

STAR TREK™ —ADVENTURES—



STAR TREK® II THE WRATH OF KHAN

STAR TREK
60

MISSION BRIEFS

STAR TREK ADVENTURES

2020 SYSTEM DESIGNER

Nathan Dowdell

PROJECT MANAGER

Jim Johnson

WRITERS

Patrick Goodman, Erin Macdonald PhD,
Chris McCarver, Aaron Pollyea

EDITORS

Stuart Gorman, Jim Johnson

PROOFREADERS

Jim Johnson, Charlie Knight

GRAPHIC DESIGNER

Piotr Albrecht

ART DIRECTOR

Ariel Orea

COVER ARTIST

Bob Peak

INTERIOR ARTWORK ARTISTS

Rodrigo Gonzalez Toledo, Justin Usher

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 AND PRODUCTION MANAGER

Peter Grochulski

LEAD ART DIRECTOR AND 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 AND VIDEO PRODUCER

Steve Daldry

SENIOR DEVELOPMENT AND EDITORIAL MANAGER

Bryce Johnston

EDITORIAL MANAGER

Robert Hebblethwaite

LINE EDITOR

Richard L Gale

DEVELOPMENT SCHEDULER AND 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 AND EVENTS MANAGER

Daniel Lade

SENIOR PROJECT AND PROCESS MANAGER

Gavin Dady

SENIOR PROJECT MANAGER

Jamie MacKenzie

PROJECT MANAGERS

Jim Johnson,
Haralampos Tsakiris

SENIOR OPERATIONS AND 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
Hartley-Edwards,
Christopher Leigh, Jake
Skinner-Guy

ASSEMBLY TEAM

Elaine Elizabeth
Hughes, Nichola Jones,
Michelle Richards

TOOL MAKERS

Luke Gill, David Hextall,
Anthony Morris

COMMUNITY MANAGER

Lloyd Gyan

JUNIOR SOCIAL VIDEO PRODUCER

Chloe MacInnes

TRANSLATIONS AND 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 Dahroug

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 Mkrtchyan

ACCOUNTS PAYABLE MANAGER

Ofelya Mnatsakanyan

ACCOUNTS RECEIVABLE SPECIALIST

AND FINANCE
COORDINATOR

Hollie Shepperson



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

info@modiphius.com

www.modiphius.net

STARTREK.COM

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

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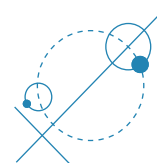


STAR TREK ADVENTURES

STAR TREK II: THE WRATH OF KHAN

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STAR TREK II: THE WRATH OF KHAN



COMMODORE NELLA XEN

If Star Trek: The Motion Picture was the fuse that ignited the renewal of Star Trek as a viable property in the eyes of the studio, Star Trek II: The Wrath of Khan was the dynamite that blew the roof off and turned it into a franchise that's endured for six decades.

"IT WAS THE BEST OF TIMES, IT WAS THE WORST OF TIMES." MESSAGE, SPOCK?"
- ADMIRAL JAMES T. KIRK

WHILE *THE MOTION PICTURE* HAD been well received overall, it had also received criticism from certain sectors of the fandom. While some had been happy just to see the *Enterprise* fly again, there was another segment of fans who had complained about the film's pace and a perceived focus on the extensive special effects over the characters.

It was a complaint that wasn't completely without merit, either. While *The Motion Picture*'s story was a quintessentially *Star Trek* one, a great deal of money had been thrown at the special effects, and the studio understandably wanted their money's worth out of them. Also, like the show's original pilot nearly two decades earlier, "The Cage," the movie's plot was cerebral and contemplative, with no real combat, and very little overt action.

For the eagerly-awaited sequel, then, it was decided that there would be a great deal more action and, more importantly, there would be increased interaction among the crew. The stakes of the film, while still needing to be large and important, had to also be much more personal. Jim Kirk's opponent had to be formidable, and willing to go to any lengths to destroy him, even if it meant taking the Galaxy with him.

The problem, though, was Kirk didn't have anybody who hated him that much. Sure, he'd made a lot of people mad over the years, but not anybody who'd burn the Galaxy to a cinder just to make sure he was dead.

Or was there? While preparing for the film, writer/producer Harve Bennett kept coming back to the first season episode "Space Seed," and its villain, the charismatic dictator Khan Noonien Singh. A superior being, Khan was nevertheless defeated by James Kirk, and exiled to a primitive world. His considerable ego was already bruised when that same planet turned on him. He lost a third of his people, most notably his wife, to that destruction. Everything Khan had loved or dreamed of had been taken away from him.

All because of James T. Kirk.

Here was a personal conflict worthy of the silver screen. This could be the chess match to end all chess matches for both men, both pitting their considerable skills against each other, with a weapon of devastating power up for grabs in the bargain.

Fans of the *Star Trek* films have long placed *The Wrath of Khan* at the top of the list as the best of the series.

There's action and pathos, vengeance and sacrifice, everything an epic movie needs. It created a template for the movies that followed it, and completed the groundwork begun by *The Motion Picture* that would lead to *Star Trek: The Next Generation* and everything that followed.

This packet provides four detailed mission briefs set in and around the events of *Star Trek II: The Wrath of Khan*. Each brief can be modified for use as adventures in your **Star Trek Adventures** campaigns set in the movie era (2273–2300) 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 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.





MISSION BRIEF

"MY LAST WILL AND TESTAMENT"

SUGGESTED ERA OF PLAY: 2280s, prior to the events of *The Wrath of Khan*
SUGGESTED SPOTLIGHT ROLE: Security

SYNOPSIS

An envious scientific rival of Carol Marcus who developed a similar rapid-terraforming process but lost out on the support the Federation granted Project Genesis intends to deploy an earlier prototype of the Genesis Device on an inhabited world to frame Marcus for the resulting devastation.

The son of terraforming scientist Camille Davies requested Starfleet's aid in locating his mother, believing she intends to commit an act of mass destruction on their home colony of Beta Oriasis III. We are en route to begin our investigation and search.

300

MAJOR BEATS

GATHERING CLUES

Arriving at the Davies home in the colony's capital city, the player characters meet her son Rhys, a Starfleet shuttle pilot on leave. Rhys tells them of recent erratic behavior changes in his mother and that she left the previous day, telling Rhys she was going "make everyone see the mistake they made." Checking Camille's computer reveals she has developed a proto-Genesis device based off publicly accessible early research by Carol Marcus.

CANVASS

Assisted by Rhys, the player characters retrace Camille's movements of the previous day, including visiting several laboratories where she obtained the components for her device, and strangely enough, her favorite restaurant. The waitstaff, when questioned, stated Camille said she would miss the place before leaving, signaling that she intends to deploy the device as a suicide attack.

COUNTDOWN

Camille calls Rhys on his communicator, telling him she loves him and that he has one hour to leave the city. The

player characters must employ all available resources to locate Camille in the time they have left.

MINOR BEATS

Camille hastily assembled her device, which has leaked radiation in places she has been with the device in hand, which could provide the player characters with a trail to follow. Medical personnel present may choose to separate from the landing party to treat those affected by the radiation leak.

KEY NON-PLAYER CHARACTERS

Camille and Rhys can be simulated by the Starfleet Science Officer and the Starfleet Conn Officer, respectively.

CONCLUSION

Camille is hiding in a park in the city center, where she reveals a recent diagnosis of Iverson's Disease robbed her of her quest to surpass Carol Marcus in scientific circles. The player characters may employ any means to stop Camille and may choose to order an evacuation at the beginning of the mission. Failure results in the destruction of the city, which is replaced with a lush forest that withers and dies within a month.

ADDING THIS MISSION TO YOUR CAMPAIGN

Since Project Genesis was heavily classified, the player characters may have learned of it through this mission for the first time, prompting them to look harder into Genesis, but the crew's inquiries may place them at odds with elements of Starfleet that want to keep Genesis out of the public eye.





MISSION BRIEF

"ROGUE TERRAFORMING"

SUGGESTED ERA OF PLAY: The original series era
SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

Your crew discovers that Tolani Levaai, a former member of Project Genesis, has rejected the approach of rapid terraforming processes and has formed their own rogue research organization, the Amataga Project. Their mission is to ensure that every star system has at least one viable Class-M planet available for colonization. On discovery of this project, your crew must decide if and how best to shut the project down.

While attending the Interspecies Medical Exchange conference on Tiburon, I ran into my fellow Starfleet Academy graduate Tolani. They had a unique request: for me to acquire and pass on material rumored to be in a nearby nebula.

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MAJOR BEATS

MATERIAL ACQUISITION

The crew is wrapping up shore leave at the planet Tiburon when a special request comes in from a former colleague of the science officer who is attending the Interspecies Medical Exchange on the same planet. This colleague, **Tolani Levaai**, requests that the science officer source some unique protomatter rumored to be present in the nearby Alwanir Nebula.

PROTOMATTER RETRIEVAL

The Alwanir Nebula is near the Klingon border, so caution must be taken (see "Minor Beats" for possible encounters). Tolani has provided the particular emission spectra (the electromagnetic signature emitted) for this protomatter in a gaseous form. On arrival, sensors may pick up trace concentrations of the signature and the players may collect them with the ship for delivery to Tolani.

THE LEMBATTA CLUSTER

Tolani requested that the protomatter be delivered to a station in a nearby star system: the Lembatta Cluster. On approach to the station, the crew realizes that this is not a sanctioned Federation mission. Upon making contact with the station, the crew is assured that the work is

not illegal, just not sanctioned by the Federation. After arriving on the station, they uncover that Tolani has organized these scientists from all over the Beta Quadrant to research ways to terraform one planet in every star system into a Class-M planet.

MINOR BEATS

The Alwanir Nebula (the source of the protomatter) is near the border of Klingon Space (but within Federation territory) and thus your crew runs the risk of a minor encounter with a Klingon vessel.

KEY NON-PLAYER CHARACTERS

Tolani Levaai is a former Starfleet researcher who played a role in Project Genesis. Motivated by the belief that habitable Class-M worlds must be available in every star system, they have gone rogue and are working on their own project. Their prior experience of a destroyed ship, stranded light-years from any viable planet is what initiated this belief. They have high Presence and Reason.

CONCLUSION

Discovery of Tolani's past and motivation to initiate life and create Class-M worlds on a large scale throughout the quadrant and beyond may be handled differently by your crew. Some may understand the risk of long-distance space travel and see regular safe harbors as a logical survival mechanism. Others may argue that it goes against nature and possibly the Prime Directive.

ADDING THIS MISSION TO YOUR CAMPAIGN

The crew may play through this mission without ever hearing the words "Project Genesis," though it can be strongly hinted at, and depending on the conversation with Tolani more clues may be revealed. These events take place before Khan arrives at the Regula system, so the Project Genesis team is still presumed to be alive and working.





MISSION BRIEF

"PARTHENOGENESIS"

SUGGESTED ERA OF PLAY: During the finale of Star Trek II: The Wrath of Khan
SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

While mapping an uninhabited star system near the Klingon Neutral Zone, the crew witnesses a mysterious energy wave appear and transform a destroyed planet into a Class-M world. The Klingons also notice this activity and investigate.

Science officer's log, stardate 8137.3. We've almost completed our survey of system NJ-413. The only planet this system had inside the star's habitable zone was destroyed by some unknown cataclysm approximately 250 years ago, judging from the spread of the debris. We are preparing to conduct detailed analysis of the shattered planet.

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MAJOR BEATS

CATCH A WAVE

The ship is in close orbit around a more-or-less planet-shaped field of debris. It was probably Class-M once, but it was destroyed centuries ago, and the crew is trying to figure out how. The star system is close to the Klingon Neutral Zone, though Starfleet Command doesn't consider it of particular importance.

The science officer detects an unusual subspace disturbance on the far side of the debris field. They detect a previously unknown energy signature for exactly four minutes, followed by a sudden wave of that same energy. This envelops the debris field, along with any ships nearby if they don't get out of the way, and begins to transform it into a new world.

WHOLE NEW WORLD

Once the crew avoids the wave, they should study the energy waves still resonating in the new planet beneath them. They also need to analyze the subspace anomaly that preceded it.

Analysis of the anomaly shows that it's a micro-wormhole; if they can trace it, they'll find the other end in the Mutara Nebula, dozens of sectors away from NJ-413. Though the player characters have no way of knowing

this at the time, they're witnessing the Genesis wave in action.

TREATY VIOLATION

The process takes a few days to complete, during which time the crew can continue taking scans and talking to Starfleet Command. Before it's all done, however, a Klingon vessel decloaks in front of the ship with weapons hot. Their captain hails them, and as soon as a channel is open, tells them that they have observed the deployment of the Federation's weapon of mass destruction, and as soon as they have eliminated the current threat, that weapon's existence will be reported to the Klingon High Council. Contact is then broken, and the player characters' ship is fired upon.

MINOR BEATS

There are many opportunities for ethical debate if the player characters think the phenomenon is artificial rather than natural. Contact with Starfleet Command will first be met with incredulity, followed by stonewalling, followed finally by everything being classified and the crew recalled to Earth for debriefing.

KEY NON-PLAYER CHARACTERS

The Klingon captain can be represented by Captain Moq'Var if needed.

CONCLUSION

Ideally, the crew should survive the Genesis wave and the Klingon attack and report their findings.

ADDING THIS MISSION TO YOUR CAMPAIGN

The micro-wormhole might also have a temporal component, which would allow this mission to be played in any era, though depending on how subtle the temporal effect is, the player crew may never know where or when it actually came from.





MISSION BRIEF

"A MISSING SYSTEM"

SUGGESTED ERA OF PLAY: 2270s or later
SUGGESTED SPOTLIGHT ROLE: Security

SYNOPSIS

A Starfleet vessel is given a high priority mission to pick up a Starfleet Intelligence operative on Starbase 16 for transport to Memory Alpha. On arriving at Starbase 16, the player characters find that the operative has been murdered in their temporary quarters.

The ship is on course for Starbase 16. Starfleet has ordered us to pick up a Starfleet Intelligence officer to be transported to Memory Alpha to complete a highly sensitive investigation. Is it related to the scuttlebutt among the fleet about something big happening in the Mutara Sector? Most likely that's 'need to know'.

300

MAJOR BEATS

CRIME SCENE

The characters must investigate both the crime scene and any possible contacts that the intelligence agent had on Starbase 16. Clues in the quarters lead to the fact that he'd had close contact with a Starfleet rescue team to a star system called 'Ceti Alpha' to pick up survivors from a starship named *Reliant*. The murder took place just before the transport left for Earth. Contact with the transport has been lost.

SPRINT TO THE FINISH

The starship races to catch up with the transport, as more pieces begin to fall into place after analyzing correspondence from the dead agent. He'd found major discrepancies in Starfleet records dating back almost two decades including survey data from the Ceti Alpha system and connected ships logs as well as personnel records from the *Enterprise* in 2267. Records from Memory Alpha even show evidence of tampering.

OUT IN THE OORT

The Starfleet vessel catches the transport as it enters the solar system's Oort Cloud. On board are the survivors of the *Reliant* currently being debriefed by another Starfleet Intelligence agent...and a Klingon with diplomatic papers who is a member of Klingon Intelligence.

The Federation and the Empire have been working together for decades to cover up and halt any knowledge of surviving Augments from leaking out due to both polities' long history of augmentation problems. The dead agent had been attempting to use his knowledge to support a shadowy group called '31' and was killed to prevent this. The two officers, Federation and Klingon, are working together and had to leave Starbase 16 prematurely because they needed more time to ensure the survivors of the *Reliant* were vetted and properly read in after what happened to them in the Ceti Alpha system.

MINOR BEATS

The confusion that the *Reliant* had in the Ceti Alpha system is indicative of a mole somewhere in Memory Alpha and Starfleet Command since it wasn't a friendly agency that made the changes. Was someone trying to hide what they knew about the Ceti Alpha system?

KEY NON-PLAYER CHARACTERS

Adapt Starfleet Security Officer for any intelligence agents used.

CONCLUSION

The murder of the Starfleet Intelligence agent was messy, but necessary as he was a traitor to the Federation and member of a group called '31'. The two erstwhile allied intelligence agents didn't have time to clean up after themselves before their transport had to leave and the players' starship arrived.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission works well even decades after the incidents seen in *The Wrath of Khan* as different personal accounts of survivors become available, or security around specific associated records passes into being declassified.



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