

STAR TREK™ ***—ADVENTURES—***

STAR TREK™ ***GENERATIONS***

MISSION BRIEFS



STAR TREK ADVENTURES

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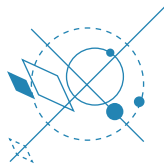
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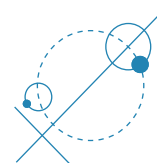


STAR TREK ADVENTURES

STAR TREK GENERATIONS

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STAR TREK GENERATIONS



"NOW YOU'LL HAVE TO EXCUSE ME, CAPTAIN. I HAVE AN APPOINTMENT WITH ETERNITY, AND I DON'T WANT TO BE LATE."

- DOCTOR TOLIAN SORAN



COMMODORE NELLA XEN

With the ever-increasing success of Star Trek: The Next Generation, it was obvious the crew of the U.S.S. Enterprise-D, just like their original series counterparts, would make the transition to the silver screen once the series ended. It was not a question of if it would happen but a question of when.

RODRIGO GONZALEZ TOLEDO

BUT HOW WAS THE TRANSITION FROM small screen to large screen going to happen? While the studio wanted a *Next Generation* movie, the show's producers envisioned a more elaborate "passing the torch" scenario, something fans had been wanting to see for several years. It was this idea that would eventually win the day as writing began.

While the fans wanted to see both crews in the film, several of the original cast were less than enthusiastic about the idea. Not wanting their characters to be reduced to glorified cameos, most of the original cast politely declined, leaving their parts to be divided between Kirk, Scott, and Chekov.

Bringing the two crews together would obviously involve time travel in some fashion, something that neither *Star Trek* nor *The Next Generation* had ever shied away from. The trick was to somehow involve temporal hijinks in a way that wasn't already considered a cliché within the franchise. The notion of a temporal anomaly that presented itself as something completely different solved that problem and allowed the anomaly itself to be the connective tissue between the 23rd century part of the story and that of the 24th century.

It also gave the fan-favorite character of Guinan a small but significant role, as she, too, would appear in both parts of the story, along with the villain of the piece, Dr. Tolian Soran. Both of these performances would lend some depth to the El-Aurian people as well since fans had been wondering about Guinan's backstory since she was first introduced in *Next Generation*'s second season.

The story, ostensibly about preventing Soran from killing hundreds of millions to satisfy his own selfish desires, actually boils down to two men facing mortality and their regrets. Both James Kirk and Jean-Luc Picard yearned for families they couldn't have, lives where duty and sacrifice weren't the only constants. Both are, more than most, dedicated to a greater good, to serving something larger than themselves, sometimes to their detriment, but ultimately, both men accept the truth about themselves: You make time for what's important to you. For Kirk and Picard, that's duty and service.

Much has been said by the fandom over the years about the two greatest casualties of *Star Trek Generations*: the death of James T. Kirk and the wreck of the *U.S.S. Enterprise-D*. The former was seen as anticlimactic since Kirk didn't go down guns blazing, thus depriving him of the hero's death it was thought he deserved. Here, though, is a man of action taking on daunting odds and sacrificing himself in exchange for the lives of over 230 million souls on Veridian IV. He made a difference, something he found overwhelmingly important. That's as heroic a death as anyone could ask for.

The *Enterprise-D*, of course, also gave her life for Veridian IV. She would live on, though, as the name was passed to a new ship that would carry on a centuries-old legacy Jean-Luc Picard and his crew would ride into history.

This packet provides four detailed mission briefs set in and around the events of *Star Trek Generations*. Each brief can be modified for use as adventures in your **Star Trek Adventures** campaigns set in *The Next Generation* era 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

"WHERE THE TRILITHIUM FLOWS"

SUGGESTED ERA OF PLAY: The Next Generation era
SUGGESTED SPOTLIGHT ROLE: Security

SYNOPSIS

The crew stumbles upon a derelict Romulan ship that has floated into Federation space. After exploring the ship, the crew learns it was being used as a factory and was raided by Nausicaan pirates. The crew also discovers the factory was using trilithium from the Amargosa observatory to create enriched torpedoes and, even more terrifying, the torpedoes seem to have been stolen by pirates. This discovery leads to a race against time to find the Nausicaan pirates and to stop whatever they have planned for the devastating weapons.

We have located a husk of a D'deridex-class Romulan warbird. Our hails are going unanswered. We are in the process of conducting tactical scans to determine what could have caused an entire ship to be abandoned like this.



MAJOR BEATS

EMPTY SHELLS

The mission starts with the crew taking scans of the warbird. These scans reveal there are no life-signs on board, half of the ship's complement of evacuation pods are missing, and the ship's torpedo bay is completely empty. The crew can easily board and learn through its logs that the ship was attacked by Nausicaan pirates several weeks ago. While exploring, the away team finds a small, automated torpedo-building factory near the torpedo bays. Here, the crew finds trace particles of trilithium and learns the factory created seven torpedoes using trilithium stolen from the Amargosa observatory.

THE TRILITHIUM TRAIL

The team returns to their ship to figure out where the Nausicaans went. This can be handled in several ways. It could be as simple as scanning for trace particles of trilithium or visiting a seedy port and buying information. Either way, the trail leads to an asteroid field in the Tesnia system, where one of the larger asteroids has been turned

into a gray market base. The crew can learn the location of the trilithium torpedoes in several different ways, including conversing with the locals or scanning for particles. The crew learns there was a large freighter filled with weapons in docking bay nine. Digging deeper, the crew can learn the freighter was heading to Cardassia.

CRISIS DIVERSION

Just as the crew learns that the freighter was destined for Cardassia, it takes off. Beaming back to their ship, the team can begin a pursuit. The characters must then decide how to stop the transport ship, which has a small crew led by a Cardassian Glinn.

MINOR BEATS

This mission should allow for crew members to meet many unique characters at the Nausicaan trading post.

KEY NON-PLAYER CHARACTERS

The Cardassian Glinn uses the statistics in the core rulebook.

CONCLUSION

The crew must figure out how to stop the transport ship and keep the trilithium weapons from getting into the hands of the Cardassians. Perhaps a Cardassian vessel shows up to attack the crew or maybe their ship becomes marked by the Obsidian Order.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission works well as a one-shot or as the start of a campaign arc. Consider adding the discovery of the Romulan ship as a potential side mission while the characters are traveling somewhere, only for the encounter to be much larger in scope than they imagined. This mission also works well as an introduction story to a larger Dominion War arc.





MISSION BRIEF

"SALVAGE RIGHTS"

SUGGESTED ERA OF PLAY: The Next Generation era (2371)
SUGGESTED SPOTLIGHT ROLE: Command

SYNOPSIS

The loss of *U.S.S. Enterprise-D* was a major blow to Starfleet and immediately set off a cascade of problems in the region. The Veridian system is nearly 200 light-years from Narendra Station along the edge of the Shackleton Expanse, and there were few Starfleet vessels that could respond. One such vessel is the characters' vessel. The *Enterprise's* destruction has also meant that every criminal operating along the edges of the Expanse, every polity with an axe to grind, and even new civilizations drawn to the system by the Nexus Ribbon and the conflict in orbit of Veridian III were trying to salvage and exploit the wreck. It's up to the players to provide medical evacuation to the crash survivors and to prevent the Orion starship *Contentment* and her captain "Mrs. Masters" from salvaging any Starfleet technology.

The Enterprise was destroyed in orbit of a world named Veridian III, and every starship inside of 100 light-years has been asked if they can reach the wreckage as soon as possible. According to the subspace chatter, it's not just the crew that needs rescuing; the pre-contact civilization in the system is being threatened as well.

so

MAJOR BEATS

S.O.S.

The character's vessel is the first to arrive in orbit around Veridian III. The orbital space around the world is filled with starship debris, high energy particles, and even dangerous sand-grain-sized concentrations of antimatter left over from the warp core breach of the *Enterprise-D*. On the surface are nearly a thousand injured Starfleet personnel.

CONTENTMENT

The *Contentment*, an Orion starship that's been operating in and around the Expanse, arrives in orbit. Shuttles and other small craft are immediately launched to begin salvaging debris in orbit and even descending to the

surface toward the saucer section of the *Enterprise-D*. The *Contentment* hails the characters' starship and offers assistance with providing medical treatment and debris cleanup. Mrs. Masters is honest about the help she offers, even if doing so will benefit her through the acquisition of salvage.

CONTACT AND PROTECTION

The characters must try and organize the rescue operation, attempt to maintain security around the rescue site, and prevent any interference with the inhabitants of Veridian IV. This will require the best effort from each character as the crew of the *Enterprise-D* and the remains of the saucer section are taken into orbit and brought back to the Federation.

MINOR BEATS

Consider introducing a new warp-capable civilization that detected the battle between the Duras sisters and the *Enterprise-D* and have come to investigate.

KEY NON-PLAYER CHARACTERS

Mrs. Masters, Orion captain, is a Notable NPC. She speaks through proxies and audio-only communications.

CONCLUSION

With the saucer section of the *Enterprise-D* secured and her crew in temporary quarters spread out across the flotilla, it's time to go home. What remains to be seen is whether the other forces and factions will become friends or foes.

ADDING THIS MISSION TO YOUR CAMPAIGN

Fit this mission in when you are wanting to introduce Shackleton Expanse factions and polities just by changing the *Enterprise-D* into another starship.





MISSION BRIEF

"NEXUS EVACUATION"

SUGGESTED ERA OF PLAY: The original series or The Next Generation eras
SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

Reports have reached Starfleet of a "ribbon in space" which is making its way across the quadrant. The crew must spearhead an evacuation of a research outpost on a nearby Class-M planet before the wave of destruction reaches the system.

We have received reports of a massive ribbon of gravimetric distortion making its way through a nearby sector.

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MAJOR BEATS

THE PATHWAY

Starfleet has sent reports of an apparently naturally occurring spacetime gravimetric ribbon that appears to be making its way through the quadrant. A calculation of its trajectory places a Starfleet facility on a remote Class-M planet, the Sarasota Outpost, directly in its path. The crew must make preparations and head to the system before the ribbon approaches.

THE EVACUATION

On arrival at the outpost, time is ticking down before the arrival of the destructive spatial ribbon. The crew must work together to evacuate the 15 researchers as well as salvage their equipment and findings.

THE RIBBON

The crew barely makes it off the planet with time to escape the ribbon. The ship gets trapped in the gravimetric distortion and is unable to escape. Plasma shockwaves, hull integrity, and power fluctuations all impact the ship's functions. The crew must work together to break free of the temporal ribbon distortion and escape the system.

MINOR BEATS

At the outpost on the surface of the planet, the crew may face resistance from some of the researchers. Perhaps they are not all Starfleet affiliated or feel their work is too important to abandon. This could instigate negotiation or combat scenes.

KEY NON-PLAYER CHARACTERS

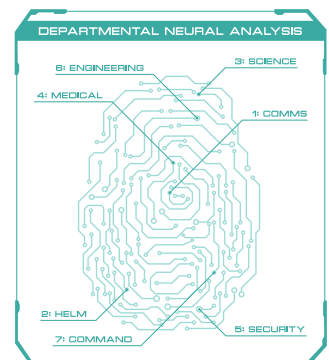
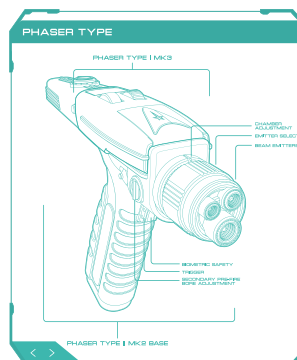
Mitchell Chamberlain, the head of the Sarasota Outpost, is a Minor NPC scientific researcher whose disorganization and poor communication slows down the evacuation process. They come from a background where they work in isolation or in small teams and are not used to larger starships or Starfleet protocol.

CONCLUSION

The ship barely makes it out of the temporal ribbon distortion, now with evacuated crew on board and a host of scientific equipment that must be salvaged. In addition, the ship may have repairs to make before being able to carry out its next mission.

ADDING THIS MISSION TO YOUR CAMPAIGN

If playing this before the events in 2293 and the damage to the *U.S.S. Enterprise-B*, your crew may be the first to encounter the Nexus and associated ribbon distortion. However, this could also be played in tandem with the first Starfleet encounter in 2293 as the ribbon makes its way through the quadrant. The scientific researchers rescued from the outpost may stay with your ship for one or two missions or be dropped off.





MISSION BRIEF

"GLIMMERS OF HEAVEN"

SUGGESTED ERA OF PLAY: The Next Generation era
SUGGESTED SPOTLIGHT ROLE: Medical

SYNOPSIS

Following a close encounter with the Nexus Ribbon, Deep Space 12 requires the aid of the crew to rebuild. However, while doing so, the crew begins to experience glimpses of life within the Nexus, which manifest into physical forms. As the crew's imagination becomes reality, they struggle to treat the ESP-sensitive individuals who are the cause of these manifestations.

We and the U.S.S. Shenryō have been ordered to attend to Deep Space 12, a Federation space station that suffered external damage when Soran redirected the Nexus Ribbon.

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MAJOR BEATS

ENGINEERING REPAIRS AND HUMANITARIAN AID

When Soran caused the collapse of the Amargosa star, the gravitational change caused the Nexus ribbon to alter its course, bringing it abruptly closer to the scientific outpost Deep Space 12. Although the station was not close enough to the ribbon to be destroyed by it, some structural damage was inevitable. The *U.S.S. Shenryō* is in attendance to assist the crew in undertaking this evacuation. Engineering officers are asked to perform structural repairs and rebuild the station's power systems, while medical officers are tasked with treating injuries. It is during this evacuation the crew discovers the station's covert research facilities.

SIXTH SENSES

Deep Space 12 houses the Elizabeth Dehner Foundation, a Federation research branch dedicated to looking into extra-sensory perception and its manifestation in Humans. At the time of the ribbon's diversion, six such individuals were present on Deep Space 12.

Shortly after the Nexus ribbon made its pass, the six inhabitants reported to the facility's manager (a non-binary Vulcan scientist called T'Len) that they were experiencing visions of "paradise": walking into a room to find themselves on a tropical beach or luxurious palace for a short period of time before returning to reality. These visions were created by a ripple caused by the proximity

of the Nexus ribbon, affecting the heightened telepathic senses of the individuals. Crew members from telepathically sensitive species like Vulcans or Betazoids experience painful headaches, and it's up to the medical officers to piece together the cause of this disruption.

TACTILE FANTASY

Within two hours, the telepaths begin to subconsciously project these visions to the crew of the Federation ships. Everyone on the player characters' ship and the neighboring *Shenryō* begins to experience similar visions, seeing locations and people who do not physically exist. Things soon escalate as these illusions of paradise become physical, materializing in the ships themselves.

MINOR BEATS

The crew must undertake the evacuation while also handling the 'paradise' phenomenon.

KEY NON-PLAYER CHARACTERS

The facility's manager is T'Len, a non-binary Vulcan scientist with a notably stern demeanor. There are twelve patients in the care of the Foundation as well; eight Humans, a Vulcan, a Bajoran, and two Andorians.

CONCLUSION

Both ships must work on creating a form of dampener that will limit the effect of these visions; however, the *Shenryō*'s crew abruptly falls silent, which requires an away team to teleport over, infiltrate a ship wracked by nightmarishly conflicting "paradises," and find an inoculation to prevent this telepathic infection.

ADDING THIS MISSION TO YOUR CAMPAIGN

As the Nexus Ribbon maneuvers through the Galaxy at random, this mission can take place anywhere, with relatively little set-up. Further missions may manifest based on characters who experience their own 'paradises' and become obsessed with pursuing them.



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