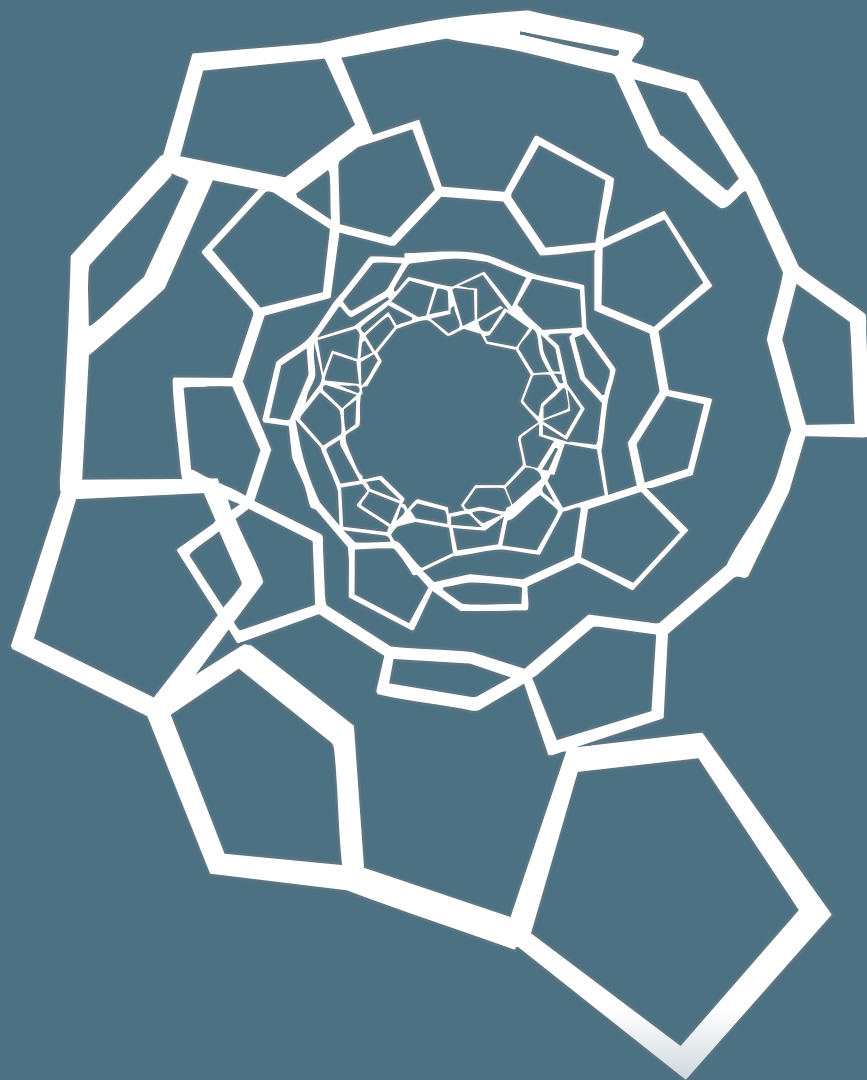


STAR TREKTM ***—ADVENTURES—***



MISSION BRIEFS



SCIENCE STATIONS & RESEARCH OUTPOSTS

Rachel Savicki

STAR TREK ADVENTURES

2D20 SYSTEM DESIGNER

Nathan Dowdell

PROJECT MANAGER

Jim Johnson

WRITER

Rachel Savicki

EDITOR

Jim Johnson

PROOFREADER

Charlie Knight

ART DIRECTOR

Ariel Orea

GRAPHIC DESIGNER

Chris Webb

INTERIOR ARTWORK ARTISTS

Rodrigo Gonzalez Toledo,
Grzegorz Pedrycz

FOR PARAMOUNT GLOBAL

Marian Cordry, Michael Freeman,
Benjamin Harper, Brian Lady

WITH THANKS TO

Gene Roddenberry,
Marian Cordry,
BC Holmes,
Nathan Dowdell,
and the many fans
who support this game

MODIPHIOUS ENTERTAINMENT

CHIEF CREATIVE OFFICER

Chris Birch

CHIEF OPERATIONS OFFICER

Rita Birch

MANAGING DIRECTOR

Cameron Dicks

HEAD OF BRAND

Samantha Webb

HEAD OF CREATIVE SERVICES

Jon Webb

HEAD OF PRODUCT DEVELOPMENT

Błażej Kubacki

SENIOR CREATIVE MANAGER

Kieran Street

LOGISTICS & PRODUCTION MANAGER

Peter Grochulski

LEAD ART DIRECTOR & STUDIO COORDINATOR

Rocío Martín Pérez

SENIOR ART DIRECTOR

Ariel Orea

SENIOR PHOTOGRAPHER

Fátima Martín Pérez

PRINCIPAL 3D DESIGNER

Jonny La Trobe-Lewis

LEAD 3D PLASTICS DESIGNER

Colin Grayson

LEAD 3D RESIN DESIGNER

Joana Abbott

SENIOR 3D PLASTICS DESIGNER

Chris 'Chrispy' Peacey

SENIOR 3D DESIGNERS

Ben de Bosdari, Sean Bullough, Domingo Díaz Fermin

3D DESIGNER

Jose Roig

LEAD STUDIO PAINTER

Callum France

SENIOR STUDIO PAINTER

Rosie Williams

STUDIO PAINTER

Amy Snuggs

SENIOR STUDIO TERRAIN DESIGNER

Julian Jeratsch

PRINCIPAL GRAPHIC DESIGNER

Michal E. Cross

SENIOR GRAPHIC DESIGNERS

Jane Robertson, Stephanie Toro, Chris Webb, Mark Whittington

SENIOR AUDIO & VIDEO PRODUCER

Steve Daldry

SENIOR DEVELOPMENT & EDITORIAL MANAGER

Bryce Johnston

EDITORIAL MANAGER

Robert Hebblethwaite

LINE EDITOR

Richard L Gale

DEVELOPMENT SCHEDULER & ADMINISTRATOR

Justin Talsma

LEAD GAME DESIGNER

Evie Moriarty

GAME DESIGNER (QA)

Dom Westerland

SENIOR GAME DESIGNER (RPG)

Nathan Dowdell

GAME DESIGNER

Andy Douthwaite

SENIOR GAME WRITER

Ben Maunder

GAME DEVELOPER (DATA ANALYSIS)

Jess Gibbs

SENIOR PROJECT & EVENTS MANAGER

Daniel Lade

SENIOR PROJECT & PROCESS MANAGER

Gavin Dady

SENIOR PROJECT MANAGER

Jamie MacKenzie

PROJECT MANAGERS

Jim Johnson, Haralampos Tsakiris

SENIOR OPERATIONS & LOGISTICS MANAGER

John Wilson

FACTORY MANAGER

Martin Jones

SENIOR PRODUCTION OPERATIVES

Drew Cox, Warwick Voyzey

LEAD PRODUCTION OPERATIVES

Jake Pink, Miles Turner

PRODUCTION OPERATIVES

Thomas Bull, Rebecca Cartwright, Louis

ASSEMBLY TEAM

Elaine Elizabeth Hughes, Nichola Jones, Michelle Richards

TOOL MAKERS

Luke Gill, David Hextall, Anthony Morris

COMMUNITY MANAGER

Lloyd Gyan

PR MANAGER

Sophie May

JUNIOR SOCIAL VIDEO PRODUCER

Chloe MacInnes

TRANSLATIONS & PUBLISHING MANAGER

Matt Timm

SALES ACCOUNT MANAGER

Matt Vann-Hinton

ACCOUNT MANAGERS

Matthew Eglinton, Elizabeth Parr-Morley

SALES EXECUTIVE

Hugo Simões

MARKETING COORDINATOR

Shaun Hocking

MARKETING MANAGER

Shareef Dahrour

MARKETING ASSISTANT

Georgie Reeve

CUSTOMER SUPPORT TEAM LEADER

Chris Dann

CUSTOMER SUPPORT REPRESENTATIVE

Jagdeep Thiara

OPERATIONS ASSISTANT

Stephanie Catala

WEBSTORE MANAGER

Apinya Ramakomud

FINANCIAL ANALYST

Valya Mkrchyan

ACCOUNTS PAYABLE MANAGER

Ofelya Mnatsakanyan

ACCOUNTS RECEIVABLE SPECIALIST & FINANCE COORDINATOR

Hollie Shepperson



Modiphius Entertainment Ltd.
39 Harwood Road, London, SW6 4QP, England

info@modiphius.com
www.modiphius.net

STARTREK.COM

Modiphius Entertainment Product Number: MUH0142607-PDF
Manufactured by Modiphius Entertainment in the United Kingdom
Batch number: 64310

Modiphius Europe Ltd. Calle de Peñuelas 43, Local G y H, Madrid, Spain, 28005. | Tel: +34614367815 | safety@modiphius.com

The 2d20 system and Modiphius Logos are copyright Modiphius Entertainment Ltd. 2026. All 2d20 system text is copyright Modiphius Entertainment Ltd. Any unauthorized 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 & © 2026 CBS Studios Inc. © 2026 Paramount Pictures Corp. STAR TREK and related marks and logos are trademarks of CBS Studios Inc. All Rights Reserved.

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



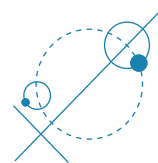
STAR TREK ADVENTURES

SCIENCE STATIONS & RESEARCH OUTPOSTS

1.0	SCIENCE STATIONS & RESEARCH OUTPOSTS	2
1.1	"MOVE-IN DAY"	6
1.2	"GHOST IN THE MACHINE"	7
1.3	"UNWELCOME GUESTS"	8
1.4	"MAYDAY!"	9
1.5	"STATION X-61"	10
1.6	"VANTAGE POINT"	11
1.7	"BLOOD MONEY"	12
1.8	"NEXT IN LINE"	13

INTRODUCTION

SCIENCE STATIONS & RESEARCH OUTPOSTS



"SCIENTISTS BELIEVE NO EXPERIMENT IS A FAILURE;
THAT EVEN A MISTAKE ADVANCES THE EVOLUTION OF
UNDERSTANDING. BUT ALL ACHIEVEMENT HAS A PRICE."
-CAPTAIN JEAN-LUC PICARD



COMMODORE NELLA XEN

Curiosity is one of our most fundamental drives. Scientists and explorers willing to brave the outskirts of known space, chasing the mere chance to glimpse the universe's secrets, have always been at the forefront of things. But while curiosity can lead to great discovery, it can just as easily lead to tragedy.

RODRIGO GONZALEZ TOLEDO

SINCE THE DAWN OF INTERPLANETARY travel, there have been outposts dedicated to observation, experimentation, and research. Some are Federation stations, while others are operated by non-Federation powers, wealthy individuals, or various scientific institutions. Despite their variety, these stations share many similarities.

This mission briefs packet presents information on research outposts, advice on using these science stations, and eight detailed mission briefs, each of which you can modify for use as missions set during any era of play with minor modifications. These mission briefs are designed for player characters who are part of a ship's crew, but can be easily adjusted for use by characters stationed at outposts. 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. These mission briefs are suitable for use with any edition of **Star Trek Adventures** and with the **Captain's Log** solo RPG.

LOCATION, LOCATION, LOCATION!

Research outposts can be ground-based planetary facilities, orbital stations, or freestanding facilities deep in space. Despite the type of station, they are usually far from settled space. Inhabitants usually see outsiders only during a resupply or inspection.

TOPICS OF RESEARCH

Isolated science outposts usually exist for one of two reasons: either their research is **classified**, or it is **dangerous**. Sometimes, it is both. Genetics research, for example, is commonly pursued in remote, classified facilities.

Other stations exist on the edges of known space, to observe the unique location-specific phenomena found there. Stations monitoring stellar decay are one common example.



OUTPOSTS IN YOUR CAMPAIGN



SCIENCE OUTPOSTS PROVIDE A unique setting within the *Star Trek* universe. Their isolation makes them excellent backdrops for intense roleplay. When using these mission briefs, there are several themes worth emphasizing.

First, these stations are **on their own**. The crews may only see outsiders every few months, and if the player characters are answering a distress call, they are likely the only ship within range.

Second, these outposts **push the boundaries** of known science. The technology being researched or in development could be world-changing, but could as easily be weaponized.

Third, these outposts are **home to brilliant scientists** who have abandoned all else to pursue their work. Even very knowledgeable player characters should feel a few steps behind these visionaries.

Focusing on these key themes of **isolation**, **cutting-edge science**, and **obsessive genius** can help make the briefs contained in this mission pack feel unique and exciting.



TIPS FOR THE GAMEMASTER



TO FURTHER EMPHASIZE THESE THEMES, THE GAMEMASTER should keep two things in mind. First, focus on the setting over the actual science. While player characters might be eager to learn all they can, the environment on these stations is what makes these briefs thrilling.

Second, use the isolation to encourage introspection. Try to leave most decisions in the player characters' hands without letting them call for outside guidance. A tense deliberation about how to resolve a thorny situation is more engaging than having the characters contact their superior for orders. There is nothing wrong with a malfunction cutting off communications as events unfold.

..: INVOLVING THE PLAYER CHARACTERS

These briefs are designed as standalone missions for a starship crew. They can be connected by giving the crew an assignment that requires them to visit multiple stations. A Federation crew might be visiting stations to provide routine repairs, or an independent crew might be hired to run resupply missions.

These briefs can also be played with the crew of a single research station, though some will run more smoothly as away missions. If your group wants to try this, read through all the briefs first, then work with your group to design a home station. The **Building Your Station Zero** sidebar gives some general suggestions, and each brief contains specific tips for play at Station Zero.

▶ ELEMENTS OF A MISSION BRIEF

A mission brief contains several elements that collectively create a high-level outline for a 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 time period in which the mission is recommended to be set (*Enterprise* era, original series era, *The Next Generation* era, etc. or a span of years).
- **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), and recommendations on whether they are Minor, Notable, or Major NPCs.
- **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.



► BUILDING YOUR STATION ZERO

Station Zero is a research outpost a group might create. A solitary, deep space outpost makes the most sense for most of these briefs. Here are a few questions to discuss when conceptualizing your group's Station Zero:

- How many people are aboard the station? Work together to flesh out any NPCs who live there.
- What is the station's key research project?
- Why is it necessary for the station to be isolated?
- When was the last time the crew had visitors? How often do they receive supplies?
- What are three traits describing the interior aesthetic? Examples include: **Bright, Sterile, Cluttered, Patched Together.**
- What are three traits describing the work atmosphere? Examples include: **Exciting, Tense, Competitive, Easy-going.**

► NOTABLE SCIENCE OUTPOSTS

The following are some notable outposts across the *Star Trek* timeline:

- Admiral James T. Kirk and his crew visited the **Regula I Space Laboratory**, a confidential orbital station where the Genesis Device, which was capable of terraforming uninhabited planets, was developed. Khan Noonien Singh attempted to use the device as a weapon, and the Klingons later abducted the scientists involved, hoping to weaponize the technology.
- Commander William Riker was accused of murdering Dr. Apgar and destroying the **orbital propulsion laboratory** over Tanuga IV to hide his crime. Dr. Apgar and his wife were the station's only inhabitants. The station exploded shortly after the *Enterprise's* arrival.
- Dr. Katherine Pulaski traced a string of Starfleet deaths to the **Darwin Genetic Research Station** on Gagarin IV. The station had raised genetically engineered telepathic children. Once it was determined that their advanced immune systems had caused the deaths, the entire planet was placed under permanent quarantine.
- A highly-classified **research station** in the Lantaru sector synthesized the first known Omega particle while experimenting with new means of propulsion. The particle almost immediately destabilized, destroying the station, killing the entire crew, and causing subspace fractures so substantial that warp travel in the sector became impossible.





MISSION BRIEF

"MOVE-IN DAY"

SUGGESTED ERA OF PLAY: Any era
SUGGESTED SPOTLIGHT ROLE: Command

SYNOPSIS

The **Ventraxians** recently agreed to an exchange program with the Federation. When they begin mysteriously falling ill, their government accuses the Federation of foul play. Can the crew find the source of their ailment before the Ventraxians retaliate?

The Federation recently agreed to a cultural exchange program with the Ventraxians, and the visiting Ventraxian scientists are settling into Sharpton Station. Much of Sharpton Station became obsolete once the Federation's colony, called Prosperity, began to thrive. Now the station's vacant wings are getting new life.

30

MAJOR BEATS

UNDER THE WEATHER

The crew receives an urgent message from **Dr. Luxley**, Sharpton Station's chief researcher. Several Ventraxians have fallen ill with shortness of breath and blue discoloration of their tongues. This is a shock, since the Ventraxians have visited Prosperity Colony before. **Xalar**, the lead Ventraxian scientist, contacts Ventrax. Dr. Luxley attempts to reach the Federation team, but encounters a web of red tape. With the Ventraxians' condition deteriorating, Dr. Luxley asks for aid.

COUNTERMEASURES

In response to Xalar's message, the Ventraxian high council contacts Sharpton Station, assuming Federation foul play and warning that a warship is en route to rescue their delegation. Dr. Luxley begs the crew to intervene before it arrives. Meanwhile, Xalar's scientists barricade themselves into their lab. Ventraxians have a near-fatal allergy to Earth's dust mites, which the scientists encountered for the first time in Sharpton Station's unused labs. The longer they stay at the station, the sicker they become. If the crew convinces them to leave, their condition improves.

AN EYE FOR AN EYE

The Ventraxian warship arrives to extract Xalar's team. If the Ventraxians have not been relocated or treated, one of the scientists dies before the ship arrives. The warship

threatens to attack Prosperity. Can the crew salvage the alliance with Ventrax?

MINOR BEATS

When the Ventraxian high council receives Xalar's message, they arrest the visiting Federation team. Just before the Ventraxian warship reaches Prosperity, one of the Federation scientists covertly contacts the crew and begs for rescue. If confronted, the high council claims that the Federation scientists are collateral to ensure their team's safe return, but threatens to keep them as compensation if any of their own do not return.

KEY NON-PLAYER CHARACTERS

For Dr. Luxley, adapt the stats for Captain T'Mek to make her Human. Xalar is a Ventraxian Major NPC with the value **The crew is my family**. For the Ventraxian High Council, use the stats for Gul Tremak, but replace the values with **Trust must be earned**.

CONCLUSION

The crew could research a cure, convince the Ventraxians the Federation is not at fault, or extract the scientists themselves. The high council will listen to reasonable evidence despite their initial suspicions. If the Ventraxians are cured, Xalar apologizes for assuming the worst. She returns to Ventrax and requests the Federation scientists' release, expressing regret that the exchange program failed and hope that it might be reattempted once tempers cool.

ADDING THIS MISSION TO YOUR CAMPAIGN

Sharpton Station can be placed on any remote Class-M planet. The Ventraxians can also be replaced with any species that fits your campaign, or this mission could establish them as long-term enemies or allies.

If using Station Zero, assume the Ventraxians have visited the station previously, but are moving into an unused lab.



MISSION BRIEF

"GHOST IN THE MACHINE"

SUGGESTED ERA OF PLAY: 23rd century or later

SUGGESTED SPOTLIGHT ROLE: Security

SYNOPSIS

The crew receives a call for medical assistance from the remote **Stellar Observation Post 004**. One of the two officers stationed there was attacked. Her counterpart, the only other person on the station, swears he is innocent.

We have received a distress signal from Stellar Observation Outpost 004. It seems there has been an accident. The two-person outpost does not have a full medical bay, so we are changing course to assist.

300

MAJOR BEATS

CASTLE IN THE SKY

As the crew approaches, **Commander Desmond**, one of the two officers stationed there, hails them again. His counterpart, **Ensign Zee**, has been badly injured and needs medical attention. Desmond apologizes that the outpost's transporter is out of order and asks the crew to rendezvous via shuttlecraft.

THE GLASS CASKET

When the crew arrives, Desmond takes them to the cargo bay. Ensign Zee, an Andorian, is stored in an ancient-looking stasis pod. It is an old model that requires 24 hours to safely reawaken someone. Inside, Zee is stable despite a concussion and internal bleeding. She was clearly attacked, but Commander Desmond swears he did not hurt her. Desmond claims he heard a strange thump in the walkway while he was off duty. When he investigated, he found Ensign Zee, unconscious. With no one else aboard, Desmond knows he is the only suspect and worries the official investigation will be cursory.

ALONE?

Station logs reveal no one has docked with the station since its last resupply three weeks ago, and that transporters have been offline for months. Ensign Zee's logs show she got along well with Desmond and loved her work, but in several entries, she mentions strange noises. A close look at the transporter reveals it is not actually broken. Instead, it has been programmed to store a

pattern in the pattern buffer and rematerialize it every three days. The pattern in the buffer belongs to **Takkta**, a fugitive who escaped from a transport ship and stowed away awaiting a chance to board another ship. He has been hiding in the transporter for almost three months, but Ensign Zee saw him the last time he materialized.

MINOR BEATS

Takkta's prison sentence is harsh, but was properly given in accordance with his planet's laws, which determine sentencing based on social class. He asks for amnesty, but granting his request would infringe upon the planet's autonomy. If the crew refuses his request, Takkta asks them to at least drop him on the nearest planet so he can run. If all else fails, he attempts to steal a shuttlecraft.

KEY NON-PLAYER CHARACTERS

Commander Desmond and Ensign Zee are Human and Andorian Starfleet Officers, respectively. Takkta is a Notable NPC.

CONCLUSION

Zee confirms Desmond's story when she awakens. While on duty, she heard the transporter activate and discovered Takkta. Her injuries are easily treated, and she is eager to return to work. If the crew turns Takkta in, a prison ship collects him. If the crew instead gives him amnesty, Takkta seeks their advice on where he might rebuild his life.

▶ ADDING THIS MISSION TO YOUR CAMPAIGN

This brief can be used in any campaign occurring after transporter technology has been developed. For earlier eras, Takkta could have stowed away near the station's observation equipment, using the radiation to evade any scans for intruders.

For use with Station Zero, have the attack occur while most of the crew is away from the station or make Stellar Observation Outpost 004 a neighboring station.



MISSION BRIEF

"UNWELCOME GUESTS"

SUGGESTED ERA OF PLAY: 23rd century or later
SUGGESTED SPOTLIGHT ROLE: Medical

SYNOPSIS

After completing a geological survey, an away team begins behaving strangely. Medical scans show them to be in perfect health, but each member has become host to one of the curious incorporeal beings inhabiting the planet's surface. It falls to the crew to navigate this unusual first contact.

Galdion IV is an uninhabited Class-M planet that has garnered scientific attention thanks to its striking similarities to early Earth. We recently delivered supplies to Orbital Station 12, which monitors the planet's geology. Dr. Ning, the station's chief researcher, has graciously invited us to spend a few days aboard to observe this uniquely familiar world.

300

MAJOR BEATS

BOOTS ON THE GROUP

Upon their arrival, **Dr. Ning**, a Denobulan, offers the crew a tour of Station 12. In the medical bay, they meet **Dr. Eli Hanson**, the station's medical officer, who is performing a routine medical check on three scientists who recently returned from the surface. All three appear absent-minded and distant, but claim they are merely tired. Dr. Hansen clears all three for duty.

WE'RE ALL FINE!

Over the next 24 hours, it becomes increasingly obvious that something is amiss with the away team. One scientist is found standing outside a voice-activated door, puzzled about how to open it. Another cannot recall how to use technology they have worked with for decades. The third samples every food he can obtain from the replicator. A neural scan reveals each scientist carries two overlapping neural patterns. They have become hosts to incorporeal life-forms from the surface who are curious about the strange beings visiting their world.

NEGOTIATION

The entities do not feel like they are doing anything wrong by borrowing the away team's bodies, and they do

not plan to leave until their curiosity has been satisfied. Dr. Ning turns to the crew for aid, trusting them to choose the best approach. The crew might try reasoning with the entities. Alternatively, subjecting the inhabited away team to pain or another unpleasant sensation causes the entities to depart.

MINOR BEATS

One of the entities becomes fascinated with interplanetary travel. They try to learn as much as possible while aboard Station 12, ultimately absconding with a shuttlecraft to try piloting. For a more complicated dilemma, they could briefly engage the warp drive, making it their species' first warp flight, albeit in a stolen shuttle and borrowed body!

KEY NON-PLAYER CHARACTERS

For Dr. Ning, adjust the stats for Captain T'Mek to make her Denobulan. The members of the away team are Starfleet Officers of various species. For the entities, adjust the stats for a Neural Parasite to make them **Incorporeal** with Insight 08 and Reason 08.

CONCLUSION

The entities are just as curious and driven as the station's scientists and do not give up their "exploration" easily. However, once convinced, they depart. The away team is unharmed by the ordeal, but Dr. Ning realizes Station 12 may have a very different role going forward.

ADDING THIS MISSION TO YOUR CAMPAIGN

To use this brief in a campaign where a permanent orbital station would be unlikely to exist, replace Station 12 with a science vessel sent to survey the planet.

For use with Station Zero, an NPC away team might encounter the entities while investigating a passing asteroid, leaving the crew figure out how to send the entities home after they are separated from their hosts.





MISSION BRIEF

"MAYDAY!"

SUGGESTED ERA OF PLAY: 22nd or 23rd centuries

SUGGESTED SPOTLIGHT ROLE: Security

SYNOPSIS

While conducting repairs at the remote **Zendrik Observatory**, the crew receives a distress signal from a shuttlecraft on a collision course. They later discover that the charismatic pilot is an archaeologist from the future, hoping to steal artifacts. Will the crew detain her or send her on her way?

Our crew has rendezvoused with Zendrik Observatory, which monitors radiation in the nearby nebula. While engineering has their work cut out for them, the rest of the crew is looking forward to three days of relaxation.

30

MAJOR BEATS

A SHOUT IN THE DARK

Zendrik Observatory receives an automated distress call from a shuttlecraft on a collision course. Scans show a single life-form aboard, but all hails go unanswered. Once the crisis is averted, the pilot, a charismatic Bajoran archaeologist named **Par Leera**, thanks the crew for their help. She asks to come aboard the station, blaming a shuttle malfunction for the near miss and asking the crew to make repairs.

AN UNEXPECTED VISITOR

Par Leera is charismatic and fun. However, any time she is asked about herself, she changes the topic. She takes immediate interest in **Dr. Allyn Kane**, the station's leading astrophysicist. Examining the shuttle leads to many questions. There is nothing wrong with the vessel, which was set on autopilot to the station. A search of Leera's personal belongings uncovers a PADD with a list of various items, each coupled with a name, stardate, and coordinates. Dr. Kane's personal journal is on the list. As the crew pieces things together, the crew receives a subspace message offering a reward for the return of a stolen shuttle matching Leera's vessel.

THE THREADS UNRAVEL

When confronted, Leera claims she did not steal the shuttle; she just borrowed it. Par Leera is actually from

the 24th century. On a recent expedition, she recovered a device capable of opening wormholes through time and realized she could use it to collect items from prominent historical figures. The device itself cannot pass through its own wormholes without creating a paradox, so it remains in the 24th century. Every time she jumps, Par Leera must program the specific date and location for her wormhole home. If she misses it, she will have no way to return to her own time. Par Leera's wormhole home will appear in 12 hours. She begs the crew to let her take the shuttle to the coordinates.

MINOR BEATS

Dr. Kane starts losing small, personally meaningful items, hinting that there is a thief aboard. Alternatively, have the player characters begin "losing" things, foreshadowing that they might become historically significant enough to have garnered Par Leera's attention.

KEY NON-PLAYER CHARACTERS

For Par Leera, adjust the Section 31 Operative statistics to make her Bajoran. Dr. Kane is a Human.

CONCLUSION

If the crew lets Par Leera make her next jump, she happily departs. Becoming trapped in the crew's time is a terrifying idea to her. If left with no other option, she is not above stealing the shuttle again or taking a hostage.

ADDING THIS MISSION TO YOUR CAMPAIGN

This brief can be played in almost any era where space stations are commonplace. Dr. Kane could be replaced with another notable character, including one of the player characters.

If using Station Zero, it can easily replace Zendrik Observatory.





MISSION BRIEF

"STATION X-61"

SUGGESTED ERA OF PLAY: Any era
SUGGESTED SPOTLIGHT ROLE: Medical

SYNOPSIS

Station X-61's mere existence is classified, but something has gone wrong—wrong enough that the station's engineer has broken all protocol to call for help. Containment has been broken in one of the labs. The player characters have just under 48 hours to solve the problem and turn off the safeguards before the lab contaminates the station and destroys everything inside.

With our most recent mission completed, we find ourselves headed for some much-needed shore leave on Risa.

300

MAJOR BEATS

A PERSONAL PLEA

One of the player characters receives an encrypted message from **Blair Wallace**, an old acquaintance they remember fondly. She explains she is breaking protocol by reaching out, but that her crew will die in 48 hours. She provides coordinates for the classified Station X-61 and promises to explain everything in person.

LIKE A SHIP IN A BOTTLE

When the crew arrives, Wallace takes them to a sealed research lab. Beyond its glass panels, four proto-Humans in lab coats inhabit a high-tech bio lab. The computer inside shows a running countdown to "Decontamination." Wallace explains that Station X-61 was working on a "potion of youth," a serum that would prevent aging entirely, granting recipients near immortality. All she knows about the serum itself is that it uses "viruses or bacteria or something" to alter Human DNA. She is much more knowledgeable about the station's safeguards. The lab has its own air system and computer system. Crew can transport into the lab from outside, but nothing can be transported out.

CRACKING EVOLUTION

Encourage players to be creative as the crew tries to rescue the scientists. Details about the serum are stored on the only terminal in the lab, which requires an access code from chief researcher, **Dr. Kavya Patel**.

Unfortunately, Dr. Patel is one of the afflicted scientists. The flawed serum became airborne when a containment seal cracked. Human characters begin transforming as soon as they are exposed to the air in the lab. Full transformation takes 20 minutes. Non-Human characters are unaffected. Once the crew gains access to the terminal, they learn the serum uses viruses to alter the DNA sequences responsible for cell replication. The latest batch picked up an additional piece of DNA, which has caused the unexpected transformations. The crew must cure the scientists and decide whether they wish to save the lab or let its safety protocols destroy the research within.

MINOR BEATS

Wallace's transmission is intercepted by a Klingon vessel, which accuses Station X-61 of spying and demands to know the details of the secret station. If the Klingons learn about the serum, they accuse the station's crew of trying to create Human Augments.

KEY NON-PLAYER CHARACTERS

Wallace is a Human Starfleet Officer, as are Dr. Patel and the scientists. Until they are cured, the scientists have Fitness 10, Insight 04, and Reason 04. The Klingon ship is a *B'rel* class bird-of-prey crewed by Klingon Warriors.

CONCLUSION

The crew of Station X-61 is eager to return to their work. The player characters are left as some of the only people aware of the station's mission or existence. Will they keep it secret? If not, who will they tell?

▶ ADDING THIS MISSION TO YOUR CAMPAIGN

Station X-61 could be located in almost any remote, isolated region of space. The time period for this brief is flexible so long as transporter technology exists.

For use with Station Zero, have the events unfold on a neighboring station.



MISSION BRIEF

"VANTAGE POINT"

SUGGESTED ERA OF PLAY: 23rd century or later

SUGGESTED SPOTLIGHT ROLE: Command

SYNOPSIS

Dawnstar Station orbits the planet Tembla III, whose population is working to select a new High Speaker, the leader of the planet's theocracy. As rival candidates vie for the role, Dawnstar Station finds itself playing host to opposing factions. Can the crew keep the peace as ancient traditions and modern realities collide?

Tembla III is home to a powerful theocracy. They believe the stars are divine sparks. Their High Speaker recently died, and it seems we've arrived at Dawnstar Station, in orbit over the planet, just in time to observe the succession rituals and join the festivities.

30

MAJOR BEATS

ARRIVALS

Dr. Erin Axton, Dawnstar Station's lead scientist, greets the crew. She explains that after a Temblan High Speaker dies, several heirs are identified. The first heir to view the dawn from the planet on the day of Celestial Alignment ascends to become the next theocratic leader. Shortly thereafter, an unexpected ship arrives from the surface carrying an ornately dressed boy named **Katli**, his guardian **Tal Grumek**, and four military officers. Katli shares the former High Speaker's bloodline, making him the obvious successor. Tal Grumek explains that since Dawnstar Station is permanently in orbit, scholars consider it part of the planet. He hopes that bringing Katli here will assure his ascension.

TWO'S A CROWD

An ancient mining vessel arrives carrying a second heir, a girl named **Dydra**. She is accompanied by her guardian **Tal Tadrik** and a collection of rough-looking followers. The tension between the two delegations quickly becomes apparent. Katli was raised amid the riches of the Grand Cathedral and represents the status quo, while Dydra and her followers are from the mining caste, snubbed by Temblan society.

THE BREWING STORM

Once aboard, both delegations do everything they can to assure their heir's ascension, but as dawn approaches, Dydra cannot be found. The crew finds her preparing for a spacewalk using an aged spacesuit, hoping to view the dawn from atop the station. Dydra's suit is only partially functional, but left to her own devices, she risks the spacewalk. She ascends, but unless the crew helps her make the spacewalk safely, she requires immediate medical assistance afterwards to survive. If the crew stops Dydra, Katli ascends instead.

MINOR BEATS

Both factions spend the night attempting to disrupt each other. Dr. Axton relies heavily on the player characters to respond to these incidents, which range from giving the opposing faction indigestion to using the station's security force fields to isolate them.

KEY NON-PLAYER CHARACTERS

For Dr. Axton, use the stats for Captain T'Mek to make her Human. Katli and Dydra are Temblan Minor NPCs. For Tal Grumek and Tal Tadrik, use the value **I will see my ward ascend**. The Miners are Minor NPCs with the value **I will see our heir ascend**. For the Temblan Guards, use the value **Loyalty matters most**.

CONCLUSION

Regardless of which heir ascends, both delegations support the new High Speaker. Dr. Axton thanks the crew for their assistance and tells them she hopes their next visit will be more peaceful.

▶ ADDING THIS MISSION TO YOUR CAMPAIGN

This brief can be used in most eras. If needed, make Dawnstar Station a non-Federation outpost.

For use with Station Zero, have the events of this brief occur in the nearest star system, and have Dr. Axton invite the player characters to Dawnstar Station for the celebration.



MISSION BRIEF

"BLOOD MONEY"

SUGGESTED ERA OF PLAY: After 2154
SUGGESTED SPOTLIGHT ROLE: Command

SYNOPSIS

The crew is asked to investigate a secretive station, only to discover the proprietor is offering "treatments" using a modified form of the Klingon Augment virus. His clients include members of some of the most prominent Klingon Houses. Will the player characters walk away and make their report, or do they feel obligated to become involved?

Starfleet Intelligence has recently received several strange reports about the Point Hope space station. The station advertises itself as something of a spa for Klingons. However, after intercepting several covert shipments of advanced medical equipment, Starfleet has asked us to pay the station a visit. We're not sure what to expect.

30

MAJOR BEATS

PUT YOUR FEET UP

Advertisements for Point Hope boast that a few weeks at the station will prepare clients to raise the strongest, brightest children, but the information is frustratingly vague. Upon arrival, the crew is greeted by **K'Tal**, a Klingon-appearing hologram and hostess to the station's visitors. Point Hope's facilities were clearly designed to suit Klingon guests. K'Tal is surprised to have other guests, but nonetheless welcomes the crew aboard. She proves an attentive and polite host, but she avoids answering questions about the station, urging the crew to take time to relax and, if pressed, insisting that the proprietor will have to answer any questions. For his part, the proprietor avoids leaving his lab, while K'Tal apologizes that he is so busy.

NEW VISITORS

A day after the crew arrives, a Klingon woman named **Dra'keth** arrives with her entourage. She is obviously from a prominent household, but avoids identifying which one. K'Tal regularly summons Dra'keth for exclusive treatments, but the Klingon woman always returns exhausted.

PAST WRONGS MADE RIGHT?

The proprietor continues to avoid the crew, but earning the Klingons' trust or stealthily following Dra'keth

eventually reveals that the pleasant retreat is a front for a genetics lab. The proprietor has refined Dr. Antaak's Klingon Augment virus. Klingon adults who undergo his treatments pass some of the boons of the Augment virus to their future offspring, but pay a heavy cost. The proprietor's patients require medical treatment for the rest of their lives. Nonetheless, his laboratory's computer contains a lengthy waiting list. The crew must decide whether to depart to report their findings or take more decisive action.

MINOR BEATS

Dra'keth has doubts about the treatments. If the crew has earned her trust, she confides that she wants to stop, but that the proprietor requires patients to swear they will complete the treatment regimen before he begins.

A second Klingon vessel arrives carrying Dra'keth's husband. Upon seeing Dra'keth's weakened state, he storms through the station and kills the proprietor.

KEY NON-PLAYER CHARACTERS

K'Tal uses the stats for a Klingon Warrior but is **Invulnerable**. Dra'keth uses the stats for Moq'var, son of Koloth. Her crew are Klingon Warriors. The Klingon ships are *B'rel* class birds-of-prey.

CONCLUSION

Once the crew makes their report, the station fades into obscurity. If they uncovered the proprietor's client list, the crew must decide whether to reveal the identities of potential Augments, a weighty choice.

▶ ADDING THIS MISSION TO YOUR CAMPAIGN

This brief can be used in almost any era after the Klingon Augment virus has been created. Point Hope can be located near any Klingon-controlled region of space.

For use with Station Zero, treat this as an away mission.



MISSION BRIEF

"NEXT IN LINE"

SUGGESTED ERA OF PLAY: 2260s–2290s

SUGGESTED SPOTLIGHT ROLE: Medical

SYNOPSIS

One by one, the Federation's stellar observation outposts along the Romulan Neutral Zone have been falling silent. When SO-6 stops responding to hails, SO-7 sends a distress call, afraid they will be next. Can the crew discover what has silenced SO-6 and the other stations or will SO-7 suffer the same fate?

We have received a distress call from Stellar Observation Outpost SO-7, one of the Federation science stations monitoring the Romulan Neutral Zone. One by one, their sister stations have been falling silent. SO-7 fears that it is next. I can only hope we're not too late.

SO-6

MAJOR BEATS

A STRING OF PEARLS

Dr. Selvik, the Vulcan station chief, meets the crew personally. He explains that, one by one, the Federation's stellar observation outposts along the Romulan Neutral Zone have fallen silent. SO-6 stopped responding to hails 21 hours ago. Selvik fears SO-7 will fall to a similar fate. SO-7's long-range scans of SO-6 show that the station is undamaged, but its shields are down and an airlock is open. It is impossible to get life-sign readings from this distance. Selvik suggests the crew visit SO-6 to investigate further.

A BANQUET AMID THE STARS

SO-6's crew was infected by the **Psi 2000 virus**, which is spread via contact and causes infected individuals to act as if they are wildly drunk. Any character who touches any of the SO-6 crew, dead or alive, begins experiencing hot flashes and lowered inhibitions. The atmosphere was vented from most of SO-6 when the airlock opened, but closing it restores life support. Eight of SO-6's crew are dead in the station's recreation lounge. They were having a wild party that abruptly ended when the airlock opened. Violin music can be heard from the adjacent, sealed-off galley. The first person to enter receives a huge hug from **Martin**, SO-6's sole survivor, who excitedly invites the newcomers to sit down for the nine-course banquet he has prepared. He unknowingly infects everyone who partakes.

HARD FACTS

SO-6's logs reveal that its crew began exhibiting symptoms after an away team investigated SO-5. Selvik understandably will not allow anyone infected to return to SO-7. However, SO-6's medical bay is fully equipped. Erratic log entries from SO-6's medical officer identify the Psi 2000 virus, and an attempt at a serum has been burned to a sticky crisp in one of its fume hoods. The botched attempt exhausted SO-6's store of components. Nonetheless, with the virus identified, the crew can synthesize the cure.

MINOR BEATS

Selvik hails the crew while they are exploring SO-6. A Romulan ship has decloaked in the Neutral Zone. They have accused SO-7 of spying and are demanding full access to SO-7's logs. Selvik fears that even if he complies, the Romulans will not be appeased.

KEY NON-PLAYER CHARACTERS

Dr. Selvik is a Major NPC. **Martin** is a Human Starfleet Officer. The Romulan commander is a Romulan Centurion, and her ship is a *T'liss* class bird-of-prey.

CONCLUSION

With the cure synthesized, Selvik sends his report to Starfleet. As a final task, he asks the crew to deploy quarantine beacons near each station until they can be cleared by Starfleet Medical.

ADDING THIS MISSION TO YOUR CAMPAIGN

If the Romulan Neutral Zone does not exist in your campaign, the stellar observation outposts can be placed in any remote region of space and the Romulan vessel can be replaced by another power's warship.

If using Station Zero, the crew's commanding officer can replace Selvik. SO-6 can be replaced by any nearby outpost, but attempt to preserve the hint that the affliction has proceeded in a linear pattern.

STAR TREK™ —ADVENTURES— SECOND EDITION



GATHER YOUR CREW. UNRAVEL MYSTERIES.
BOLDLY GO WHERE NO ONE HAS GONE BEFORE!

WWW.STARTREKTRPG.COM