

STAR TREKTM ***—ADVENTURES—***



MISSION BRIEFS



FIVE-YEAR MISSIONS
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WITH THANKS TO

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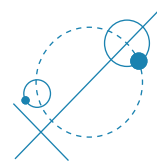


STAR TREK ADVENTURES

FIVE-YEAR MISSIONS

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FIVE-YEAR MISSIONS



"THESE ARE THE VOYAGES OF THE STARSHIP ENTERPRISE. ITS FIVE-YEAR MISSION: TO EXPLORE STRANGE NEW WORLDS, TO SEEK OUT NEW LIFE AND NEW CIVILIZATIONS..."

- CAPTAIN JAMES T. KIRK



COMMODORE NELLA XEN

Starfleet's five-year mission program represents a multifaceted strategic initiative aimed at exploring deep space, with the primary objective to seek out new life and new civilizations.

Crews assigned to these extended missions undertake a diverse array of tasks, ranging from studying stellar phenomena and surveying uncharted sectors to engaging in diplomatic efforts, providing aid to those in distress, and ensuring the security of Federation worlds. This mission framework offers crews the opportunity to push the boundaries of exploration and make profound contributions to the collective knowledge of the Federation. The potential for discovery and adventure is limitless.

THIS MISSION BRIEFS PACKET presents information on Starfleet's five-year mission program that was active during the 23rd century and ten detailed mission briefs, each of which you can modify for use as missions set during any 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. These mission briefs are suitable for use with any edition of **Star Trek Adventures** and with **Captain's Log**.



THE FIVE-YEAR MISSION PROGRAM

IN THE EARLY 22ND CENTURY, THE **United Earth Space Probe Agency (UESPA)** and **Starfleet** devoted themselves to the pursuit of peaceful space exploration. However, their lofty ideals faced significant constraints due to the limited capabilities of their starships. Undertaking even a one-year mission posed substantial challenges for NX-class vessels. These early pioneering missions pushed the boundaries of ship capabilities to their limits, testing the morale of the crew and highlighting practical constraints.

After the destructive **Earth-Romulan War** and the founding of the Federation in 2161, Starfleet and UESPA recommitted themselves to peaceful exploration. In the spirit of mutual cooperation and the pursuit of knowledge, member worlds pooled their resources to address the challenges of interstellar exploration.

AD ASTRA PER ASPERA

In the 23rd century, technological advancements finally caught up with humanity's aspirations for galactic exploration. Starfleet initiated a bold new program: the five-year mission, and constructed a fleet of *Constitution*-class starships designed for long-duration expeditions into deep space. Well-equipped to sustain a crew of over 400 souls for five years, these vessels represented the vanguard of a new age of peaceful exploration, expanding frontiers of knowledge, and boldly going where no one had gone before.

This ambitious project advanced the Federation's core principles of exploration, cooperation, scientific discovery, diplomacy, security, and humanitarianism. For this reason, Starfleet maintained the program during the costly Federation-Klingon War (2256–2257). To completely set aside exploratory missions risked transforming Starfleet into a military organization,



EREN ARIK

turning explorers and scientists into nothing more than soldiers, and compromising the very ideals upon which the Federation was founded.

Throughout the 23rd century and into the middle of the 24th century, the five-year mission program remained a cornerstone of Starfleet's endeavors even as new conflicts arose, such as the Cardassian wars (2347–2366). But these deep space assignments were no longer the sole purview of the venerable *Constitution*-class and *Constitution II*-class starships. *Excelsior* class, *Constellation* class, *Ambassador* class, and other exploratory starships capable of long duration voyages also served in the program. The 24th century began with a pioneering five-year mission that exemplified this spirit of discovery: the *U.S.S. Leondegrance*, a *Lancelot*-class starship commanded by Captain Nyota Uhura, explored the Lesser Magellanic Cloud, a dwarf galaxy outside our own and one of our nearest galactic neighbors, from 2301 to 2305.

..:EX ASTRIS, SCIENTIA

As technology continued to evolve, the capabilities of Starfleet vessels expanded exponentially. Advancements in replicator technology allowed for the instant synthesis of virtually any object, greatly enhancing the self-sufficiency of starships. Meanwhile, improvements in holographic technology revolutionized recreational and training facilities with the advent of the **holodeck**. This progress culminated in the design and deployment of the *Galaxy*-class starship in the 2360s. These massive, state-of-the-art vessels with a crew complement of over 1,000 personnel enabled almost indefinite exploration.

In this era, civilians worked on starships alongside Starfleet personnel. Moreover, crew members were permitted to bring their families on board, providing a sense of stability and support during extended deep space assignments.

While *Galaxy*-class starships and the later *Sovereign* class served in an ongoing mission capacity, extended duration missions continued, though they were no longer the primary means by which Starfleet fulfilled its mandate, nor were they limited to a five-year duration. Even when facing the Borg threat after the Battle of Wolf 359 in 2367 and the Dominion War (2373–2375), Starfleet's dedication to its core principles of peaceful exploration remained steadfast. As the 24th century progressed, new starship designs such as the *Intrepid* class and *Luna* class carried forward the legacy.

With the conflicts of the 24th century receding into history, the early 25th century ushered in a renewed focus on Starfleet's original mission: seeking out new life and new civilizations. Vessels like the *Sagan* class, *Odyssey* class, *Inquiry* class, and *Constitution III* class, marked the dawn of a new era, combining cutting-edge exploration capabilities with advanced defensive systems. This fusion of science and security ensured that Starfleet remained not only a beacon of peaceful exploration but also a resilient force, capable of responding to emerging threats while pursuing its mission of discovery and diplomacy in the farthest reaches of the Galaxy.

By the 31st century, the Galaxy's dwindling dilithium reserves threatened the foundations of interstellar civilization. This crisis reached its breaking point with an event known as **the Burn**—a subspace shockwave that rendered refined dilithium incapable of regulating matter/antimatter reactions. The resulting warp core breaches destroyed countless starships and claimed millions of lives. With warp travel crippled, the United Federation of Planets fractured. Worlds now isolated from each other by vast distances seceded from the Federation, and the spirit of discovery faded into memory.

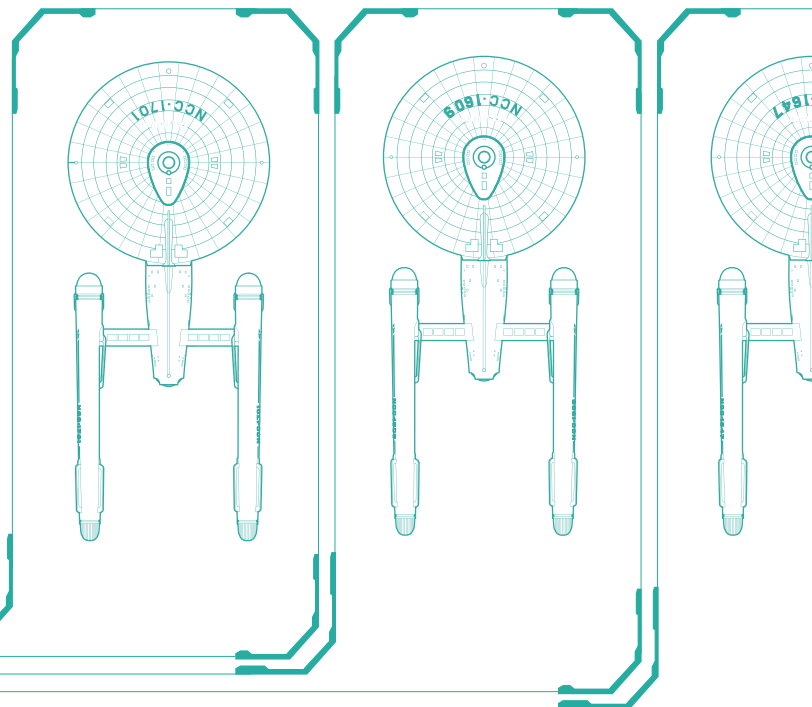
The arrival of the *U.S.S. Discovery* in the 32nd century marked a dramatic turning point. Its crew uncovered the mystery behind the Burn, helping the Federation begin its long process of rebuilding. As new sources of dilithium were found, a new era of deep space exploration began, with Starfleet venturing into the unknown once more, rekindling old alliances and rediscovering the wonders of a Galaxy long left unexplored.

..: FIVE-YEAR MISSION CAMPAIGNS

The five-year mission provides an ideal canvas for you and your players to create a rich and expansive campaign. The overarching goal of a five-year mission set during the 2250s–2270s is typically one of exploration, scientific discovery, diplomacy, and adventure, often centered around a moral or ethical dilemma. The tone is grounded in a sense of optimism and idealism, reflecting an aspirational vision of the future.

While your five-year mission can follow a more episodic structure, like the original series, the relationships between crew members will evolve over time, fostering camaraderie and personal growth. As the campaign progresses, you can introduce recurring adversaries and allies as your crew navigates the diverse challenges of the final frontier.

For groups that enjoy diplomacy and ethical dilemmas with real-world parallels, you might consider launching your campaign with the mission briefs “Pioneers” or “Gralen.” For a more action-oriented campaign with classic adversaries, consider starting with “White Dwarf,” “Cold Warriors,” or “Turnabout is Fair Play.” “The Memory Plague,” “Who Dies for Thee?,” and “Sky Father” are ideal for exploratory-focused campaigns, involving new discoveries, first contact situations, and confronting the unknown.



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▶ RECOMMENDED VIEWING

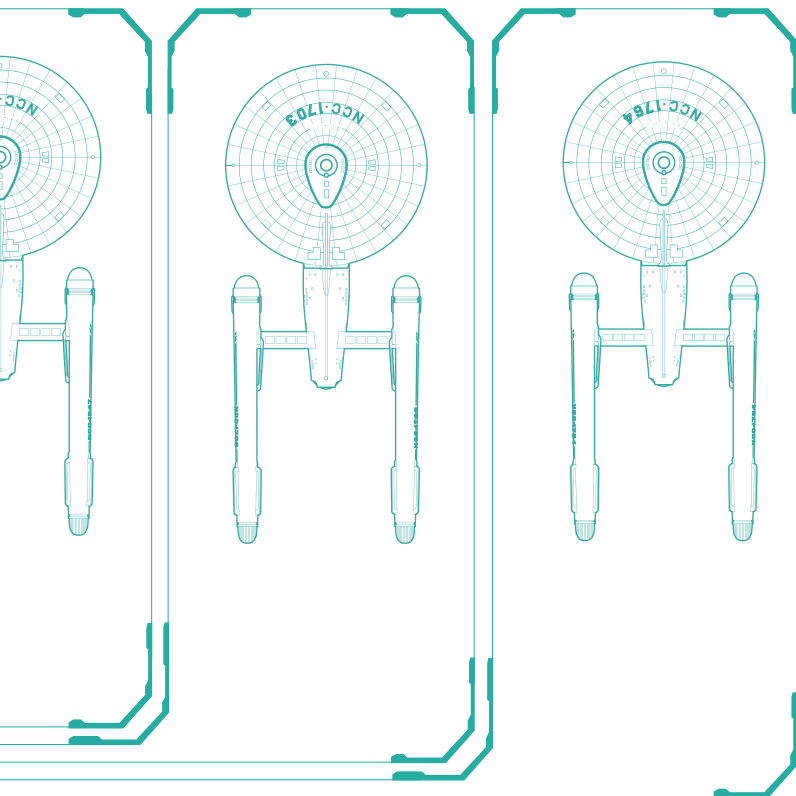
Here are just a few *Star Trek* episodes to inspire campaigns set during a five-year mission. These stories from both the original series and *Star Trek: Strange New Worlds* capture the excitement, danger, and wonder of long-duration expeditions into deep space. This list is only a starting point—there are many more episodes that should spark ideas for the challenges your crew might face on a five-year mission.

Star Trek: Strange New Worlds

- “Children of the Comet”
- “Hegemony”
- “Lift Us Where Suffering Cannot Reach”
- “Lost in Translation”

Star Trek

- “Balance of Terror”
- “The Corbomite Maneuver”
- “The Doomsday Machine”
- “The Galileo Seven”



▷ 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

"THE PIONEERS"

SUGGESTED ERA OF PLAY: 2250s–2270s
SUGGESTED SPOTLIGHT ROLE: Command

SYNOPSIS

In an uncharted star system, the player characters discover a Human settlement from the *S.S. Pioneer*, a colony ship lost during the Earth-Romulan War. At first, they were welcomed by the indigenous population but when the locals started dying from Earth diseases, conflict broke out between the two sides. Can the crew find a way to bring peace to this world without further cultural contamination and interference?

We've tracked an old-style radio signal to a space buoy orbiting the fourth planet of an uncharted system.

300

MAJOR BEATS

A NEW WORLD

The characters discover a settlement built from a disassembled Earth ship—only there are no known records of an Earth colony out this far. A landing party learns that these are the survivors of the *S.S. Pioneer*, a colony ship presumed lost during the Earth-Romulan war. Months after leaving Earth an anomaly flung them into the 23rd century. In the 30 years since they arrived, they've started families and fashioned basic tools and weapons, including flintlocks.

HISTORY REPEATS

The indigenous humanoid species attacks, employing hit-and-run tactics. **Martin Grant**, the leader of the *Pioneer* survivors, captures one of the attackers but won't let **Doctor Hansen** treat their injuries. The characters learn that the *Pioneers* have been in prolonged conflict with the indigenous species who are suffering from Earth-borne diseases that have ravaged their population.



AN EQUITABLE SOLUTION

The *Pioneers* refuse relocation. Still, the characters must find a way to resolve the conflict without causing further harm to either side. This may involve negotiating a ceasefire and providing medical aid. Through diplomacy and a willingness to understand both sides, the characters may be able to find a peaceful solution that respects the rights of both the Humans and the indigenous population.

MINOR BEATS

Using the resources of a Federation starship, the characters can create vaccinations for the indigenous species. But the crew will have to earn their trust first before inoculations begin.

KEY NON-PLAYER CHARACTERS

Martin Grant, former *Pioneer* engineer, has become disillusioned and no longer believes peace is attainable. Use the Starfleet Engineer statistics. Doctor Kiera Hansen is the *Pioneer's* physician. A Notable NPC, she is a dedicated doctor frustrated by the lack of medical resources. Chief N'Kara is the leader of the indigenous species. A capable warrior, she is a Major NPC.

CONCLUSION

The conclusion depends on the characters' ability to navigate the complex ethical and moral issues of colonization and first contact. They must carefully consider the long-term implications of their actions on this new world and its inhabitants, and work to minimize any negative impact while promoting understanding and cooperation.

ADDING THIS MISSION TO YOUR CAMPAIGN

Easily adaptable to any era, this mission explores the ramifications of colonization on indigenous populations and requires diplomacy and a nuanced approach.





MISSION BRIEF

"GRALEN"

SUGGESTED ERA OF PLAY: 2250s–2270s

SUGGESTED SPOTLIGHT ROLE: Security

SYNOPSIS

While surveying a nebula, the players find **Gralen**, the last of his kind, living on a Class-M planet with a small cat-like creature. However, they soon learn Gralen suffers from a personality disorder and is a living penal colony containing the essences of twenty criminals. The cat-like being is a warden overseeing the reform process. Some of the convicts see the player characters' starship as a means of escape.

Sensor probes of a nebula detected a humanoid life-form on a Class-M world. The data is incomplete due to interference from the nebula, but it shows no spacecraft or other evidence of advanced technology.

300

MAJOR BEATS

RESCUE

The characters meet **Gralen** and a cat-like animal outside his hut. Gralen claims pirates stranded him here and asks the crew to take him home to Pendar II. The animal sneaks onto the shuttle before departure.

IDENTITY CRISIS

Aboard the crew's starship, Gralen's other personalities manifest. He lashes out verbally, turns sullen, and then becomes enraged. During an opportune moment—perhaps during a medical examination—a violent individual comes to the surface. In a fierce struggle, Gralen murders a member of the crew and flees.

MANHUNT

Gralen leaves a trail of injured or dead personnel in his wake. The manhunt either ends in a phaser fight in the shuttle bay or with Gralen's escape. Meanwhile, the ship arrives at Pendar II. If Gralen escaped, he pilots a shuttle to the surface to find only ruins of an extinct civilization.

MINOR BEATS

During the manhunt, the characters discover a stowaway—the alien cat. This time the animal has no choice but to trust the crew. It implores them not to return Gralen to his homeworld.

KEY NON-PLAYER CHARACTERS

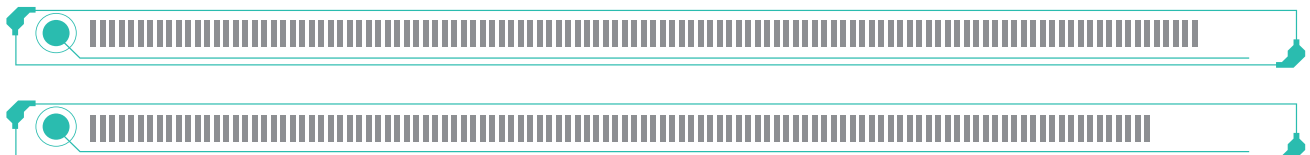
Gralen is unstable. All but one of his twenty essences are violent criminals. The friendly, welcoming Gralen the crew first meets is the essence of an innocent man, wrongly convicted. He doesn't tell the crew the truth because he fears they will not help him. Once aboard their starship, he will surface on occasion. Use the Cardassian Glinn statistics for Gralen.

CONCLUSION

The crew may capture Gralen in the shuttlebay or follow him to Pendar II. Among the ruins, Gralen wrestles with the knowledge that he is the last of his kind. He laughs maniacally one minute and then sobs the next. The innocent personality comes to the surface. These violent criminals can't be all that's left of his people. That can't be their legacy. When he tries to kill himself, what does the crew do?

ADDING THIS MISSION TO YOUR CAMPAIGN

Prior to play, discuss the ethics of incarceration and the difficult topic of suicide with your group. For guidance, consider using the **Safety Tools** sheet available for download on the Modiphius website.



FIVE-YEAR MISSIONS



MISSION BRIEF

"WHITE DWARF"

SUGGESTED ERA OF PLAY: 2260s

SUGGESTED SPOTLIGHT ROLE: Engineering

SYNOPSIS

While studying a white dwarf with an unusually high magnetic field, a sudden coronal mass ejection (CME) disables the player character's ship. Adrift, the gravity well of the dense white dwarf pulls them dangerously close to its hot core. Sensors detect an abandoned alien vessel also trapped. Can the crew salvage parts from the derelict to repair their ship in time?

We're caught in the gravity well of a white dwarf. Our only hope: a salvage operation aboard a derelict vessel of unknown origin.

300

MAJOR BEATS

THE DERELICT

The boarding party explores the derelict. The ship is empty. Logs show that the derelict has been here several hours longer than the characters, but there's no record of a rescue and no indication of what happened to its crew.

SALVAGE OPERATIONS

The clock is ticking. The crew has three hours before the extreme gravity of the white dwarf crushes both ships. Aboard the derelict, teams of engineers begin disassembling systems and transporting the parts back to their own starship. They'll need to figure out a way to integrate these alien components into their own ship's systems before time runs out.

ESCAPE VELOCITY

Should the crew finish repairs and break free, they escape the gravity well only to face another threat: the CME has attracted a Gorn Hunter ship. If the characters fail in their repairs, or if it's clear they won't effect repairs in time, then multiple Hunter ships arrive, drawn to the area by the CME. They use tractor beams to pull the characters' ship free. The characters must break free from the tractor beams, but they are outnumbered and in no condition for a fight.

MINOR BEATS

The derelict's alien systems prevents the player characters' ship from achieving the high speeds necessary to escape the gravitational pull of the white dwarf. This can be represented as a trait. One possible solution is to use the star's gravity to slingshot to escape velocity—but doing so risks an unintended complication: **Temporal Displacement.**

KEY NON-PLAYER CHARACTERS

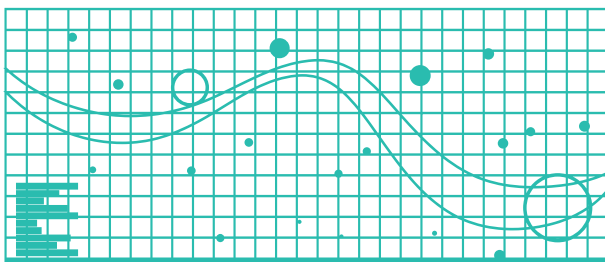
If negotiating with the Gorn, the captain is a Major NPC. All other Gorn are Notable NPCs.

CONCLUSION

If repairs are successful and the players overcome the power issue, then they escape the white dwarf and confront the Gorn. The incident at Cestus III—an insulting defeat for the Gorn—complicates negotiations. The Gorn will try to capture the Starfleet vessel as a trophy and take their crew to a breeding planet. If the crew successfully slingshots around the white dwarf, then they've escaped. A complication means they've gone back in time.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can establish an engaging premise for your campaign's debut, as the outcome suggests subsequent adventures. If captured, the crew will need to plan a daring escape. If they went back in time, how far back they went and how they return could be the basis for a longer story arc.





MISSION BRIEF

"WHO DIES FOR THEE?"

SUGGESTED ERA OF PLAY: 2250s–2270s

SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

While surveying an uncharted system, the crew find ageless Human survivors on a Class-M world whose ship crashed 50 years ago. The crew soon uncover the terrible price the survivors paid for their immortality: they are harvesting compounds from an intelligent species who exist outside of normal space-time.

On the fourth planet, we've found the wreckage of the S.S. Kohoutek reported missing fifty years ago. There are survivors.

300

MAJOR BEATS

LANDING PARTY

Scans show fifteen life-signs near the crash site. The *Kohoutek*'s manifest lists twenty crew members employed by the American Continent Institute. Hails go unanswered so a landing party beams down to greet the survivors and provide medical aid. But the survivors are in perfect health and haven't aged a day. They rebuff the characters' help, insisting on being left alone. They don't want to be rescued.

THE SECRET

The survivors credit their health and longevity to abundant edible plants. An analysis of the flora reveals nothing unusual, but spatial readings from the nearby forest are anomalous. The survivors will make excuses to prevent the crew from entering the forest, even resorting to violence using phasers salvaged from the *Kohoutek* to protect their secret: Ingesting a compound from bioluminescent life-forms gives them immortality. If all else fails, they will bargain with the crew as the compound may also be used to cure several incurable diseases.

NEW LIFE

In the forest, the crew find these life-forms. They appear as seven-centimeter-long bioluminescent dragonflies. Their behavior is reminiscent of the highly intelligent and playful dolphins of Earth. The aliens exist outside of normal space-time. They emanate rapid, electrical synaptic impulses as a form of communication and can use this ability for self-defense. When the aliens realize

they are being watched, they try to hide in the foliage. The characters must learn how to communicate with this life-form.

MINOR BEATS

In the settlement, the characters may discover containers of an unknown biological compound. Further study shows the compound is a match for an enzyme produced by the aliens. If the aliens feel safe around the characters, they may attempt communication. But their communication is based on sharing electrical synaptic impulses, so the universal translator is useless.

KEY NON-PLAYER CHARACTERS

Lead scientist of the *S.S. Kohoutek*, **David Dressler**, is a Major NPC. He is the leader and like the rest of his crew, is not a member of Starfleet. The alien life-forms are Notable NPCs and have the following special rules:

- **INTERDIMENSIONAL TRANSIT:** They can transit between this universe and their realm once per day.
- **ELECTRICAL SYNAPTIC IMPULSE:** Use statistics for phaser type-1, Injury Stun.

CONCLUSION

Ideally, the characters stop Dressler's people. The aliens are tainted by their first, traumatic experiences with humankind and want no further contact. After reviewing the crew's report, Starfleet will give this planet Federation protectorate status and render it off-limits to future visits.

▶ ADDING THIS MISSION TO YOUR CAMPAIGN

This mission presents an opportunity to discuss the ethical considerations of the exploitation of one species for the benefit of another.



MISSION BRIEF

"TIME CAPSULE"

SUGGESTED ERA OF PLAY: 2250s–2270s

SUGGESTED SPOTLIGHT ROLE: Medical

SYNOPSIS

An automated distress signal leads the characters to a rogue planetoid. But sensors reveal the planetoid is an artificial construct. In an underground facility, the characters begin experiencing glimpses of the final frantic days of a people who knew their world was coming to an end. When the crew falls ill and slips into comas, an advanced A.I. commandeers their vessel.

While star mapping this sector, we picked up a distress signal from a rogue planetoid. We are moving in to investigate.

300

MAJOR BEATS

OBJECT OF UNKNOWN ORIGINS

The planetoid is without an atmosphere. Scans detect energy readings from a fusion reactor in an underground facility. When the characters enter the facility, an artificial intelligence brings lights and life support online. The logs indicate that a spatial rift sent it two million years into the future.

STORIES FROM CAPRA

The crew learns that the species who built this construct call their home world **Capra**. Soon, the crew begins experiencing fragments of the lives of the people of Capra. It is a disorienting ordeal that causes severe headaches, confusion, and nausea. Through these experiences, the crew learn that a massive asteroid caused an extinction-level event. This construct is the final act of a dying species to communicate their story with other intelligent beings.

A WORLD REBORN

The A.I. established a neural link with the characters. Severing this link could be fatal. But when the affected crew become comatose, the medical officer must find a way to help them. Meanwhile, the A.I. downloads itself into their ship's systems and commandeers their vessel. It sets a course for Capra. In orbit, the crew finds that the planet's ecosystem has recovered. Intelligent life has returned, but it's in small pockets of tribal communities. To fulfill its programming, the A.I. instructs the characters to share all its knowledge with these tribes.

MINOR BEATS

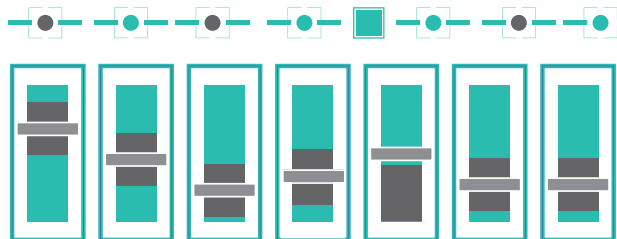
The characters experienced a window into the lives of people who knew their world was coming to an end. What are the emotional ramifications of that experience? How does the crew cope? What did they learn about the alien culture? Is there healing to be found in that knowledge?

KEY NON-PLAYER CHARACTERS

The artificial intelligence can be presented as a Major NPC.

CONCLUSION

The characters must convince the A.I. of the dangers of sharing advanced technology with primitive societies. The Prime Directive forbids the crew from taking this course of action but the A.I. possesses the knowledge needed to save the comatose crew members and will use this as leverage.



ADDING THIS MISSION TO YOUR CAMPAIGN

This is an ideal addition to campaigns tailored for groups that appreciate the moral and ethical dilemmas presented by the Prime Directive.





MISSION BRIEF

"COLD WARRIORS"

SUGGESTED ERA OF PLAY: 2260s
SUGGESTED SPOTLIGHT ROLE: Command

SYNOPSIS

The characters must negotiate a peace treaty on a magnesite-rich world at war with itself. But Klingons are providing advanced weapons to one side of the conflict.

Naxos III is an unaligned world in the middle of a brutal civil war. First Marshal Novax has asked the Federation to help end the conflict. We are to negotiate a peace settlement in exchange for mining rights to their magnesite.

300

MAJOR BEATS

AN URGENT PLEA

Orbiting Naxos III, the characters receive a hail from **First Marshal Novax** who informs them that the insurgents have broken the ceasefire and are using advanced weapons provided by the Klingons. Unless the Federation provides his government with military aid, the insurgents will win this war and become a vassal state of the Empire. The crew must decide whether to intervene to balance the scales upended by Klingon interference.

CONSPIRACY

Magnesite prevents the use of transporters, so the characters will have to use shuttles to get to the surface. In their investigations, they discover the House of Kolar is supplying disruptors to the insurgents to gain political power and agitate for open war with the Federation. Meanwhile, a Klingon D7-class battle cruiser arrives. Its commander, **Kotep**, demands that the characters withdraw.

A COLD WAR

The crew may attempt to negotiate with Kotep, but he won't listen to reason as he belongs to the House of Kolar. His battle cruiser sends landing parties to Naxos III, forcing the characters to protect their own people on the surface. But they must not engage in any action the Klingons can use as an excuse to declare war. Interactions with insurgents reveal that they don't have Klingon disruptors. They claim that government soldiers posing as insurgents with disruptors broke the ceasefire.

MINOR BEATS

Novax is corrupt and has been exploiting the planet's resources for personal gain while neglecting the needs of the populace. He will stop at nothing to keep his deal with the Klingons secret.

KEY NON-PLAYER CHARACTERS

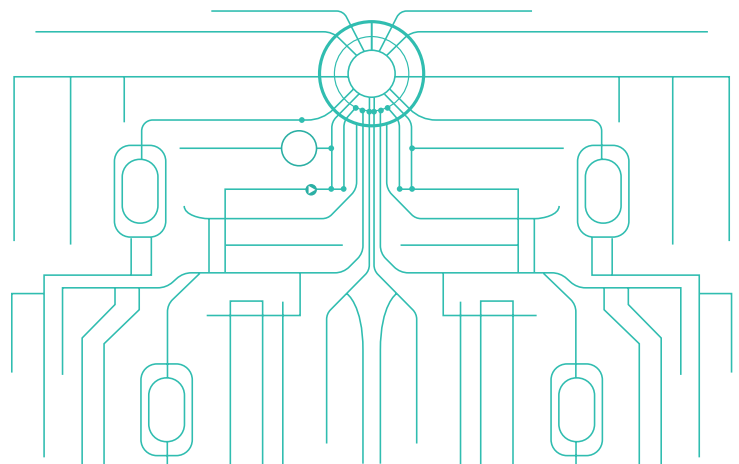
The **Naxosians** are a humanoid species indistinguishable from Humans. First Marshal Novax is a Notable NPC. Commander Kotep is a Major NPC.

CONCLUSION

Ideally, the characters uncover evidence that corroborates the insurgent's claims. With Novax's involvement with the Klingons exposed, he loses the support of his people. Kotep recalls his forces and leaves the system. Any negotiated truce is tenuous unless it ensures a fair distribution of resources and power-sharing arrangements.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission works best set prior to the Organian Peace Treaty of 2267. Follow-up missions could focus on political intrigue as elements within the Klingon Empire advocate for war.





"THE MEMORY PLAQUE"

SUGGESTED ERA OF PLAY: 2250s–2270s

SUGGESTED SPOTLIGHT ROLE: *Medical*

.: SYNOPSIS

Investigating a biomechanical generation ship, the characters contract a disease that impairs memory and reasoning. Can the medical staff cure the crew before it's too late?

We've encountered a derelict, biomechanical vessel. The ship is several thousand years old and yet still functioning. All friendship messages have gone unanswered. Sensors show no life readings. Where did the ship come from and what happened to its crew? We intend to find out.

MAJOR BEATS

INFECTED

The derelict biomechanical starship has a breathable atmosphere but no crew. A boarding party learns that the alien vessel is a generation ship from a distant galaxy that had encountered a space-dwelling, algae-like organism. The organism appears harmless, but it has integrated with the ship's bio-circuitry. During their investigations, the characters begin experiencing alarming lapses in memory. Soon their ability to reason becomes impaired. They have been exposed to a novel pathogen.

SENTIENT SHIP

While the doctor searches for a cure, the crew discovers the ship achieved sentience when the organism merged with its technology. It saw the individual inhabitants as germs and introduced antibodies into the atmosphere—the “disease” that killed them and now afflicts the characters. The crew must find a way to counteract the antibodies, overcome the intelligence, or reason with it before it's too late.

THE CURE

The doctor discovers that the antibodies can be counteracted by a serum made from the ship's own bio-circuitry fluids. The characters must locate and extract the compound while the ship sends defensive drones to stop them. As time runs out, the crew faces a final confrontation with the sentient ship.

∴ MINOR BEATS

An infected supporting character goes missing. Last seen collecting biomechanical fluid for the doctor, the crew find their missing comrade dead and in the process of being decomposed into fertilizer for the ship.

..:KEY NON-PLAYER CHARACTERS

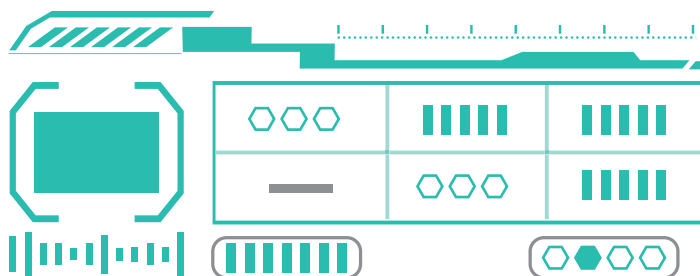
The sentient ship is Scale 6, armed with disruptor cannons, and has high Security, Science, and Medicine ratings. It has the following talents: **Ablative Armor** and **Automated Defenses**. The defensive drones are Minor NPCs with the Special Rules: **Fast Recovery** and **Hyper-Agile**. Drones are armed with disruptor pistols.

∴ CONCLUSION

The doctor successfully creates the serum and administers it to the crew, saving them from the memory plague. But if the crew did not successfully reason with the sentient vessel, then they will have to decide what to do about the ship. Its trajectory will take it through a densely populated region of the Federation. Whatever they decide, the characters will have to weigh the potential risk to other starships while upholding Starfleet Order 2, the regulation prohibiting the killing of intelligent life-forms.

▶ ADDING THIS MISSION TO YOUR CAMPAIGN

Easily adaptable to existing campaigns of any era, this mission caters to groups who enjoy the challenges of discovering a new, extraordinary form of life.





MISSION BRIEF

"SKY FATHER"

SUGGESTED ERA OF PLAY: 2250s–2270s

SUGGESTED SPOTLIGHT ROLE: Command

SYNOPSIS

The character's ship detects faint energy readings from a previously charted uninhabited moon and finds a failing cloaking shield hiding a village of peaceful humanoids. The villagers accuse them of trespassing on sacred land. When a dying entity begins draining power from the character's ship, they must free their vessel while considering the fate of the villagers and the entity.

While on a mapping expedition of the Dolar sector, our sensors detected weak energy signatures from a previously charted moon.

300

MAJOR BEATS

MYSTERY

In orbit, the character's ship locates a failing cloaking shield that only makes the moon appear uninhabited. They confirm Class-M readings, and one small village of primitive humanoids near a metallic structure that houses sophisticated cloaking technology.

THE VILLAGE

A landing party observes villagers bringing food and other gifts to the metallic structure. When the villagers leave, the characters may study the structure up close. It is alien in origin, constructed from materials not found on this moon. Guards catch the characters and take them to the village elder who passes judgement upon them. For trespassing on sacred land, they must answer to the **Sky Father**.

ENTITY

The metallic structure houses a powerful non-corporeal entity. The entity calls the peaceful villagers its children. The alien is old and dying, and the vast energy source powering its machines is almost depleted. The entity is desperate to keep its children hidden and begins to drain power from the characters' ship to keep the cloaking technology running. The characters must free their vessel and themselves, but they are also faced with a moral dilemma. They must decide what to do with the villagers, who have been living in ignorance of the true nature of their world and the being they call Sky Father.

MINOR BEATS

The characters may discover that one of the villagers is gravely ill. The illness appears to be caused by exposure to radiation from the malfunctioning cloak. The sick villager is a close ally of the village elder. If the characters save the sick villager's life, they may gain a valuable ally who can assist in negotiations.

KEY NON-PLAYER CHARACTERS

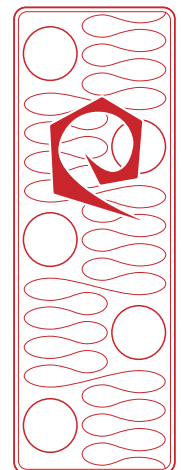
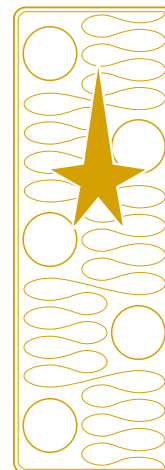
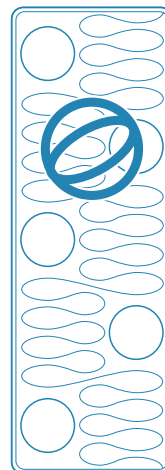
The village elder is a Notable NPC with high Insight and Command ratings. The non-corporeal entity is a Major NPC with high Control and Science ratings.

CONCLUSION

The players face a difficult decision: Do they reveal the truth to the villagers? What about the entity? Helping the being requires significant resources. Do they leave it to its fate? Either decision could have major repercussions for all involved.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission is suitable for play in any era. Consider a follow-up that explores the unintended consequences that arise when letting one's own cultural or ethical norms dictate what's best for helping an alien species.





MISSION BRIEF

"TURNABOUT IS FAIR PLAY"

SUGGESTED ERA OF PLAY: 2268
SUGGESTED SPOTLIGHT ROLE: Security

SYNOPSIS

In retaliation for Starfleet's theft of a cloaking device, Romulan spies learn of the location of their stolen technology and retrieve it. As the character's ship is the nearest available vessel, Starfleet redirects them from their current assignment to capture the spies before they leave Federation space.

While cataloguing gaseous anomalies, a coded priority one message from Starfleet Command diverted us to a highly-classified research outpost on a remote world. We will receive new orders upon arrival.

300

MAJOR BEATS

INTERCEPT

At the outpost, the characters receive their orders: Romulans, posing as Vulcans, stole a cloaking device from their lab. The characters are to recover the device and take the Romulans into custody. The characters must, at all costs, prevent the bird-of-prey from leaving Federation space. A blip on the crew's motion sensors reveals the Romulan vessel, cloaked and moving at impulse power. Pursuing the Romulans, the crew faces a plasma torpedo attack and a high-speed chase.

HOSTAGES

Pursuing the Romulans, the crew confronts them in an asteroid field and discovers they are holding kidnapped scientists as hostages. The Romulan commander, **Matero**, threatens to kill the hostages unless allowed to leave unimpeded. Can the characters save the scientists and retrieve the cloaking device without causing an intergalactic incident?

CONFRONTATION

The Romulan vessel will use their nuclear warheads as mines, retrofitting them with proximity fuses. If their back is against the wall, they will begin executing hostages and beaming their bodies into space. The characters must find a way to disable the bird-of-prey, recover the stolen cloaking device, and rescue the hostages. If this proves unsuccessful, the characters have orders to destroy the bird-of-prey.

MINOR BEATS

One of the hostages could be someone the security officer knew personally prior to their current assignment. How might this affect their decision-making abilities?

KEY NON-PLAYER CHARACTERS

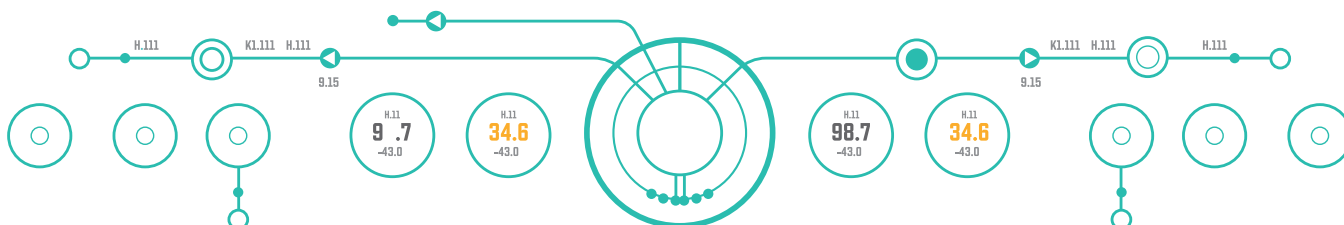
Commander Matero is a ruthless and calculating Romulan. He is a member of the Tal Shiar with an unwavering loyalty to the Romulan Star Empire. Use the statistics for Major Verohk.

CONCLUSION

The Romulans will not allow themselves to be taken prisoner. They will use a nuclear warhead to destroy themselves and their vessel. Ideally, the characters recover the cloaking device and rescue the hostages before that happens.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission is set in 2268 after the original series episode, "The Enterprise Incident." To modify this adventure for other eras, have the Romulans steal classified plans for a new weapons system.





MISSION BRIEF

"THE GOD COMPLEX"

SUGGESTED ERA OF PLAY: 2250s–2270s

SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

Belen III is home to a pre-industrial humanoid civilization but a power signature in an ancient step pyramid suggests the presence of advanced technology. When the characters investigate, they discover **Harn Kandel**, a smuggler and con artist, playing god with the local population. The characters must resolve this problem without further cultural contamination.

A pre-industrial civilization exists on Belen III and yet our sensors detect the power signature of advanced technology in an ancient step pyramid. I've ordered an investigation..

300

MAJOR BEATS

DISCOVERY

As a landing party, disguised as the indigenous inhabitants, explores the step pyramid, they face opposition from the locals who invoke their deity, **Harn Kandel**—a well-known smuggler and con artist. The crew must find a way to collect the necessary information without further disturbing the alien culture.

COMPLICATIONS

Upon gaining access to the pyramid, the landing party uncovers advanced technology Kandel uses to manipulate the weather, allowing him to pose as a divine figure to the locals and exploit their resources. But this manipulation has damaged the planet's biosphere, and a climate catastrophe is looming. Kandel has been pushing the machine beyond its limits to stave off disaster, but it's now on the brink of failure.

DECISIONS

The characters confront Kandel, but he is not alone. He has hired a group of mercenaries to protect him and his operation. A tense stand-off ensues. The characters must convince Kandel and his mercenaries to stand down or risk a phaser fight the locals would perceive as divine magic.

MINOR BEATS

The crew may discover rebels who are skeptical of Kandel's claims of divinity. If the landing party builds trust with them, they assist in the confrontation with Kandel and his mercenaries.

KEY NON-PLAYER CHARACTERS

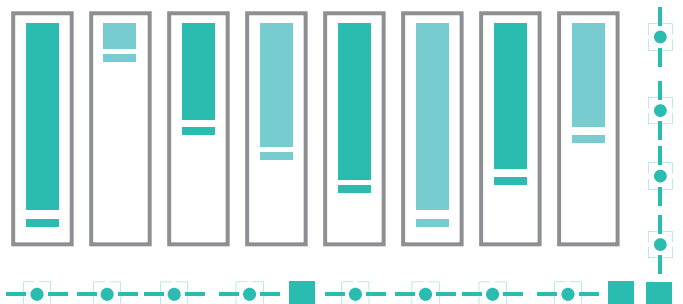
Harn Kandel, a Human, is a Major NPC with **Deceitful** as a trait. The mercenaries use statistics for Starfleet Security Officers. The indigenous population, rebels included, are Minor NPCs. They use primitive melee and ranged weapons and fight with fervor. Add the Intense effect to their attacks as a special rule.

CONCLUSION

After the characters thwart Kandel, they must find a way to restore the biosphere. How do they handle the fact that the local population worshipped Kandel as a divine being while minimizing the damage that caused to the local society's natural development? If the characters revealed that the Kandel was not a god, then they must find a way to minimize further harm to the local inhabitant's culture and religion.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can easily fit into campaigns set in any era. Consider introducing Harn Kandel in a prior mission before running this one. Perhaps he's involved in "Cold Warriors," profiting from a deal with the First Marshal. This way you can use the smuggler as a recurring antagonist.



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