

STAR TREK[™]

ADVENTURES



MISSION BRIEFS

COLD WAR

TALES FROM THE 23RD CENTURY

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COLD WAR

GARETH-MICHAEL SKARKA

22

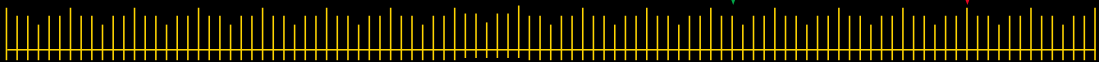
25

43

147



01.00	INTRODUCTION	002
01.10	"GUNBOAT DIPLOMACY"	003
01.20	"NOR IRON BARS A CAGE"	004
01.30	"THE SHAPE OF BEASTS"	005
01.40	"THIS ROYAL THRONE"	006
01.50	"IN PALE BATTALIONS GO"	007
01.60	"THE FINAL WOUND"	008
01.70	"GHOST SHIP"	009
01.80	"REFUGEES"	010
01.90	"THE EDGE OF ETERNITY"	011
01.100	"A QUESTION OF LOYALTY"	012



INTRODUCTION

The late 23rd century was a dynamic period when bold Starfleet captains and crews waged a cold war with the Klingon Empire and other polities across the Alpha and Beta Quadrants while also conducting Federation business across the known Galaxy. Ships and crews were often pushed to their limits while attempting any number of missions, from exploring new worlds, encountering new civilizations, or endeavoring to avoid sparking off a war.

This packet presents ten detailed mission briefs focused on situations late 23rd century Starfleet crews might become involved in. Feel free to modify them for use in your **Star Trek Adventures** campaigns set during the later period of the original series era (approximately 2270–2300) 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:** A high-level summary detailing key points such as location, antagonists, the overall 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, with room left for you to bridge them as needed with material unique to your cast of player characters and campaign events.
- ▶ **Minor Beats:** Secondary plot elements 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.

"GUNBOAT DIPLOMACY"

- **Suggested Era of Play:** 2270s–2290s
- **Suggested Spotlight Role:** Security Chief

SYNOPSIS

Port Royal is a space station in neutral territory. When a murder takes place on the station, its independence is called into question – the victim was a Klingon citizen, and the accused is a Federation citizen. The station administrator calls upon both governments to send a representative vessel to handle the case.

OPENING LOG ENTRY

"A Federation citizen has been accused of murdering a Klingon on Port Royal, an independent space station. Both governments have been asked to send a vessel to handle the murder investigation. This could, if not handled correctly, be the spark that ignites the wildfire of interstellar warfare."

MAJOR BEATS

FLY CASUAL

The player characters arrive to a welcoming hail from an Orion – Hajjen-Merall, the station administrator – and the discovery that a *K'tinga*-class battlecruiser, under the command of a Klingon named Koth, has already arrived and is in orbit around the space station. The first test of the player's nerves – do they place the ship on alert, and raise shields?

RULES OF ENGAGEMENT

Hajjen-Merall invites the captains of both vessels, along with their security chiefs, aboard Port Royal for a briefing on the facts of the case. Commander Koth is accompanied by his female head of security, Lieutenant NahQun. A Klingon merchant, Hurg, was found dead in one of the cargo areas, with his throat cut. A Human freighter captain, Brian Quigley, was seen in a heated argument with Hurg at one of the many drinking establishments on Port Royal, and suspicion naturally fell on him, which only grew when a cloth stained with Hurg's blood was found aboard the *Captain's Fancy*, Quigley's freighter.

CLUES

Quigley and Hurg did argue, over Hurg's decision to raise his prices on the import of Romulan ale. Quigley's partner, Samuel Constantine, is now the owner of the shipping business, including ownership of the *Captain's Fancy*. Likewise, Hurg's younger brother, K'meq, is now in charge of their family's business. The bloody cloth found on the freighter is a utility cloth commonly used on both sides of the border. The blood is definitely Hurg's – although the cloth also contains residual energy signatures consistent with having been beamed in a transporter.

MINOR BEATS

The investigations on the station will disturb the local clientele, who will be none too eager to have Federation officers, much less Klingons, poking around and potentially uncovering their illegal endeavors. There may also be several false red herring clues thrown in the characters' way.

KEY NON-PLAYER CHARACTERS

For Commander Koth, use Moq'var on page 319. Lieutenant NahQun is a Klingon Veteran (page 318). Everyone else is a minor NPC.

CONCLUSION

The murder was a conspiracy between K'meq and Constantine. K'meq killed his brother, and Constantine beamed the evidence over to the *Captain's Fancy*. The conspirators hope to consolidate their operations.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be set in any time period where relationships with the Klingons were tense (or worse). Commander Koth, introduced in this adventure, can be used as a recurring foil for the player characters.

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"NOR IRON BARS A CAGE"

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

SYNOPSIS

The player characters' ship discovers a beautiful Class-M planet with no indigenous intelligent life. As the landing party makes their initial survey, they are all infected with a virus. Unbeknownst to the characters, the virus is a criminal representative of a viral species, whose species exiled them to this planet. As the virus spreads throughout the crew, a hive-mind begins to develop, and the virus intends on using the crew and starship to conquer their home planet.

OPENING LOG ENTRY

"Every crew hopes for a discovery like this – an apparent "Goldilocks planet" – Class-M, temperate climate, and home to no intelligent life. After the initial landing party survey, I'll be looking to authorize some shore leave."

MAJOR BEATS

VECTOR

The landing party encounters the most advanced primate on the planet – a small, harmless, furry creature something like a cross between a monkey and a turtle. These are the carriers of the Orzeth, a viral species placed here by its peers specifically because no native life-form can endure the viral load needed for the Orzeth to reach "critical mass" to establish a hive mind and hijack bodily control. Unfortunately, the landing party are much larger, with more fully developed brains than the monkey-turtles.

INFECTION

Return to the vessel will bring the virus aboard, as 23rd century transporters do not have advanced enough biofilters to catch it. The virus will spread among the crew by touch.

The symptoms of the Orzeth virus includes a light headache which starts to get progressively worse as the virus takes hold. Within hours, a fever will develop as the

body starts to detect the virus and fight back. At this point, medical or science officers can attempt to detect the virus. Just as the fever reaches its most dangerous level, it suddenly dissipates. Unbeknownst to observers, the virus has managed to take over control of the character. And the minute that more than one character is affected, the Orzeth creates a hive-mind.

POSSESSION

Pass a note to the players with possessed characters, and allow them to continue to play their characters, although with the following overwhelming urge: Return to the homeworld (coordinates several light-years away), destroy the usurpers, and reclaim what is rightfully theirs.

MINOR BEATS

If you have a single player character of a different species, allow them to be immune to the virus, giving them the spotlight to help combat the virus in others.

KEY NON-PLAYER CHARACTERS

The only NPCs in this mission are the Orzeth, who doesn't require statistics.

CONCLUSION

Using the Scientific Method rules in the core rulebook (page 157), the players should be able to come up with a way of freeing the possessed crew.

The location of the Orzeth homeworld is now called the Hasper Nebula – the sun that the homeworld orbited went nova hundreds of thousands of years ago. Orzeth is all that remains – the exiled ruler of a dead world.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission could easily be played in the *Enterprise* or the original series eras. Discuss with your players before having virus possess any of their characters, to ensure such an action isn't a trigger point for your players.

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"THE SHAPE OF BEASTS"

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

SYNOPSIS

Federation ethics and Starfleet's Prime Directive come into conflict, as the characters, studying a pod of the endangered gormangander species, encounter whaling vessels of a pre-warp civilization for whom hunting the great beasts is a cornerstone of their culture.

OPENING LOG ENTRY

"We have spent the last four days within sensor range of a pod of gormanganders, the space-borne animal species that have been on the Federation's endangered species list longer than any other. Our sensors are collecting every bit of highly-valuable data on these elusive creatures that we can."

MAJOR BEATS

THE WHALES

The player characters' vessel is tracking a pod of eight gormangander. The ship is being kept out of the creatures' visual range, while the sensors record as much data as possible. Suddenly, three ships launch from the third planet of the planetary system, on an intercept course for the pod.

THE HUNTERS

The Krid are a reptilian species – a pre-warp civilization, although they are space-faring, traveling in vessels that use solar sails. The gormangander became a huge part of Krid culture, and the drive to reach out to catch this most elusive of prey formed the impetus for the Krid to head into space.

The Krid hunting party launched into space on three "longships" – Size 3 solar sailing vessels, armed with lasers and missiles. Sensors indicate that the Krid will intercept the pod within 12 hours.

THE RUN

As soon as the gormangander detect the Krid, they will change course toward the large gas giant which is the fourth planet in the system. If they can successfully make

it to the gas giant, they can attempt to lose the Krid in the rings that surround the planet, which would critically damage the Krid vessels' solar sails.

Unless something delays the Krid, or otherwise assists the gormangander, however, the pod will be caught by the hunters before such an escape can be made.

MINOR BEATS

During the ethical question, there is certain to be conflict between those players who wish to protect the endangered creatures at any cost, and those who would argue that their responsibility to the Prime Directive overrules everything else.

KEY NON-PLAYER CHARACTERS

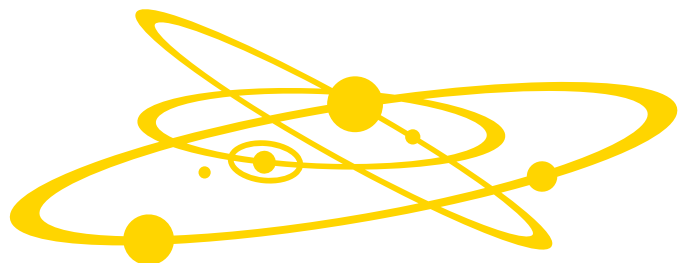
The gormanganders can be represented by using the stats of the *Danube*-class runabout on page 235 (they possess no shields or weapons and their Resistance is 3). The hunting vessel of the Krid uses the entry for the Klingon *B'rel* class bird-of-prey (page 260), with only primitive laser weapons (Energy, range Close, 6▲) and missiles (Torpedo, Long Range, 5▲) in addition to grapples (as per Tractor Beam, strength 2)

CONCLUSION

The conclusion of this mission depends entirely on the players. The choice they make should be hard, and the results of that choice should clearly demonstrate that there was no 100% right answer.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be easily adapted to any era – if anything, campaigns set in the 24th century or later might find the choice even more difficult, as the gormangander are even closer to extinction than they were in the 23rd century.



"THIS ROYAL THRONE"

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

SYNOPSIS

James T. Kirk's refusal to kill his Gorn opponent was seen as a massive insult by the Gorn and the stain of shame has been carried by his relatives for the past 20 years. Now, a member of his clan challenges the player character Captain to a duel to the death to clear his family name.

OPENING LOG ENTRY

"We have detected what appears to be a Gorn cruiser, sitting in space at the precise coordinates of their border. They are not moving, nor do they appear to have weapons or shields powered up. We are proceeding to their location to investigate."

MAJOR BEATS

PARLAY

When the character's ship draws near, the Gorn cruiser sits still, until the Federation vessel hails and the captain identifies themselves. Once the Gorn are certain that the ship is under command of a Federation captain, they will break radio silence and reply. They are the cruiser *K'kethess*, under command of Captain S'lekk.

S'lekk tells the player characters that he wishes to engage in face-to-face discussion regarding a matter critical to the future of the Gorn Hegemony. When the time arrives, S'lekk is accompanied by four other Gorn (his first officer, engineer, helmsman, and one he introduces as his "master of the hunt," which seems to be something akin to a tactical officer). As the meeting officially begins, S'lekk stands up, and lets out a bone-shaking roar, baring his razor-sharp fangs.

I AM THE LIZARD KING

S'lekk informs the crew that he is a candidate for Emperor of the Gorn Hegemony – and to make himself worthy of the position, he needs to remove the stain of shame that has been carried by his clan. Twenty years ago, a member of his clan was defeated by Captain James T. Kirk in single combat, and bore the additional insult of being deemed unworthy to kill.

S'lekk intends to restore his clan's worth by defeating a Starfleet captain in single combat. This is his formal challenge, and now the terms of the contest must be defined. Every facet of the contest is open to negotiation (weapons, location, etc.), except one – the Gorn insist that the combat must be to the death.

MINOR BEATS

Minor plot lines could include efforts by the science officer to glean what they can of Gorn culture, or the engineer trying to do the same with Gorn technology.

KEY NON-PLAYER CHARACTERS

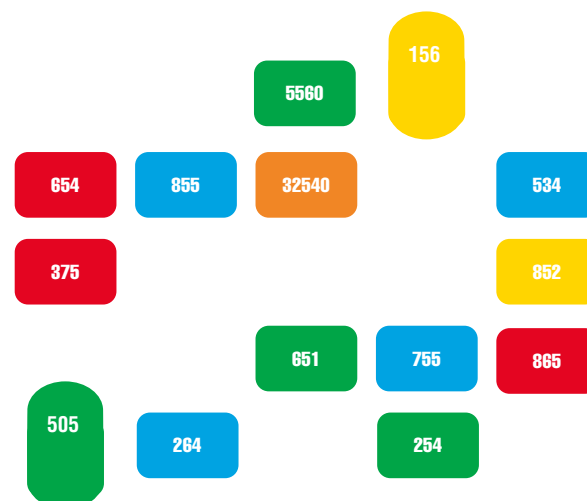
Gorn NPCs can be found in the *Alpha Quadrant Sourcebook* (pages 120–121), or designed by the gamemaster by using the Minor NPCs in the core book as examples. S'lekk is a Major NPC, all other Gorn are Minor NPCs.

CONCLUSION

It would be preferred for the players to come up with some sort of clever solution to the "combat to the death" problem. Jumping into combat and killing S'lekk just because he issued the challenge is not the sort of behavior that Starfleet tends to approve of.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be modified to take place at any time except those eras pre-dating Kirk's first encounter with the Gorn.



"IN PALE BATTALIONS GO"

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Tactical Officer / Security Chief

SYNOPSIS

The NX-class *U.S.S. Challenger* (NX-03) has been out of service for over a century, and opened as a museum in orbit of Iota Persei IV – a planet originally explored by the *Challenger*, and now a bustling Federation colony.

Today, however, someone stole the *Challenger*.

OPENING LOG ENTRY

"The *U.S.S. Challenger* has been stolen. A group of young people critical of what they describe as Starfleet's "increased militarization" have hijacked the old NX-class vessel. We've been ordered to intercept, secure the ship, and apprehend the hijackers."

MAJOR BEATS

CHALLENGING THE *CHALLENGER*

The briefing indicates that there are a dozen hijackers, all relatively young people of various species. The *Challenger* should be easily reached, as its top speed is considerably lower than that of modern vessels. However, when the characters' ship finally does catch up with the *Challenger*, sensors indicate that the hijackers are using some sort of portable shield generator, channeled through the hull plating. Being equipped with such a cutting-edge military device indicates that this might not be just a group of protestors after all...

A TWIST IN THE TALE

The minute that the characters' ship is close enough to appear on the *Challenger's* sensors, the NX-class ship veers off onto a new heading, and increases speed to its maximum.

Any attempt to hail the *Challenger* will be answered. Two of the hijackers (originally thought to be Vulcans) have taken control of the ship, through the use of sophisticated automation. They are, in fact, Romulan Tal Shiar agents. They will inform the player characters that the other hijackers are currently locked in the cargo bay, as their

hostages. Any attempt to board or incapacitate the *Challenger* will result in the Romulans opening the bay door to space.

UNTO THE BREACH

The Tal Shiar agents' new course takes them directly into the Klingon Empire in an effort to force a major incident between the Klingons and the Federation. They are proceeding towards the border, and will cross into Klingon space in 8 hours.

The characters must come up with a method of stopping the *Challenger*.

MINOR BEATS

The situation could be complicated by adding Captain Koth (see page 3)'s ship as the first responder to the potential incursion.

KEY NON-PLAYER CHARACTERS

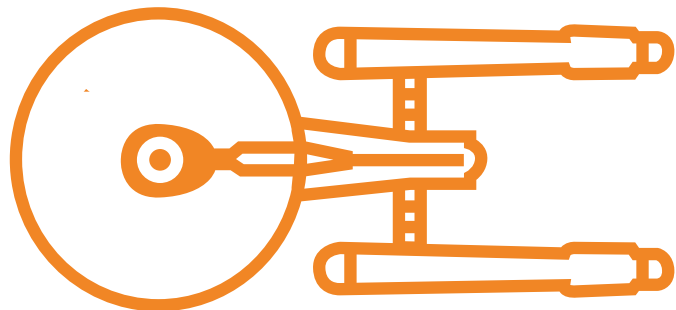
The ten hostages are Minor NPCs. The Romulan hijackers use the entry for Major Verohk on page 321.

CONCLUSION

The conclusion of this mission depends largely on the approach that the players take to the problem. Do they attempt to blow down the *Challenger* shields, and then beam the hostages away? And, the hostages are only half the problem. How do they stop the vessel from entering Klingon space and causing a major interstellar incident?

ADDING THIS MISSION TO YOUR CAMPAIGN

For obvious reasons, this adventure is not suitable for campaigns in the *Enterprise* era.



"THE FINAL WOUND"

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

SYNOPSIS

Sensor readings indicate massive discharges of an unknown type of energy that appear to be damaging subspace across a wide area. Further investigation reveals two immense alien warships locked in combat with each other, wielding energy weapons which are causing the discharges. Sensors reveal that there are no life-signs on the giant vessels – the systems are apparently run by computers, fighting the final battle of a war that ended eons ago. The ships are oblivious to the danger they are creating for others, and their battle appears to be drawing them into the heavily populated regions of the Federation – can the characters stop the immensely powerful ships from wreaking havoc in the name of their long-dead civilizations?

OPENING LOG ENTRY

"Sensors have picked up massive unknown energy discharges. We have changed course to intercept and are proceeding at Warp 7 to investigate further."

MAJOR BEATS

THE ENGINES CAN'T TAKE IT

As the characters' ship continues towards the location of the energy readings, their ship is suddenly thrown out of warp. System overloads and damage to the engines may result, and the chief engineer and science officer can determine that the energy discharges are damaging subspace in the local area, making it impossible to form a stable warp field.

HERE BE GIANTS

The energy discharges are the weapons being used by two huge alien starships, locked in combat. Both ships are 70 times the overall mass of the characters' ship, and appear to be heavily scarred by the tremendous energies being wielded, but so evenly matched that neither is able to gain the upper hand. Initially, neither ship takes notice, until the characters attempt to interfere or interact in any way.

MINOR BEATS

When the alien ships contact the crew, their language is not in the database, and the universal translator cannot translate it. The communications officer will need to use all of their skill to make communication possible.

KEY NON-PLAYER CHARACTERS

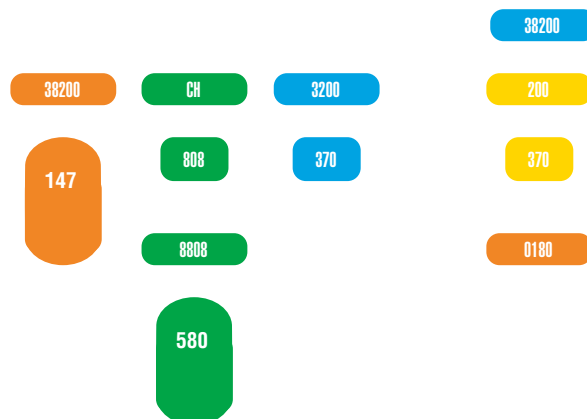
The two alien vessels should use the statistics of the Planet Killer on page 339.

CONCLUSION

Once communication has been established, the characters can determine that the alien ships are representatives of the Chessauni Confederacy and the Cyreen Empire – two species that archeological records indicate ceased to exist in an interstellar war over 500,000 years ago. The vessels are entirely operated by artificial intelligence, carrying on their duty in a war that ended millennia ago. The ships are so evenly matched, neither vessel can gain the upper hand. If the battle continues on its current course, it will cause untold damage to subspace in the heavily populated areas of the Federation. The characters must determine a way to either put an end to the conflict, or change the course of the combatants.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission is suitable for any era, with no adjustment required.



COLD WAR

“GHOST SHIP”

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

SYNOPSIS

The characters discover a ship adrift – the *U.S.S. Hood*, which disappeared almost 30 years ago. Examination of the vessel leads to a number of unsettling experiences, which raise an uncomfortable question: is the *Hood* haunted?

OPENING LOG ENTRY

“During a routine sensor realignment, we’ve detected signs of a vessel, seemingly adrift at the extreme limit of our sensor range. The ship’s transponder indicates that it is the *U.S.S. Hood*, a *Constitution*-class vessel that disappeared in the Argolis Cluster nearly 30 years ago.”

MAJOR BEATS

A RELIC OF THE PAST

Starfleet records indicate that the *Hood* was exploring the Argolis Cluster in the Alpha Quadrant (nowhere near its current position) when it failed to report in. Efforts to locate the vessel or its wreckage were unsuccessful, and it was declared lost.

The *Hood* is drifting, but otherwise in perfect condition. Scans indicate it has full power, gravity, and atmosphere. There is no sign of damage to the ship at all – but there are also no life-signs aboard. All 430 crew members are gone.

SOMETHING ISN'T RIGHT HERE

When the characters send over an away team to investigate, they find an empty ship. Soon, however, they will start having “ghostly” experiences – figures appearing in the corner of their vision, or reflected in mirrors, etc., the sense of being watched, strange wailing noises, disembodied hands reaching out for them – play up every haunted house trope you can.

SHIP'S RECORDS

Examination of the captain’s log discovers only mundane entries about exploration of the Argolis Cluster. If the characters examine the bridge flight recorder, however, they will discover the *Hood* apparently hits some kind

of disturbance, during which Captain Marie Sandoval asks her science officer, Commander T’Veth, to report. T’Veth responds with “Unknown, Captain – some kind of wormhole...” and then the entire bridge crew disappears. The ship’s internal chronometer indicates that this scene took place four years ago, not almost thirty.

MINOR BEATS

Given the above information, the science officer or chief engineer can examine the *Hood* for signs of temporal displacement, and discover that the entire ship is awash in tachyon particles – including some that appear to be moving throughout the ship (this is the *Hood*’s crew).

KEY NON-PLAYER CHARACTERS

Since the crew of the *Hood* is immaterial until they are restored to the proper timeline, they don’t really require statistics, but if circumstances merit, you can use the standard Starfleet crew members found beginning on page 314.

CONCLUSION

The *U.S.S. Hood* hit a temporal wormhole – an extremely rare variety of the phenomenon, which simultaneously threw the vessel hundreds of light-years away from their original location, ahead in time 25 years, and scattered the crew in fractured time. Each crew member is existing in a microsecond ahead of, or behind, the current moment. The characters will need to develop a method of restoring the crew of the *Hood* to the proper timeline, freeing them from their disembodied existence.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can occur in any time period – simply make the ghost ship a vessel from an earlier time. Any player character might have had a connection to one of the crew members “lost” aboard the *Hood*.

COLD WAR “REFUGEES”

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

SYNOPSIS

The characters receive a planetary distress call from the Shenn-ma, a Federation member, claiming that their planetary system is being invaded by a massive, seemingly-unstoppable foe. Who are the invaders, what do they want, and can anything stop them?

OPENING LOG ENTRY

“We have received a planetary distress call from the Shenn-ma, a Federation member species from the 74 Orionis system in the Alpha Quadrant. The message says that their system is being invaded by a single, immense hostile starship of unknown design. We are proceeding at maximum warp to intercept.”

MAJOR BEATS

FLOTSAM & JETSAM

When the characters enter the 74 Orionis system, they find three Shenn-ma system defense cutters (small patrol craft) adrift and without power. If these vessels are hailed, they will tell the crew that the invader entered the system via some kind of spatial anomaly – a wormhole or other singularity – and proceeded on a direct course for the inner planets. They attempted to hail, to no response. They warned off the ship, before opening fire with phasers, at which point the invader used some kind of focused gravitic lens weapon to disable all three ships. They are currently adrift, and without power – life support is non-functional and they need to be rescued. Each system defense cutter has a crew of a dozen Shenn-ma.

JUGGERNAUT

Sensors indicate that the alien ship is huge, slow-moving, and definitely proceeding on a course to the inner planets of the system (which includes the homeworld of the Shenn-ma). Attempts to hail the vessel will go unanswered (unless the science officer realizes the system the ship uses for communications (see Conclusion). If fired upon, the ship will defend itself, but always continues on its course.

MINOR BEATS

Vix-lm, the planetary ruler of the Shenn-ma, demands that the characters destroy the invader, and will not respond kindly to any attempts to defuse the situation through diplomacy. If disobeyed, he will threaten to leave the Federation, and may even order Orr-venn, commander of the rescued defensemen, to attempt to seize the character's ship.

KEY NON-PLAYER CHARACTERS

The Shenn-ma are a hairless humanoid species, with orange and tan striped skin, and long-lobed ears that are attached along the jawline. They are Minor NPCs. The alien Juggernaut should use the rules for a Borg Cube on page 267.

CONCLUSION

The aliens use gravitic lenses in their technology. They travel faster than light via creating artificial gravity wormholes, they use projected gravity fields as weapons, and use minor fluctuations of gravity as a kind of morse code for communication. The science officer may discover these minor fluctuations and figure this out. If communication is established, the aliens are revealed to be refugees, escaping their destroyed homeworld in the Gamma Quadrant. Their long-range space telescopes discovered a planet in this system which suits their needs exactly – not the homeworld of the Shenn-ma, but rather the Class-Y second planet in the system, which has the extreme high pressure, radiation, and chemical compounds their species requires. The characters will have to negotiate a settlement between the Shenn-ma and the aliens, who only want to settle on a planet that the Shenn-ma cannot use themselves.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be played in any time period with no adjustments.

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"THE EDGE OF ETERNITY"

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

SYNOPSIS

Trapped with a Klingon vessel on the event horizon of a black hole, the characters must work together with their enemies to break free.

OPENING LOG ENTRY

"We are investigating the apparent collapse of a previously stable G-type star into a black hole. Upon our arrival, we have discovered that there appear to be a vessel of some kind trapped in the orbit of the anomaly. We are cautiously approaching to see if we can render assistance."

MAJOR BEATS

SPACE ODDITY

Epsilon Theta was a G-type main sequence star, with no planets. With no warning, the previously-stable star apparently collapsed into a black hole. Upon discovering this, the ship travels to investigate this bizarre scientific anomaly. Unbeknownst to the characters, the collapse is due to the Klingons testing a new weapon, which they call a Stellar Converter (based on their limited understanding of the Genesis Device).

When the characters arrive, they detect a ship trapped in orbit around the black hole, near to the event horizon – the point of no return. Massive gravity disturbances and radiation bursts make scans very difficult, but they discover that the ship is a Klingon *K'tinga* class cruiser.

TO SAVE A DROWNING MAN

Because of the immense gravity of the black hole, hailing the vessel has no effect at range. The ships have to be closer to each other's "gravity band" to be able to use communications. Allow the characters to discuss ways to free the trapped ship, and come up with theories and plans.

Whatever they decide, they'll need to get closer, without falling into the trap themselves. However, as they approach, the *K'tinga* attempts to use a tractor beam on the ship to pull themselves out of the gravity well. The gravity effects of the black hole add an additional point to the strength of the tractor beam (for a total of 4). If the helmsman is able to break the hold, the characters' ship is freed one zone away from the *K'tinga*. If the helmsman fails, the ship is now trapped in the same zone as the Klingons (and can now communicate.)

THE CLOCK IS TICKING

If the character's ship is trapped, the chief engineer can estimate that maintaining their position and avoiding being drawn over the event horizon will take all of their power, and the dilithium crystals will be exhausted in 12 hours. If their ship is not trapped, the chief engineer can estimate that the Klingons will lose power and be destroyed by the black hole in 8 hours.

KEY NON-PLAYER CHARACTERS

If the player characters have encountered him before, you can make Koth (see page 3) the commander of the Klingon vessel, which will add some additional tension to the proceedings.

CONCLUSION

The characters will have to come up with a solution for getting both ships free of the gravitic pull of the black hole. Gamemasters are encouraged to give them a degree of flexibility in their theories – in short, if the solution sounds technobabble-plausible and suitably *Star Trek*, then let them have it.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be played in any time period, with the enemy vessel changed to whatever species makes the most sense for the time – Cardassian, Breen, Tzenkethi, Dominion, or even Borg.

2880

3600

FS

650

2600

38200

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1500

725

2508

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30

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"A QUESTION OF LOYALTY"

- ▶ **Suggested Era of Play:** Original series era
- ▶ **Spotlight Role:** Any senior staff member who usually doesn't get the spotlight

SYNOPSIS

The characters receive a Priority One message ordering them back to Spacedock. Once they arrive back at Earth, they find themselves caught up in the Starfleet Judge Advocate General (JAG) corps' efforts to root out officers connected to the Khitomer conspiracy.

OPENING LOG ENTRY

"Usually, a return to Earth and Spacedock would represent a welcome respite from duty and a chance for some well-earned shore leave. However, a Priority One order to return, with no other details, fills me with a certain degree of apprehension."

MAJOR BEATS

INJUNCTION

Upon arrival at Spacedock, the player characters are informed by Admiral Thyran (page 316 in the core rulebook), that pursuant to an investigation being conducted by the Judge Advocate General, the crew are restricted to their vessel and Spacedock only. He introduces them to Captain Solek, a Vulcan JAG officer, who is conducting the investigation. Solek informs the characters that they are under investigation for possible connection to, or participation in, what has become known as the Khitomer Conspiracy – the cabal responsible for the assassination of Klingon Chancellor Gorkon and the attempted assassination of Federation President Rha-Ghoratreii.

GUILT BY ASSOCIATION

The members of the senior staff are all interviewed by Captain Solek. It becomes clear that they are considered suspects by the thinnest of justifications: past service with Admiral Cartright, for example, or any recent adventures where they cooperated with the Klingons (such as Koth, within these mission briefs). Solek is relentless, and logical to a fault – adhering purely to the letter of the law, and not the spirit.

PARALLEL INVESTIGATIONS

While the senior staff are being interrogated, this is an opportunity for the gamemaster to have the players portray supporting characters of the crew, and engage in their own investigations in an attempt to prove the innocence of the senior staff. How such investigations proceed, and the direction they take, is largely up to the players.

MINOR BEATS

During the supporting character investigations, they may discover members of the crew who are at least sympathetic to the aims of the conspirators – who feel that détente with the Klingons is ill-advised, etc. They are not guilty of participating in the conspiracy, but demonstrate some fairly ugly views, showing that not all of Starfleet is squeaky-clean.

KEY NON-PLAYER CHARACTERS

Captain Solek of the Judge Advocate General Corps is a Major NPC. Gamemasters can create him from scratch, or use the entry for Captain T'Mek on page 316.

CONCLUSION

The conclusion will be a preliminary court martial hearing, where Solek will argue that indictments are necessary, before a panel of the Admiralty. This is an opportunity for the characters to give impassioned speeches about the rule of law, and the dangers of guilt by association, and the ideals of Starfleet and the Federation. Perhaps the supporting characters have uncovered evidence that will dismiss all charges (as an example – what if this is part of the effort to destabilize Starfleet, and Solek is actually a Romulan Tal Shiar agent?).

ADDING THIS MISSION TO YOUR CAMPAIGN

The events of this mission are specific to the time period, but could be run during the Dominion War, with Solek charging the characters with treason or something similar.

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