

STAR TREK™ —ADVENTURES—



STAR TREK THE FINAL FRONTIER



MISSION BRIEFS

STAR TREK™
60

STAR TREK ADVENTURES

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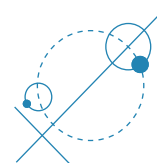


STAR TREK ADVENTURES

STAR TREK V: THE FINAL FRONTIER

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STAR TREK V: THE FINAL FRONTIER



COMMODORE NELLA XEN

After three films about Project Genesis and its after-effects, it was time to move in another direction. Following on the heels of Star Trek IV: The Voyage Home and its success with humor and comedy, the decision was made to continue that trend in the next film, Star Trek V: The Final Frontier.

"I DEEPLY REGRET THIS DESPERATE ACT, BUT THESE ARE DESPERATE TIMES."

- SYBOK

SADLY, INCLUDING MOMENTS OF humor and comedy didn't work as well for the fifth film as it had for the fourth. Hampered by a writer's strike in 1988, which affected the quality of the script, and effects that weren't up to the standards set in earlier entries in the franchise, *The Final Frontier* simply didn't rise to the bar set by the Genesis trilogy. Fairly or not, it has long been derided by many fans as the worst of the franchise.

Which is unfortunate because *The Final Frontier* has some of the best character moments of any of the films. The trinity of Kirk, Spock, and McCoy, in particular, was given a great deal of material, though all of the main characters got to have their moments. Scotty, in particular, was given ample opportunity to shine.

While many of the guest cast were largely wasted, the mysterious character of Sybok was not one of them. It was against Sybok, in fact, that most of those character moments were realized. His ability to discern another character's inner pain and trauma sets the whole plot of the film in motion and provides most of the conflict and drama.

The simple revelation that Sybok was Spock's brother, for instance, caused instant tension between Kirk and Spock. Kirk is visibly angry that Spock didn't shoot Sybok in defense of the ship, and the truth of Spock's relationship to their antagonist didn't help. It was McCoy

who rightly pointed out that Spock could shoot Sybok as easily as he could have shot Kirk; that is to say, not at all. When Sybok tries to turn McCoy and his brother to his side, it's Kirk who sways him back. When Kirk is about to perish at the hands of the alien entity on *Sha Ka Ree*, it's Spock who fires the shot that saves him.

Early in the film, McCoy discusses families, stating that other people have them. Kirk points out that other people do, but not them. As the film closes, Spock is mourning his brother Sybok, and Kirk commiserates. He lost a brother once, after all. But he's not talking about Sam, the brother he lost on the Deneva colony all those years ago. He tells Spock that he was lucky, that he got the brother he lost back, and it's only then that he realizes something that he was apparently blind to, something that the fans have known for years: Family isn't necessarily genetics. Sometimes, it's the ones you choose to surround yourself with.

This packet provides four detailed mission briefs set in and around the events of *Star Trek V: The Final Frontier*. 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.



ROBERT WILDE





MISSION BRIEF

"PLANET OF INTERGALACTIC PEACE"

SUGGESTED ERA OF PLAY: Shortly after the events of *The Final Frontier*
SUGGESTED SPOTLIGHT ROLE: Command

SYNOPSIS

After Sybok's abduction of several ambassadors, rumors of the living conditions on Nimbus III circulated among the Federation news media. Although the project was always considered by the Federation government to be a failure, public opinion soon turned towards holding governmental failings responsible. In an attempt to save face, Starfleet is asked to assist.

We have been dispatched to Nimbus III to provide aid in ensuring the Planet of Galactic Peace lives up to its name.



MAJOR BEATS

SOCIAL UNITY

Little progress can be made in repairing the condition of Nimbus III until the inhabitants, who had emigrated to the planet in the hopes of building a new paradise, are united again. The crew can either handle the diplomacy among each group themselves or attempt to enlist the aid of the planet's delegated ambassadors to do so.

EFFECTIVE ADMINISTRATION

Caitlin Dar, the Romulan ambassador, is trained in governmental administration and was assigned to assist the planet's inhabitants in forming one. However, the divided populace, as well as her fellow ambassador's apathy, has stymied her enthusiasm and drawn her into the same mire as well. Human ambassador **St. John Talbot** and Klingon ambassador **Korrd** refuse to speak to one another after a dispute over unpaid gambling debts.

While the crew can stop the fighting among the populace, especially among the Klingons, by force, a successful planetary administration cannot be completed until the crew is able to resolve the disputes among the ambassadors and instill in them the desire to truly cooperate with the advancement projects.

TERRAFORMATION

In order to adjust the planet's atmosphere to make the desert temperate and begin artificial moisturizing, the planet's terraforming machinery must be repaired. The crew is asked to lend their support, to restore the machinery, during which they discover many of the pieces are missing. The crew is required to investigate the theft. They uncover that several of the settlers, in order to purchase additional food supplies, sold many of the parts to Andorian traders.

MINOR BEATS

The Klingon settlers have divided into two rival camps who both dwell in mountainous desert regions and have sworn bitter revenge against one another following several years of mutual aggression. The crew can attempt diplomacy with each group.

KEY NON-PLAYER CHARACTERS

Caitlin Dar, St. John Talbot, and Korrd are all Major NPCs.

CONCLUSION

The player characters have the opportunity to help stabilize the planet's administration and terraforming systems. However, the process is long and will require the continued investment of the Federation, Romulan, and Klingon Empires if it is to truly succeed.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be inserted into any campaign which takes place after the events of *The Final Frontier* and can also be adapted into a series of shorter missions designed to restore Nimbus III to its rightful state.





MISSION BRIEF

"THE DUST-UP AT NIMBUS III"

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

SYNOPSIS

Starfleet has picked up evidence of Romulan weaponry being used on Nimbus III, a miserable hub of despots and the forsaken. The crew is sent to investigate and hopefully eradicate the risk while preserving relations with the Romulans.

We have picked up a communication from Starfleet Headquarters that energy emissions consistent with Romulan weaponry have been detected on the planet Nimbus III by the nearby Deep Space 4. Starfleet has asked us to investigate and hopefully avoid conflict with the Romulans.

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MAJOR BEATS

WEAPONS SIGNATURE

The ship arrives in orbit around Nimbus III. Before transporting to the surface, the crew must perform precise scans with the ship's sensor system to try and isolate the source of the supposed weapons. Environmental effects such as dust storms or background signals can increase the Difficulty of these tasks.

PARADISE CITY

Once the energy signatures have been identified (or not, if the crew was unsuccessful), the crew decides to make their way to the only populated region of the planet: Paradise City. Here, they can try to investigate through questioning locals at The Watering Hole. They may encounter a mid-grade hustler named **Doha Eben**, who can clue them in, or they can directly find the group of youths at the edge of the city responsible for the detonations.

MISSPENT YOUTH

The crew discovers that a young child named **Gleda** is in possession of the sought-after Romulan weaponry. Not realizing they were weapons, these were stolen off a traveling peddler (an acquaintance of Doha Eben) and used for entertainment and frightening locals on the edge of town.

MINOR BEATS

Once the group of kids is discovered, the crew may have a diplomatic or combat encounter to resolve the situation. The youth will not be particularly skilled but possess high power, jury-rigged weaponry that could be a major threat.

KEY NON-PLAYER CHARACTERS

Doha Eben is a Minor NPC and can be of any Beta Quadrant humanoid species, given the diverse population of Paradise City. They are found looking for "business" opportunities at the Watering Hole. They have focuses in Deception and Extortion.

Gleda is a Minor NPC youth of any Beta Quadrant humanoid species. The leader of the local gang of youths, Gleda is particularly skilled in mechanics and engineering and possesses a disturbingly high amount of homemade weaponry.

CONCLUSION

With the remaining weaponry secured, the crew returns to the ship and notifies Starfleet. They may optionally choose to return the weapons to the Romulan Empire as a risky but worthy goodwill gesture.

ADDING THIS MISSION TO YOUR CAMPAIGN

This may be a fun mission to have your engineer lead, as they have to tackle more diplomatic challenges. Their knowledge of technology and weaponry would be vital to the away team. This mission has a lot of versatility in how one may play up the NPCs in Paradise City, as well as who they encounter at the Watering Hole. Depending on how the conclusion is run, this could lead to another mission directly with the Romulans.





MISSION BRIEF

"VULCANS WITHOUT LOGIC"

SUGGESTED ERA OF PLAY: 2270s–2290s
SUGGESTED SPOTLIGHT ROLE: Security

SYNOPSIS

Starfleet has ordered the crew to the edge of the Romulan Neutral Zone to stop a *V'tosh ka'tur* plot involving a large shipment of poison pills provided by underworld agents. An El-Keshtanktil agent, Barjan T'Or, a rehabilitated *V'tosh ka'tur*, is assigned as tactical advisor to the crew. What will happen when his true alliances surface during a crucial part of the mission?

I am a huge proponent of second chances. But, given the history of our tactical advisor, I must wonder if the Vulcan government hasn't put logic before common sense this time. But, an order from Starfleet is an order from Starfleet, nonetheless.

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MAJOR BEATS

BARJAN T'OR

Starfleet records indicate that **Barjan T'Or** was a Vulcan criminal who was responsible for the uprising on Kepler-22b. He served his time, though, and characters may want to get to know the man better. Barjan is the model of logical decorum. He is intent on fulfilling his mission as a Vulcan representative to Starfleet and will be very helpful in strategy sessions.

COLONY IX

Starfleet has verified that a cell of *V'tosh ka'tur* loyalists is hiding in a colony that lies near the border of the Neutral Zone. There may be debate as to whether the Federation can legally visit. The crew may plan a way to enter the mountain-based colony without attracting too much attention. Tracking down enemy agents and poison pill manufacturer/distributors is crucial. Barjan is confident that he'll be able to identify any *V'tosh ka'tur* as he had close ties with them in the past.



ECONOMICS OF DANGER

Investigating characters may learn that the poison is extracted from a valuable food crop harvested on the steep slopes adjacent to the colony. Crop production keeps the humble citizens fed, in addition to providing them with a trade good. The underworld agents pay good money for the extract. Some colonists will not take kindly to losing their revenue source and might take violent action if they think their livelihood is threatened.

MINOR BEATS

Some characters might have family in the border colony.

KEY NON-PLAYER CHARACTERS

Starfleet records indicate that Barjan T'Or was a Vulcan criminal who was responsible for the uprising on Kepler-22b. Barjan is the model of logical decorum. He is intent on fulfilling his mission as a Vulcan representative to Starfleet and will be very helpful in strategy sessions. Adapt Major Verohk for Barjan T'Or. Adapt Section 31 Operative for *V'tosh ka'tur* agents.

CONCLUSION

Has Barjan been playing the long game? Is he still loyal to the *V'tosh ka'tur*? Or will the *V'tosh ka'tur* try to set Barjan up to look treasonous just to further their own goals? Are the Starfleet officers walking into a trap? Can they negotiate a way for the colonists to maintain their livelihood without endangering other galactic citizens? Are Romulan agents behind the underworld operation, especially since the destabilization of Vulcan would be a priority?

ADDING THIS MISSION TO YOUR CAMPAIGN

This campaign is suited for any era of play if the *V'tosh ka'tur* are trying to make a comeback. Barjan T'Or should be replaced with another former *V'tosh ka'tur* if this is before or significantly after the movie era.





MISSION BRIEF

"PARADISE REGAINED"

SUGGESTED ERA OF PLAY: 2290–2295
SUGGESTED SPOTLIGHT ROLE: Engineering

SYNOPSIS

Nimbus III is a marginally habitable world with shallow briny oceans and native life limited to single-celled organisms. As a planet that was intended to be a paradise for multiple humanoid species, it was lacking. Now, the Starfleet Corps of Engineers and the Imperial Planetary Modification Forces have arrived in orbit over the Planet of Galactic Peace and immediately begin fighting over who is assigned to what part of the massive terraforming project. Then a jointly constructed orbital shade deorbited and wrecked an atmospheric processing unit in the southern hemisphere. Starfleet and the Klingon Defense Force have been ordered to investigate jointly what occurred, who is at fault, and to make sure it doesn't happen again.

All it took was a religious fanatic to attack the ambassadors from three major polities to get the powers that be to notice they hadn't done enough to make the Planet of Galactic Peace a place where people could work on issues, let alone live. Maybe now we'll get something accomplished.

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MAJOR BEATS

BLAME GAME

Both the Corps of Engineers and the Imperial Planetary Modification Forces refuse to take the blame for what is effectively a disaster of incompetence, and projects elsewhere in orbit are beginning to slow down as teams are not working together effectively. The debris of the orbital shade also came down on one of the planet's few sources of drinkable water, setting up a societal disaster as the planet's few inhabitants are now getting thirsty.

FINDING THE TRUTH

As there were only Federation and Klingon ships in orbit at the time, one of these two must have caused the accident. Characters can be divided into separate teams to investigate the orbital crash and provide aid to the thousands of inhabitants who are quickly succumbing to dehydration. Just as a new Romulan ambassador arrives in orbit aboard a large warbird, evidence arises of Romulan disruptor mines being placed aboard the orbital facility that was destroyed.

PEACE AT A COST

The new Romulan ambassador is furious at being blamed as they have just arrived, and angry, thirsty civilians are protesting after word got out about what was found. The characters must verify every fact given by the ambassador while trying to keep the peace with the Klingon warriors, who are using their own methods to find the same information.

MINOR BEATS

Dealing with angry and desperate families that direct their emotions at the characters. Throughout this episode, the characters may be faced with conditions they may never have seen on their homeworlds.

KEY NON-PLAYER CHARACTERS

Romulan Ambassador Navol, Klingon Ambassador RantemaQ, and Federation Ambassador K'tsilk are all Notable NPCs.

CONCLUSION

What will become clear is the Romulan disruptor mines were manufactured with parts from the Federation and Klingon Empire. It's not clear the Romulans are to blame as the mines could have come from anywhere and anyone. Who would want to stop peace between the three largest polities in this region of the Orion Spur?

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be added to any campaign where a gamemaster wants to have a planet on the edge of habitability face sabotage with high-stakes diplomacy. This is also an excellent bridge to lead into the events of *The Undiscovered Country*, with rogue elements of the Federation and Klingon Empire working together to cause a war.



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