. The crew must find a way to keep the creature at bay, and work out why the cargo is reacting while navigating the freighter to safety.

### MINOR BEATS

Analysis of the crystals and the creature show that it does show traits of being a sentient life-form rather than a simple creature. Its means of communicating are beyond that of the universal translator.

### KEY NON-PLAYER CHARACTERS

The Dohar-chu resemble humanoid otters, using the statistics of an unarmed Romulan Uhlan on page 320. The Dohar-chu freighter uses the *B’Rel*-class Bird-of-Prey on page 260, without a cloaking device but equipped with a grappler. The Iridescent Kraken uses the statistics of the Crystalline Entity on page 344, without Special Rules and Particle Beam, using eight arms and two tentacles to grapple targets.

### CONCLUSION

Analyzing the cargo reveals life-signs identical to that of the creature. The crystal formations are egg clutches and the energy pulses are how the creature communicates. Releasing the cargo into the gas giant will cause the creature to halt its attack on the freighter. The Dohar-chu had no idea that the crystals were eggs and now are at a loss as to how to obtain material to create the warp coils needed for their ships.

### ADDING THIS MISSION TO YOUR CAMPAIGN

The Dohar-chu and the creature present a number of story elements that can be added to your campaign. For example, the Dohar-chu may realize that their entire industry was unknowingly harming another life-form, and need guidance to understand the ramifications of that.

# "GUILTY TILL PROVEN"

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Chief Engineer

## SYNOPSIS

Exploring the surface of an uncharted planet, the landing party is captured and accused of being thieves. Discovering that their own ship has been sabotaged, the crew must work with their captors to discover who the real threat is and prove their innocence.

## OPENING LOG ENTRY

"Detecting traces of tritanium deposits on the sixth planet of this system, we are to collect samples for detailed analysis."

## MAJOR BEATS

### ROCK HARD EVIDENCE

Collecting tritanium samples on a forested planet, the landing party is surrounded by a group of unknown humanoids led by Acuth Misrush, the head of the Gortachi Trade Authority. Misrush arrests the characters and accuses them of theft, believing they are responsible for illegal mining on Gortachi planets. Escorted toward the Gortachi shuttle, the group sets off a trap that injures some of the Gortachi. The characters can offer to help treat the injuries, use their tricorders in an attempt to locate the traps, or attempt an escape.

### WHERE'S YOUR EPS?

Treating the injuries or using their tricorders to detect traps can earn some favor with Acuth. Reaching the shuttle, they discover it has been sabotaged, with the engine and communications disabled. As the Gortachi work to restore the systems, the characters can attempt to reason with Acuth to prove they are not responsible and help restore the systems under supervision.

### I SHOT THE ORION...

Working with the Gortachi to restore the systems, sensors reveal an ion storm is approaching, along with another ship. Player characters knowledgeable with ships can identify it as an Orion shuttle. Aiding the Gortachi in piloting or continuing repairs, the player characters will have to escape the Orions and the ion storm before it forces them back onto the planet's surface.

## MINOR BEATS

The planet is home to natural predators that stalk intruders through the forests, which might add interesting encounters. An ion storm is heading toward the planet, and the reaction with the atmosphere would prevent any ships from taking off for several days.

## KEY NON-PLAYER CHARACTERS

The Gortachi are humanoid with facial ridges similar to Cardassians, using the statistics of the Cardassian Soldier, while Acuth uses those of the Cardassian Glinn, both of which are on page 328, equipped with phase pistols and particle rifles on page 193. Both Gortachi and Orion ships use the *Danube*-class runabout on page 235, with the Passenger Transport customizable module. Adapt the Targ or Sehlat on page 340 for the predator animals.

## CONCLUSION

The continuing offers of aid and the discovery of the Orions leads Acuth to believe they arrested the wrong people. If the characters disable the Orion ship, it will be forced to return to the planet. The Gortachi can recover the Orions after the storm passes. With the conflict resolved, Acuth is open to conducting further negotiations with the Federation for mining rights.

## ADDING THIS MISSION TO YOUR CAMPAIGN

The Orion Syndicate has a wide area of operation both within and without Federation territory, but can be replaced by any adversary that fits with your campaign. While the Orions are meant to escape, they can also be captured, lending further proof of the Federation's innocence.

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| 463 | 204 | 200 |     | 534 | 817 |
| 389 | 205 |     | 203 | 832 |     |
| 396 |     | 522 | 402 |     | 751 |

# FIRST CONTACTS

## “DINNER AND A SHOW”

- ▶ **Suggested Era of Play:** Original series era
- ▶ **Spotlight Role:** Chief of Security

### SYNOPSIS

Hosting Sovereign Bruc and her delegation, a crewman is challenged to a duel after inadvertently insulting their guests. With the risk of losing an important dilithium resource and potential ally, the player characters must find a way to salvage this first contact and keep it from becoming deadly.

### OPENING LOG ENTRY

“Tonight I’ll be attending a dinner party in honor of the Sovereign Bruc and the Derg’due delegation. We don’t know much about them, so I am excited to learn about their civilization and how they were able to maintain peace for so long.”

### MAJOR BEATS

#### THE KNIFE ON THE LEFT

Wearing a ceremonial sword on their right side, according to Derg’due custom, the player characters host a dinner for Sovereign Bruc, her Defense Minister Bhri, and other members of the Derg’due delegation. The dinner is interrupted as Bhri declares a duel between her and a security officer of the player characters’ crew, due to a grave insult to her honor. The player characters must investigate the cause of the outburst and answer the challenge of the duel without it resulting in bloodshed.

#### CULTURAL FOOTING

A crewman moved their sword to their left side while speaking to Bhri; in Derg’due culture this action signifies the crewman’s intent to replace her for dereliction of duty. Sovereign Bruc proclaims the duel will take place on her ship, giving the player characters the traditional three days to answer the challenge, or the Federation will be refused access to dilithium mined from Derg’due’s moons. The player characters can investigate further into the traditions of the Derg’due to seek a solution before time runs out.

#### FLOOR SHOW

As the superior officer of the crewman, the Chief of Security can take their place. Additional investigation uncovers that the duel can be ended in three ways: by disarming the opponent and returning their sword, by performing a

ceremonial sword dance ending in the surrendering of the offender’s sword, or by defeating the opponent in a duel to the death.

### MINOR BEATS

A member of the crew has become ill after interacting with the Derg’due, contracting a form of the common cold that the biofilters on the ship failed to recognize.

### KEY NON-PLAYER CHARACTERS

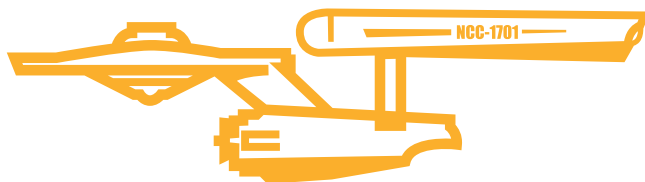
Resembling Humans with yellow eyes and pointed, elongated canines and incisors, the Derg’due use the statistics of the Jem’Hadar Warrior on page 330. Bhri uses the statistics of the Jem’Hadar First on page 331. Sovereign Bruc uses the statistics for Taris found on page 331.

### CONCLUSION

If the crew find a peaceful solution to the challenge, Sovereign Bruc congratulates the player characters. Her challenge satisfied, Bhri admits it was a test to witness in person if Starfleet and the Federation hold up to the Derg’due’s principles of peace. With a better understanding of the Federation, Bruc is open to furthering discussions.

### ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can introduce a new species that could be either an ally or a rival in the future. The Derg’due homeworld can be placed in a region of unexplored space or along one of the borders of the Federation near a hostile group, such as the Klingon or Romulan Neutral Zones.



# FIRST CONTACTS

## “PRIMUM NON NOCERE...”

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Chief Medical Officer

### SYNOPSIS

After completing first contact with the Enbarri, the player characters must return as an illness spreads across the planet, with blame already being placed on the Federation. The players must uncover the cause of the illness and how to stem the spread.

### OPENING LOG ENTRY

“We are returning to Enbarri after their Ministry of Health contacted us with an emergency. A strange illness is spreading across the planet, seemingly appearing just after we made first contact. Panic is spreading throughout the population as quickly as the illness itself. I just hope that we can help.”

### MAJOR BEATS

#### CONTACT TRACING

Taking a medical team to Enbarri, the Chief Medical Officer is met by Doctor Reyric of the Enbarri Ministry of Health. Reyric informs the team that the infected show symptoms of Tarkalean Flu, but no viral infection. A successful examination of those infected finds that they had contact with members of the first contact team. The Chief Medical Officer must use their medical knowledge to find what amongst the crew could be causing the illness.

#### THE PARANOIA FACTOR

Finding no transfer from the crew, the Chief Medical Officer is interrupted by a group led by Varbrax, a xenophobic member of the Enbarri Council. Varbrax takes over the medical facility using the illness as proof for his claims the Federation is there to destroy them. Activating the planetary defenses, Varbrax demands the player characters stop their attack or be destroyed. The player characters must find a way to negate the threat of Varbrax to allow the Chief Medical Officer to continue their work, observing that Varbrax is also infected.

#### THE BEST MEDICINE

Negotiating with Varbrax, the Chief Medical Officer discovers the infected all have bracelets synthesized from the same material as Starfleet uniforms to commemorate

the first contact. Determining that the Enbarri are suffering a severe form of textile contact dermatitis, the Chief Medical Officer knows how to treat the allergic reaction with hydrocortisone, but not how the Enbarri immune system would react. Reyric offers to be a test subject, allowing the characters to study and counter any side effects.

### MINOR BEATS

If you want to give players an added challenge while the landing party battles the health issue, add a Klingon D7 Battle Cruiser that patrols the area. The characters could also discover that Enbarri medical technology is at least a generation behind that of the Federation.

### KEY NON-PLAYER CHARACTERS

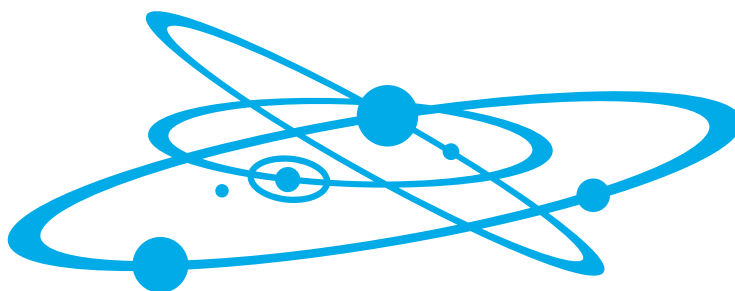
The Enbarri are a humanoid species with equine-like features, using the statistics of a Romulan Uhlan on page 320. Doctor Reyric uses the statistics of a Starfleet Science Officer on page 315, while Varbrax uses those of Major Verohk on page 321. The Klingon D7 is on page 259.

### CONCLUSION

The Chief Medical Officer can discover a treatment, and effectively counteract the health threat, salvaging the diplomatic relations established during first contact.

### ADDING THIS MISSION TO YOUR CAMPAIGN

Depending on the setting of your game, a different adversary can be used, such as the Romulans. The medical knowledge and experience gained can be used in future adventures.



# FIRST CONTACTS

## “ECHOES OF THE PAST”

- ▶ **Suggested Era of Play:** Original series era
- ▶ **Spotlight Role:** Commanding Officer or Executive Officer

### SYNOPSIS

A heavily modified *Intrepid*-type vessel from the Earth-Romulan War attacks the ship as boarding parties transport onto the bridge and engineering. Accused of plotting to attack their homeworld, the crew must find a way to take back the ship, set the record straight, and preserve as many lives as possible.

### OPENING LOG ENTRY

“Exploring an area of space that our long-range probes have had difficulty charting, we’ve found no signs of life. Just another day in Starfleet.”

### MAJOR BEATS

#### PREEMPTIVE STRIKES

A bizarrely modified *Intrepid*-type vessel comes out of warp and attacks with little notice, causing injuries to the crew and disabling the ship’s shields. The attackers transport onto the bridge and engineering, intent on capturing the ship. The player characters have to quickly lock down the ship before their attackers take full control.

#### FRAGMENTS

If the characters lock down the computer and maintain control of either the bridge or engineering, the other ship halts its attack. Veziglat, Commander of the Si’dhe Defense Force ship *Cul’Ulad*, hails to gloat that he is willing to accept Starfleet’s surrender. Veziglat believes Starfleet is there to invade them, and presents a Starfleet uniform patch from the United Earth ship *Norfolk* as evidence. The player characters can attempt to access their ship’s computer to bring up data on the *Norfolk*.

#### SHADOWS OF TERRA

The *Norfolk* was recorded as lost during the Earth-Romulan War. Veziglat boasts the ship crashed 53 years ago onto the Si’dhean homeworld, and was reconstructed to become the *Cul’Ulad*. The data recovered showed Starfleet capturing the Vulc, An’rian, and Tlar races to fight a war against the

Ro’lans. The crew will have to convince Veziglat that the information recovered was incorrect, and allow them to treat wounded crew captured by his boarding party.

### FIRST SECOND CONTACTS

Player characters knowledgeable about the Earth-Romulan War can attempt to explain the corrupted data. The crew can also try to gain further access to their ship’s computer, which would allow them to remotely take control of the *Cul’Ulad*.

### MINOR BEATS

A player character or member of the crew might be a descendent of the *Norfolk*’s captain, creating tension with the Si’dheans.

### KEY NON-PLAYER CHARACTERS

The Si’dheans resemble lupine humanoids with green hair, using the statistics of Starfleet Security Officers found on page 314. Veziglat uses the statistics of Rear-Admiral Thyran on page 240. The *Cul’Ulad* is a heavily modified *Intrepid*-type vessel from the Earth-Romulan War using the statistics of a *Constitution* class found on page 240.

### CONCLUSION

The ideal outcome is that the player characters set the record straight without forcibly taking control of the other ship. However, if diplomacy fails, the crew can use control of the *Cul’Ulad* as a bargaining chip. Taking control of the other ship, however, may complicate the task of earning the Si’dheans’ trust of the Federation.

### ADDING THIS MISSION TO YOUR CAMPAIGN

Starting as an exploratory mission, this adventure would be interesting to players with knowledge of the *Star Trek: Enterprise* era and ships. It also allows for an ongoing mystery, with the player characters uncovering how the *Norfolk* could have been moved forward in time only to crash 53 years ago.

# FIRST CONTACTS

## "THE PLANET NEXT DOOR"

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Commanding Officer or Executive Officer

### SYNOPSIS

While establishing a colony on the planet Ayr, an unknown ship enters orbit, its occupants insisting that the planet is theirs. As the Aos'sid start transporting their people to the surface, the player characters have to find who the planet really belongs to.

### OPENING LOG ENTRY

"We are helping the establishment of a colony on the planet Ayr. The system has already been analyzed by survey teams, so I don't foresee any issues. An asteroid is projected to fly past the planet, which should provide an interesting show."

### MAJOR BEATS

#### UNEXPECTED GUESTS

The crew are alerted that an asteroid detected earlier has altered course towards the planet. Scans show the 33.92 km long asteroid has a small communications array, atomic weapons, and life-signs. The player characters will have to find a way to contact the occupants.

#### PLANET FOR SALE

The Aos'sid leader, Jarsan Daelar, replies and welcomes the player characters. The colony ship holds half a million survivors of Ferria in cryostasis for the lengthy journey to Ayr, a planet the Aos'sid purchased from the Rigellian Survey Company. The Federation Colony leader Moria Maclian informs the player characters that the colony cannot support this influx, even as Jarsan starts reviving his people. The player characters need to contact Rigel, and convince Jarsan to hold his colonization process.

#### SURVEYOR SAYS...

Contacting Rigel, the player characters learn that the Rigellian Survey Company does not exist. Confronting Jarsan with this knowledge surprises him; launching a probe to follow the path of the Aos'sid colony ship can verify his story.

### THE FEDERATION H.O.A.

The probe reveals that the Aos'sid homeworld was indeed destroyed. Realizing that they are the victims of a con artist, Jarsan asks to be allowed to settle on Ayr. The player characters will have to find a way for the two groups to coexist, or find another home for the Aos'sid.

### MINOR BEATS

The player characters learn the Aos'sid have medical technology superior to that of the Federation. A dangerous predator species roams the planet, which could pose a threat to both sets of colonists.

### KEY NON-PLAYER CHARACTERS

The humanoid Aos'sid have antennae, pointed ears, dark eyes, and small vestigial insect-like wings. They use the stats of the Starfleet Science Officer on page 315, with Jarsan Daelar using those of Captain T'Mek on page 316, removing Kolinahr and Vulcan Nerve Pinch. The Aos'sid asteroid ship is dedicated to cryostasis pods, with space and power equivalent to the *Nova* class on page 250. Moria Maclian uses the Starfleet Engineer stats on page 315, while the Federation colonists use the Starfleet Officers stats on pages 314 and 315. If you choose to add the predator species, use the stats for the Sehlat on page 340.

### CONCLUSION

If negotiations are successful, Jarsan works with Moria to establish a joint colony on the planet. Jarsan also provides a description of the "Rigellian" named Prach, a humanoid with large ears and sharp teeth.

### ADDING THIS MISSION TO YOUR CAMPAIGN

This mission offers an opportunity to explore the fraught ethics of the colonization process. It allows for future mysteries with Prach, a being posing as a Rigellian.

# FIRST CONTACTS

## “JADED SCORPION”

- ▶ **Suggested Era of Play:** Original series era
- ▶ **Spotlight Role:** Operations Officer

### SYNOPSIS

Responding to a distress call from the Federation survey ship *Sumpter*, the crew finds the ship destroyed and two unidentified ships engaged in battle. One of the ships flees at the sight of the player characters' ship, leaving the other critically damaged. The only clue to the destruction of the *Sumpter* may rest with the crew of the damaged vessel.

### OPENING LOG ENTRY

“We are responding to a distress call from the *Sumpter*, a survey ship charting systems near the Romulan Neutral Zone. I just hope that we are not too late.”

### MAJOR BEATS

#### IN SUMPTER'S WAKE

Exiting warp near the Federation-Romulan Neutral Zone, the player characters find the wreckage of the *Sumpter* and two unknown ships fighting nearby. Hailing or approaching the other ships causes one to flee, leaving the other ship behind. The captain of the ship, Maricha, requests help with her ship's damaged warp core. Radiation makes transporter locks difficult. The player characters can send an engineering team to the ship to stop a possible breach, or find a way to transport the ship's crew out of danger.

#### VOICE COMMAND AUTHORIZATION

Preventing a breach, the Bandchi are treated aboard the player characters ship while repairs are underway. Maricha explains that the *Sumpter* was attacked and destroyed by a renegade Bandchi faction, but Maricha and her crew attempted to come to its aid. Player characters may get strange authorization reports for repairs and upgrades to Bandchi systems. Investigating the reports uncovers crew members authorizing transfers with no memory of doing so. The player characters must find out what is causing the lapses in the crew's memory.

#### SIREN CALL

A successful medical exam of the crew shows alterations to their brains' theta and gamma waves, putting them in a hypnotic state. Members of the crew now answer to commands from Maricha and her crew. She announces

her intent to use the ship to attack her homeworld. The characters will have to find a way to regain control of the ship.

### MINOR BEATS

The ship's sensors pick up signals that indicate a cloaked vessel in the area, adding a potential Romulan threat. A member of the crew has a family member who was recently transferred to the *Sumpter*.

### KEY NON-PLAYER CHARACTERS

The Bandchi have a humanoid appearance with pale jade skin, long white hair, and red eyes. They use the Cardassian Soldier stats on page 328. Adapt Gul Tremak on page 329 for Maricha and Morhain. The Bandchi ships use the statistics for the *B'Rel*-class bird-of-prey on page 260, minus the cloaking device.

### CONCLUSION

Using medical data, the player characters determine a frequency in the Bandchi voice capable of hypnotizing others. Developing a counter-frequency frees the crew. A group of Bandchi ships led by Morhain, the leader of the Bandchi government, hails the player characters, explaining Maricha has taken ships before. Morhain rescued the crew of the *Sumpter* before it was destroyed, but fled thinking the player's ship was under Maricha's command. Morhain requests that Maricha and her followers be handed over for punishment and returns the *Sumpter*'s crew.

### ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be easily integrated into a campaign involving Romulans, with the Romulans being a false lead. If you plan to have memory lapses happen to player characters, make sure your players are comfortable with that ahead of time. One of the returned crewmembers of the *Sumpter* can be a person tied to a player character's past.

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