

The background of the poster features a large, translucent face of Spock in the center. To the right, the USS Enterprise is shown firing green energy beams. The bottom of the poster depicts the main cast of the movie standing in a snowy, mountainous landscape.

*STAR TREK*TM —ADVENTURES—

*STAR TREK*TM III THE SEARCH FOR SPOCK

MISSION BRIEFS

STAR TREK
60

STAR TREK ADVENTURES

2020 SYSTEM DESIGNER

Nathan Dowdell

PROJECT MANAGER

Jim Johnson

WRITERS

Patrick Goodman, Erin Macdonald PhD,
Aaron Pollyea, Jacob DC Ross, Gareth-
Michael Skarka

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

Thomas Marrone and *Star Trek Online*,
Rodrigo Gonzalez Toledo

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

MODIPHUS 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 'Crispy' Peacey

SENIOR 3D DESIGNERS

Ben de Bosdari, Sean
Bullough, Domingo Diaz
Fermín

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 Mkrtychyan

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

Modiphius Entertainment Product Number: MUH0142346-PDF
Manufactured by Modiphius Entertainment in the United Kingdom
Batch number 64440

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. TM & © 2026 Paramount Pictures, Inc. 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 Modiphius Entertainment Ltd.

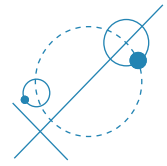


STAR TREK ADVENTURES

STAR TREK III: THE SEARCH FOR SPOCK

1.0	INTRODUCTION	2
1.1	"TRANSWARP BLUES"	4
1.2	"THREE IS A CROWD"	5
1.3	"THE INVESTIGATION AT SPACEDOCK"	6
1.4	"STEPPING INTO EDEN"	7

STAR TREK III: THE SEARCH FOR SPOCK



COMMODORE NELLA XEN

One of the most gruelling moments in Star Trek II: The Wrath of Khan was when Spock, knowing the situation in engineering was grim, took it upon himself to do what a mere Human could not: Step into the dilithium chamber of the wounded Enterprise and manually realign the crystals to restore her warp capability before the detonation of the Genesis device could annihilate her.

He succeeded, of course, and both the Enterprise and our heroes lived to fight another day. Well, most of them. The ship's survival came at the cost of the ultimate sacrifice.

"THE WORD IS 'NO.' I AM THEREFORE GOING ANYWAY."

- ADMIRAL JAMES T. KIRK

SPOCK WAS DEAD.

This was, from a storytelling perspective, a daring gambit. Leonard Nimoy had voiced his dissatisfaction with the role, and mistakenly thinking *The Wrath of Khan* was destined to be the last of the *Star Trek* movies, had returned only after being offered a death scene of epic proportions. However, during filming, he began to reconsider the decision to kill Spock, and convinced director Nicholas Meyer to let him add the brief scene with McCoy, to add some mystery and, according to some, some wiggle room in case they were wrong about *Star Trek II* being the end of the line.

It became evident rather quickly that they were, too, which presented another conundrum: How could they unkill Spock? How could they build a story around that?

A lot of thought was put into it. Since it first found its footing in the 1960s, *Star Trek* had rested on the trinity of Kirk, Spock, and McCoy. Now, going into the third film, one leg of that tripod was missing. They had a bit of wiggle room on how to bring Spock back, of course. There was the McCoy "Remember" scene, and they had added the shot of Spock's coffin on the surface of the Genesis planet after test audiences had reacted poorly to the original ending.

Resurrecting Spock wasn't the issue, after all. The issue was how to build a dramatic story around it.

What if Spock might be alive after all, but Kirk couldn't do anything about it?

What if political fallout from the Genesis experiment began to throw up roadblocks at every turn? What if Starfleet itself seemed to turn its back on some of its most storied officers? This is what happened to Kirk as he sought to undo the mistakes he'd made by leaving Spock on Genesis instead of returning him to Vulcan. How much would he be willing to give up to save his friends? Would he throw everything away in the name of friendship?

There was the compelling story they needed, because James T. Kirk, the man who never accepted the no-win scenario, who was always willing to trade himself for his crew, wouldn't hesitate to throw away something so paltry as a career for the sake of his best friend.

The Search for Spock stands out not for its action sequences, though those are there, nor for its special effects, which are also present. It stands out because it shows what is most important in the end: true loyalty and love. To borrow from Alexandre Dumas, the concept of "All for one, and one for all" is embodied in what Kirk and his crew are willing to do for their fallen friend.

This packet provides four detailed mission briefs set in and around the events of *Star Trek III: The Search for Spock*. 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

"TRANSWARP BLUES"

SUGGESTED ERA OF PLAY: The movie era after 2285
SUGGESTED SPOTLIGHT ROLE: Security

SYNOPSIS

An outside Starfleet team is brought in to investigate the sabotage of the *U.S.S. Excelsior* only to find that Captain Scott's removal of the duotronic control chips for the transwarp drive revealed another danger. While transwarp *does* work, small and medium scale testing was tampered with, according to security logs. Why has no one talked about the tampering? What was changed? What does this all mean for the future of the Great Experiment?

The failure of the Great Experiment has thrown a wrench into the works at the Advanced Starship Design Bureau. Years of research has been put under the microscope, and the research teams need an outside perspective in order to see what the failures are and where to go next.

300

MAJOR BEATS

EXCELSIOR UNDONE

The characters arrive back at Spacedock to see the *Excelsior* being towed back inside. Beaming over to the stricken ship, the investigative team meets with Captain Styles of the *Excelsior*, furious that his ship had to be towed back in after the first ship-wide systems failure ever recorded. He knows Montgomery Scott did something, but it's up to the characters to find out what.

A POSITIVE SABOTAGE?

The characters find the missing duotronic circuits removed by Captain Scott, but data integrity checks have turned up some data that was initially flagged as corrupt. Through more investigation, the characters find that members of the Advanced Starship Design Bureau have been hiding data that suggests early transwarp experiments in small craft such as a Class-F shuttle, while successful, had strange health consequences for the crew.

TRANSWARP BACKFIRE

The crew find that these strange health consequences were covered up by a small group from Yoyodyne Propulsion of Proxima Centauri. Again, the technology seems to function, and the health problems seem to be caused by the layered subspace field. On shuttles it seems to cause nausea, but the larger and stronger field needed for starships hints at causing genetic damage. Only a small group at Yoyodyne has known about this, and has been furiously working on a solution so years of research won't go to waste. But with the revelation the investigative team has, the Great Experiment has to be halted for the time being.

MINOR BEATS

Throughout this adventure, the gamemaster can allow characters to explore different aspects of the *Star Trek* universe they normally are unable to including Starfleet contractors such as Yoyodyne and how research is typically done outside of Starfleet.

KEY NON-PLAYER CHARACTERS

Captain Styles of the *U.S.S. Excelsior* is a Major NPC.

CONCLUSION

The Great Experiment is a failure, but not because of transwarp being unachievable, but because of civilian scientists trying to fix a problem they'd hidden to not slow the project down. Much like Project Genesis, shortcuts are what cause the biggest heartache, and transwarp drive will have to be set aside until a solution is found.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be adapted to any campaign when the gamemaster wishes to have a piece of high-tech experimental gear fail, and to involve the player characters in the investigation.





MISSION BRIEF

"THREE IS A CROWD"

SUGGESTED ERA OF PLAY: The movie era after 2285
SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

The site of the *Merchantman*'s destruction by Commander Kruge needs investigating. Starfleet directs the player characters' ship to the area, despite them not being the closest ship. Closer scans reveal the possibility of a cloaked ship combing through the wreckage. The intruders are, in fact, Romulan spies who are looking for the data relating to Project Genesis.

A communique from Admiral Cartwright has directed us to investigate the remains of a destroyed Merchantman-class freighter. Long-range scans show the aftereffects of disruptor fire. Additionally, gravitic distortions indicate someone else might have beaten us to the scene.

300

MAJOR BEATS

UNSETTLING PINGS

Admiral Cartwright calls for the players' crew to set course for the Nadab system immediately to investigate an incident of piracy. Cartwright demands discretion and absolute secrecy regarding the mission and its outcome. All members on the current shift are ordered to remain at their posts until the matter is resolved. This should include all of the player characters, as well as **Ensign Sakov**.

A NEW PLAYER

Arriving at the Nadab system, the crew discovers the wreckage of the *Merchantman*. Scans reveal the presence of a cloaked ship. Resourceful officers might look for distortions among the debris of the *Merchantman*.

A Romulan warbird has been following Kruge, and it now is combing through the wreckage in an attempt to reconstruct any data on Genesis. The cautious Romulans will not act openly against the Klingons at this point, preferring instead to allow Kruge to escalate the tensions between the Federation and the Empire. When eventually revealed, the Romulans have no choice but to attack the players in order to prevent them from alerting Starfleet. This results in a tense, brutal battle.

SECRET SABOTAGE

Despite the efforts of the crew to capture the Romulan ship, to download its computer archives, or to alert Starfleet, something goes wrong. Perhaps a phaser shot intended to cripple the Romulan ship destroys it instead. Or maybe a burst of subspace static interferes with the players' call for reinforcements.

If Sakov is not in a position to cause this sabotage, incapacitate an NPC whose place Sakov can take on the bridge, or incapacitate the captain (if they're an NPC) and have Sakov take over a station manned by the PC who replaces the captain.

KEY NON-PLAYER CHARACTERS

Ensign Sakov, a Romulan disguised as a Vulcan officer, is a Notable NPC.

CONCLUSION

The Romulan ship is intercepted before it can retrieve fragments of Genesis data to bring back to Romulus.

ADDING THIS MISSION TO YOUR CAMPAIGN

The story makes an ideal setup for bringing your campaign into the Khitomer period. Cartwright and his fellow conspirators aren't unmasked until the events of *Star Trek VI: The Undiscovered Country*, at which point the Romulan agents behind this mission's incursion can be dismissed by the Star Empire as rogues, eliminating any potential political blowback.

Ensign Sakov can stay aboard the ship, being unmasked at the Khitomer Conference along with Cartwright, Chang, Nanclus, Valeris, West, and the rest of the conspirators.

Alternately, you can simply drop enough breadcrumbs for the players to start suspecting Sakov of treachery right now, after which they can start investigating him.





MISSION BRIEF

"THE INVESTIGATION AT SPACEDOCK"

SUGGESTED ERA OF PLAY: *After the U.S.S. Enterprise is stolen*
SUGGESTED SPOTLIGHT ROLE: *Engineering*

SYNOPSIS

After the *Enterprise* escapes from Spacedock, the crew is requested to assist with repair of the *U.S.S. Excelsior* and provide feedback on the incident. Using clues from Captain Styles (of the *U.S.S. Excelsior*) and other Earth-based incidents, the crew will assist with the investigation and prepare a report for Admiral Morrow.

As the crew is wrapping up their long-needed R&R on Earth, I have received a request from Admiral Morrow: the Enterprise has been taken from Spacedock by Captain Kirk. Attempts to pursue with the new U.S.S. Excelsior exposed faults in their transwarp drive. Our crew is requested to investigate and provide our findings to the Starfleet leadership.

300

MAJOR BEATS

REQUEST FOR ASSISTANCE

The crew is enjoying a short break at Earth while the ship goes through regular maintenance and repair at Spacedock. News begins to spread that Admiral Kirk and his crew have absconded with the *U.S.S. Enterprise*. Admiral Morrow has requested help with the investigation, and in particular an engineering team to be sent to the *U.S.S. Excelsior* which failed its first test of her experimental transwarp drive.

RUMORS ON EARTH

While the engineering team investigates the transwarp drive, other crew members may choose to conduct their investigations on the planet. As discussions of Kirk circulate among the Starfleet officers, word spreads about Dr. McCoy and an incident involving a seedy bar and an escape from a Federation brig.

SABOTAGE OF THE EXCELSIOR

The crew continues piecing together the story and events that led to the disappearance of the *Enterprise*. In particular, the engineering team aboard the *Excelsior*

hears that the legendary Montgomery Scott was assisting with the new transwarp drive. Nowhere to be found, sabotage may be suspected and with a combination of focus (Investigation) and Engineering, the engineering officer may realize key components to the drive have been removed and are nowhere to be found.

MINOR BEATS

A junior member of the crew is contacted by a colleague who has been reassigned to the Old City Station as a transporter officer. Initially shy to tell his story, he may overcome his embarrassment and reveal the encounter with Admiral Kirk, culminating in being locked in the closet by Commander Nyota Uhura.

KEY NON-PLAYER CHARACTERS

Captain Lawrence Styles may be played as a Notable or Major NPC depending on the level of interaction.

CONCLUSION

The crew is able to piece together that not only was the *Excelsior* sabotaged by Montgomery Scott and identify the key components stolen, but that Commander Uhura and Dr. McCoy were also party to the incident.

ADDING THIS MISSION TO YOUR CAMPAIGN

In a classic "split the party" mission, these beats may be played concurrently as each player conducts their own investigation. Rumors and hints may lead them along the investigation path, and leaning on diplomacy, negotiation, and particularly engineering skills (in the case of the *Excelsior*) your crew may be vital in assisting Starfleet with their investigation.





MISSION BRIEF

"STEPPING INTO EDEN"

SUGGESTED ERA OF PLAY: 2280s, during the Genesis Device controversy
SUGGESTED SPOTLIGHT ROLE: Command

SYNOPSIS

Genesis has become a galactic controversy. While the issue is debated in the Federation Council and in the media, Starfleet has placed the Mutara Sector, home to the newly-formed Genesis Planet, under strict blockade. The player characters' ship is tasked with keeping people out of the area, when they encounter a stolen freighter attempting to break the blockade. The ship has been commandeered by Edenists—the followers of the late Dr. Sevrin—who believe that the Genesis Planet is their long-sought-after Eden.

We have been assigned by Starfleet to participate in the blockade of the Mutara Sector, as the controversy surrounding the Genesis Planet works its way through the Federation Council. Our orders are that no vessel shall be permitted anywhere near the newly-formed Genesis Planet, which is currently being studied by the scientists aboard the U.S.S. Grissom.

30

MAJOR BEATS

THE BLOCKADE RUNNER

The player characters' ship detects a freighter moving at high warp, on a direct course for the Genesis Planet. The ship refuses all attempts to hail them. The player characters receive a communication from a nearby world that the freighter has been stolen by a group of young people.

STOPPING THE FREIGHTER

The player characters will have to determine a method of stopping the freighter—without destroying it or severely damaging it. This is exacerbated by the fact that the Edenists are amateurs when it comes to starship operations—they're running the ship at a dangerously high speed, and run the risk of overloading the engines.

THE STAR HIPPIES

Once they've managed to stop the freighter, the player characters encounter the youths who stole it. The group

are Edenists—believers in the teachings of the late Dr. Sevrin, who preached about the existence of Eden, the planetary paradise spoken of in many religious texts all over the Galaxy. They are utopian, and also under the influence of a powerful narcotic, to which they will attempt to expose the crew, in an effort to commandeer the player characters' ship and continue their voyage to the Genesis Planet.

MINOR BEATS

One of the Edenists is the former romantic partner of one of the supporting characters aboard the player characters' ship. They will attempt to use this relationship to convince the supporting character to join their quest for Eden.

KEY NON-PLAYER CHARACTERS

The Edenists are all Minor NPCs, and you can use the statistics for a Starfleet Science Officer for them.

CONCLUSION

The player characters must prevent the Edenists from commandeering their vessel, and keep them from violating the Mutara Sector blockade. The Edenists must face charges for the theft (and any damage to) the freighter—as well as charges stemming from the possession and use of a dangerous narcotic. The player characters may face a choice of going “by the book”, or showing leniency to what are, in the end, some misguided young people.

▶ ADDING THIS MISSION TO YOUR CAMPAIGN

While this brief ties fairly tightly with the blockade of the Genesis Planet, it can be adapted for other eras or politics by simply swapping the Genesis Planet with another planet under interdiction, perhaps home to a pre-warp culture.



STAR TREK™ —ADVENTURES— SECOND EDITION



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

WWW.STARTREKTTTRPG.COM