

*STAR TREK*TM

ADVENTURES



MISSION BRIEFS

SPACEWRECKS

TALES FROM THE 2260S

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CREDITS

FAM

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STAR TREK ADVENTURES

SPACEWRECKS

JOHN BRENT MACEK

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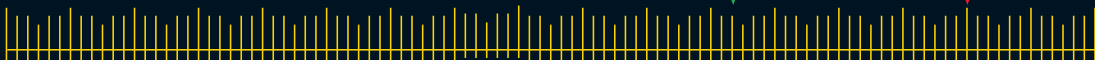
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01.00	INTRODUCTION	002
01.10	WRECK OF THE <i>STARDUST ASCENDANT</i>	003
01.20	<i>WAH CHANG</i>	004
01.30	TREASURE OF THE <i>SPINDRIFT</i>	005
01.40	<i>CAT'S MEOW</i>	006
01.50	THE ARK OF CALEDON	007
01.60	STITCHES IN TIME AND SPACE	008
01.70	TUG OF WAR	009
01.80	THE MIGHTY <i>GORGON</i>	010
01.90	VENT QUI REND FOU	011
01.100	ORIGIN UNKNOWN	012



INTRODUCTION

Tales of shipwrecks have fascinated mankind for ages, and it's likely that tales of spacewrecks will fascinate those who explore the stars. At their heart, these tales are as much about the intrepid adventures and lost souls who served aboard these ships and those who find them, as they are about the ships themselves.

This packet presents ten detailed mission briefs, each detailing a spacewreck. There is an element of mystery to each, with hints of horror, wonder, greed, and even murder. Each is designed for use in your **Star Trek Adventures** campaigns set during the original series era (approximately 2260–2299) 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 **Star Trek Adventures** 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 *Star Trek* time period in which the mission is recommended to be set (*Enterprise* era, original series era, *The Next Generation* era, etc.).
- ▶ **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:** High-level summary, detailing key points such as location, antagonists, the 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.
- ▶ **Major Beats:** Key scenes or encounters to include, leaving room for you to bridge them as needed with material unique to your cast of player characters and campaign events.
- ▶ **Minor Beats:** Secondary plot elements or suggested subplots that 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). This element may also suggest specific NPCs from the core rulebook to use or adapt. Note that any page references listed in this document refer to the Starfleet-oriented **Star Trek Adventures** core rulebook.
- ▶ **Conclusion:** The intended ending of the mission, with suggestions on how to adjust the conclusion when 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.

"WRECK OF THE *STARDUST ASCENDANT*"

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Chief Engineer

SYNOPSIS

Stardust Ascendant, an Earth Cargo Service Y-class freighter, met her doom in an emergency crash landing on Alula Australis II in 2148. Now, more than 100 years later, a random sensor sweep by an independent trader has identified the ship's remains. Starfleet Command has directed the player characters to investigate. The characters must deal with the effects of radioactive contamination from the leaking reactor, as well as technological and cultural contamination to the indigenous civilization.

Ascendant's crew is in the form of technological advancements. The village nearest the wreck has ploughs, hoes, and carts, all constructed from salvage, some of it mildly radioactive. Convincing the Alulans to part with these is difficult, but essential for their protection.

MINOR BEATS

Several tribes live near the wreck, but the closest benefited the most from the technology introduced by the wreck's survivors, the "Sky People." The arrival of new "Sky People" may disrupt any stability that has since developed. Offspring of original crewmembers, or from couplings of Earthlings and Alulans, they may request to be "rescued." Others may attempt to stowaway in a shuttlecraft.

OPENING LOG ENTRY

"The task seems clear-cut. Beam down to the planet's surface. Enter a rusted hulk. Take steps to keep the ancient reactor from exploding. It can be done. But there are always unknowns in these situations."

KEY NON-PLAYER CHARACTERS

Alulans use the statistics of Neanderthals on page 348 minus the traits Human, De-evolved, and Feral. Also, disregard the special rule Aggressive and Fearful, as the Alulans are neither.

CONCLUSION

The *Stardust Ascendant* cannot be repaired, but the leaking radiation can be contained with a portable containment field. Only removal of the dilithium will prevent an eventual explosion and guarantee the Alulans' safety. Lasting damage has been done to the culture of the Alulans, but it was minor, and done before the existence of the Prime Directive, so interpretation on how to proceed is up to the player characters.

MAJOR BEATS

CARGO CULT

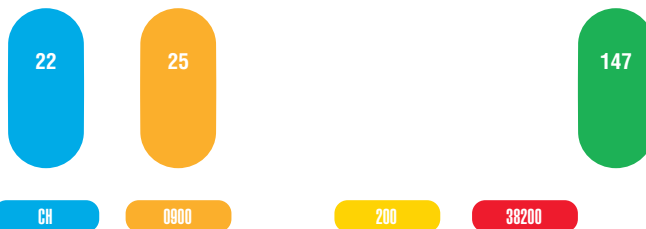
The wreck is a place of mystery for the Alulans, a shrine, complete with devoted custodians. Meddling with "their" wreck is frowned upon. Custodians will confront the player characters, who will have to convince them that they do not intend to desecrate the site. Successful negotiations will benefit the crew as they explore. If unsuccessful, the custodians attempt to stop the crew.

REACHING THE REACTOR

Beaming into the wreck is impossible due to radiation and tangled wreckage. To initiate a reactor shutdown, the player characters must traverse the interior of the wreck. Two routes are available. The first is less strenuous, but more time consuming. The second will take a toll physically, but the payoff is more time to perform the shutdown.

CONTAMINATION CONTAINMENT

Once at the reactor, the chief engineer must carefully remove the dilithium crystals to prevent an explosion. The spread of radiation can be prevented by a portable containment field. Cultural contamination by *Stardust*



ADDING THIS MISSION TO YOUR CAMPAIGN

Alula Australis is a scant 27.2 light-years from Earth. For crews exploring far-flung frontiers, consider changing the system's name or have this encounter happen during a brief return to Earth.

SPACEWRECKS

“WAH CHANG”

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Commanding Officer

SYNOPSIS

A derelict sub-light vessel is on a collision course with the planet Deneva, and the Denevans require immediate assistance to avoid catastrophe. The player characters' ship is requested to intercept the unknown vessel and destroy it.

OPENING LOG ENTRY

"I have received a message from space traffic control on Deneva. Sensors show an unknown vessel is on a collision course with their planet. I've ordered the navigator to plot an intercept course and the helmsman to energize the phaser banks. We must stop that ship from hitting Deneva!"

MAJOR BEATS

INTERCEPT COURSE

An intercept course must be plotted by the navigator, while a steady hand from the helmsman is required to bring the ship alongside the unknown vessel. A sensor scan and check of the library computer identify the ship as an old Earth sleeper ship, the *Wah Chang*, launched from the territory of the Eastern Coalition in 2061. Sensors also reveal faint signs of life. Time to act is running short.

HITTING THE BRAKES

A boarding party must be sent to the derelict in order to restore control. The ship's power supply and engines are in good order, but the helm controls and attitude thrusters have sustained damage. The ship's hull has been damaged as well. A sudden jolt could cause the hull to rupture. A damage control team must affect repairs in order to bring the ship to a halt or divert its course. The Denevans inform the captain they are prepared to launch an attack on the vessel if the crew fails.

THE SLEEPER AWAKENS

As they work on repairs, the player characters notice the cryo tube containing the ship's captain illuminates, starting the revival process. *Wah Chang's* captain is a man named Lee Ka Wing. Bewildered by his situation, he demands to

speak with the captain. Lee does his best to convince the captain that his people, war refugees, be allowed to settle on Deneva.

MINOR BEATS

The interstellar journey has not been kind to the *Wah Chang*. Even a slow tow under impulse could rip the ship asunder, so repairs are crucial if the ship is to be saved. The cryo tubes are also in delicate condition. A medical team should attend to them during any course change to prevent a loss of life.

KEY NON-PLAYER CHARACTERS

Lee Ka Wing can be represented by Captain T'Mek (page 316), minus the focus Starship Tactics. He will not engage in combat – Lee is intelligent and prefers to use his mind. Although he is not Vulcan, the harsh conditions and training regimen under which he was raised provide him the same benefits as *Kolinahr*.

CONCLUSION

The player characters should be able to board and repair the derelict, or alter its course, but the fate of its passengers remains in question. Deneva is a colony with ample resources and unsettled territory. Fear, however, lurks in the hearts of everyone. The Denevans are no exception. The captain and crew might sway the Denevans by pointing out that both groups have faced hardship and are looking for an opportunity to heal. Alternatively, the *Wah Chang* is a valuable vessel, and both parties might be convinced work together to restore her.

ADDING THIS MISSION TO YOUR CAMPAIGN

Deneva is a colony approximately 25 light-years from Earth. For missions in later eras, considering using a colony world about 40 light-years from Earth. In either case, play up the importance of the vessel as part of Earth's cultural heritage.

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“TREASURE OF THE *SPINDRIFT*”

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Chief of Security/Tactical Officer

SYNOPSIS

Word spreads through the sector that the wreck of the fabled treasure ship *E.C.S. Spindrift*, a dilithium carrying *J*-class freighter rumoured to be transporting a king's ransom in crystals, has been discovered lifeless and adrift in interstellar space. The player characters' orders are to proceed at maximum warp to the wreck to prevent unsanctioned salvage operations, i.e., looting.

OPENING LOG ENTRY

“**Stardate 3689.4.** We have received orders from Starfleet to provide security to a team of archaeologists surveying a treasure ship. Treasure? Even on the post-scarcity frontier, the lure of easy money can cause good people do stupid things.”

MAJOR BEATS

CHASING OFF VULTURES

As their ship arrives at the wreck, a player character's sensors also detect three single-passenger scout ships. Not noticing the arrival of the player characters' ship, they are busy firing at one another with low powered lasers, apparently discussing the finer points of finders keepers. Federation law does not recognize finders keepers, so the players characters must decide on a course of action. The survey ship arrives soon thereafter.

SURVEYING THE SPINDRIFT

The ship's chief of security is tasked with providing oversight during the survey. Doctor Leitner is the expedition leader, and understands the importance of proper cataloging of cultural heritage. Leitner also understands the dangers of treasure hunters. Leitner's second-in-command, Doctor Zemor, is seeking fame. Willing to capitalize on this discovery, Zemor may want to pocket a few of the crystals. At an opportune moment, the security chief happens upon Zemor, gazing greedily at the dilithium. Should the player characters scan the crystals, they discover a twist. The vast majority are very clever forgeries, swapped for the actual crystals just before the *Spindrift*'s final voyage.

X MARKS THE SPOT

While the archaeologists catalogue their finds, a variety of ships come to sightsee, moving dangerously close to the *Spindrift*, the survey team's ship, and the player characters' starship. The security chief or tactical officer must warn them off to prevent a collision. Two eventually collide with one another, sending distress signals. This is a diversion, as moments later a pirate ship drops out of warp, and demands the Federation abandon the *Spindrift* and vacate the area immediately.

MINOR BEATS

A team from the Federation News Service arrives, looking for a story. They will insist on being allowed to film the ship and its treasure. News of the finds will attract even more gawkers.

KEY NON-PLAYER CHARACTERS

Doctor Leitner uses the statistics for Doctor Heidi Schipp (page 351). Remove De-evolving and add the focus Archaeology. The best fit for Doctor Zemor is Daimon Skel (page 327).

The survey ship is a small scout vessel equivalent to the *Danube*-class runabout on page 235. Consider typical Earth Cargo Service vessels like the *Spindrift* to be Scale 3. The pirate ship is of a similar capability to the Romulan bird-of-prey on page 262, sans cloaking device and plasma torpedoes.

CONCLUSION

To satisfy their orders, the crew must protect the *Spindrift*, its contents, and the archaeologists. Noticing the gleam in Zemor's eyes and preventing temptation is a bonus. Arresting Zemor for theft will be embarrassing headline news. Pirates are notorious cowards who will likely run at the first signs of resistance. A clever crew might buy them off with a king's ransom in fake crystals.

ADDING THIS MISSION TO YOUR CAMPAIGN

Consider a bit of foreshadowing to give depth to this tale. The best wreck stories are made better with mystique and legend. Have the wreck mentioned in passing dialogue in an earlier session. Or, have the player characters encounter the archaeologists at a starbase symposium.

SPACEWRECKS

“CAT’S MEOW”

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Commanding Officer

SYNOPSIS

In a show of good will to New Monaco, recently admitted to the Federation, Starfleet has ordered the player characters’ ship to lead the flotilla preceding the 2267 Grand Prix.

OPENING LOG ENTRY

“**Stardate 3689.4.** As guests of honor, our senior staff is invited to a gala dinner following the parade. I have heard racers from both Alpha and Beta quadrants are attending – Klingon, Orion, Aurelian, Caitian, and more. Time to break out the dress uniform. A note to the crew... no partaking of the Saurian brandy. I hear these racers are a rowdy bunch. And a note to myself, talk to the pilot of Cat’s Meow. That’s the sleekest yacht I have ever seen.”

MAJOR BEATS

GO, WARP RACER!

The parade is flashy, with colorful yachts flown by flamboyant pilots, who continually test the will of the ship’s captain by breaking formation. At the gala, squabbling breaks out among the racers. Valak Varn, a newcomer with a sleek new yacht *Cat’s Meow*, is the most boastful of the lot. He angers the other racers to the point that a brawl is imminent. The player characters must intercede or the Klingon and the Caitian pounce on Varn for his insolence.

NEBULOUS SEARCH

At the race the next day, Varn takes a commanding lead. The *Cat’s Meow* enters the Ultan Nebula first, but five minutes later, as the racers exit the nebula, there is no sign of Varn. The player characters launch as search and rescue effort. Inside the nebula, sensor sweeps are difficult, so finding the *Cat’s Meow* is no easy task. When located, the scanning player character will recognize the vessel is of Kzinti design. Varn is missing, presumed dead.

DEATH BY SPACESHIP

As the ranking authority, the captain may convene an inquest, calling witnesses to testify. Varn was not well liked, but all the racers have solid alibies. The player characters should try retrieving the *Cat’s Meow*’s log, but this is much more difficult than expected, as if the

computer is resisting. For dramatic effect, retrieval of the log should coincide with the testimony of the final racer. The video from the log shows a hatch opening, Varn being sucked out into space, and the hatch closing, an apparent accident.

MINOR BEATS

Starfleet’s Engineering Division have heard of Varn’s ship and would like information on its systems. To a trained Starfleet eye, the ship has an alien warship look, long and sleek, with wings that end in what may have once been weapon pods. Through clever roleplaying, a player might convince Varn to give a tour of the *Cat’s Meow* prior to the race. Its interior is every bit as warlike as the exterior.

KEY NON-PLAYER CHARACTERS

Star yacht racers are, by their very nature, NPCs with high scores in Control, Daring, and Conn. Because the racers represent species from across Alpha and Beta Quadrants, feel free to choose any of the NPCs with high scores in those statistics and use them as you will.

For the star yachts, use unarmed *Danube*-class runabouts from page 235.

CONCLUSION

The *Cat’s Meow* did it. In fact, the *Cat’s Meow* is not a star yacht, but a salvaged, cutting edge Kzinti torpedo-boat. Refurbished as a racer, with new programming, a portion of the ship’s original AI remains. It murdered Varn in retribution for his desecration of the original pilot’s body, callously dumped on an asteroid. Should the player characters make the connection, pulling the computer’s plug is a likely outcome. Or, they might be inclined return the ship to the Kzinti, or to Starfleet Intelligence.

ADDING THIS MISSION TO YOUR CAMPAIGN

Pull out all the stops for the star yacht racers. As the red herrings of this adventure, they need to stand out. They are full of braggadocio. Roleplay the scuffle at the gala to highlight the revenge motive. The alien ship could belong to any species, but works best if that species has legends about weapons seeking revenge for the death of their owner.

SPACEWRECKS

"THE ARK OF CALEDON"

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Science Officer

SYNOPSIS

While patrolling on the edge of Federation space, the player character's discover a vast generation ship in a decaying orbit around a M-Class world. Sensors show no signs of life, so a boarding party is sent to investigate.

OPENING LOG ENTRY

"Stardate 3820.8. Sensors have detected an unusually large mushroom-shaped object orbiting an uncatalogued Class-M world. Energy emissions indicate the object has a fusion reactor of some sort, but no warp drive. We have encountered no life forms in this sector, so this may be a chance for a first contact."

MAJOR BEATS

THE EMPTY ARK

Scans by the players on their ship reveal two energy readings – one at the center of what is the ship's domed habitation section, and another directly below. Player characters in a boarding party can use their tricorder to identify energy readings. At the center of town is some kind of radiation, potentially lethal with long exposure times. The energy signatures from below pinpoint a complex computer network running the ship's systems. Investigation at the center of town reveals row upon row of earthen mounds, a massive cemetery with tens of thousands of graves. The graves are the source of the lethal radiation reading. In the center of the makeshift graveyard there is a small building housing a turbolift shaft leading to the bridge.

MEMORY BANKS

The ship's bridge is at the junction of the dome and the stalk below the habitation level. The vast computer network is housed there. Deciphering the ship's logs is a difficult task. Log entries identify this species as the Caledons. An ecological apocalypse destroyed their home world. To preserve their civilization, they built a massive space ark, and sent it to the closest system with a habitable planet. Spending Momentum for additional information will give the player characters access to instructions on how to contact the now computerized civilization.

NOBODY'S HOME

Communication with the Caledons reveals their bodies were destroyed by a strange radiation as they traveled to this star system. Their scientists were able to reduce the Caledons to a digital state, in hopes that someday they would be found and returned to their corporeal existence. Player characters should be aware of the android manufacturing complex on Exo III or the facilities on the Shore Leave planet in the Omicron Delta region as possible answers. However, the ark is incapable of warp speed. The players might transfer the consciousness of the Caledons from the ark to their own computers.

MINOR BEATS

Roaming the ark are a variety of maintenance robots, some functional, others in states of disrepair. Malfunctioning robots are armed with minor tools or low-powered lasers and may mistake the player characters for threats.

KEY NON-PLAYER CHARACTERS

The minds of the Caledons are housed in the ship's computer. Each individual retains the mental abilities they had in life. Use the Starfleet captain and admiral statistics on page 316. Their robots come in many sizes and shapes. Consider using any of the creatures from page 343 should statistics be needed.

CONCLUSION

Failure to decipher the log's or to contact the Caledons will result in the destruction of the Caledons once the ark's orbit has fully decayed a year hence. Failure when attempting the digital mind transferal could completely destroy the Caledons. Success opens up new opportunities for adventure, as the crew searches for answers on Exo III or the Shore Leave planet.

ADDING THIS MISSION TO YOUR CAMPAIGN

The theme of this mission is decay and death, with a hope for rebirth. Play up the mushroom shaped ship, decaying orbit, and dead plants.

"STITCHES IN TIME AND SPACE"

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Science Officer

SYNOPSIS

The ghost ship *S.S. Latrobe*, missing since 2101, has been spotted in this sector of space. The player characters' ship diverts from its scheduled route to investigate.

OPENING LOG ENTRY

"**Stardate 4000.9.** Science with a capital 'S' dictates that ghosts do not exist. But science with a lowercase 's' is willing to undertake any challenge. Using science, I believe I may be able to solve this mystery once and for all."

MAJOR BEATS

TRACKING THE GHOST SHIP

The survey vessel *Latrobe* has been weaving in and out of normal space and a time-dilated quantum subspace fold for the last 166 years, and sightings have been documented in the navigation publication Notice to Spacers. Using the ship's computer, the science officer can retrieve this data, and from there the player characters can reconstruct the phantom's course. With that information plotted, they can set a course for a point where the ghost ship might reappear. Precisely locating the exact emergence point requires a scan. Once located, the crew can attempt to hail the *Latrobe*.

SÉANCE, OR S.O.S.?

Due to time dilation, contacting the *Latrobe* requires calibration of the subspace transceiver by the ship's communications officer. *Latrobe's* crew is only partially aware of their situation, and the time dilation effects from the quantum subspace fold mean only four minutes elapsed on board their ship. As the communication's officer finally calibrates the transceiver, Captain Sahota on the *Latrobe* sends out a distress signal. The emission of subspace radio waves from inside the quantum subspace fold creates an unusual ionic discharge, threatening the occupant of the ion pod, who must make a swift exit to escape injury. With reliable communications established, the *Latrobe* might be saved.

PORTAL TO THE OTHER SIDE

Latrobe's predicament stems from a combination of low-grade dilithium and poorly aligned intermix chamber flow, a problem that can be revealed by the science officer running a diagnostic through their computer. Weaving between the fabric of realities has taken an additional toll on the *Latrobe's* engines. These issues can be solved by sending state-of-the-art rebalancing tools and spare dilithium to the *Latrobe* via transporter. However, this will require opening a subspace conduit in the quantum subspace fold. Opening such a conduit is a very dangerous task.

MINOR BEATS

Being in close proximity to the quantum subspace fold may have adverse effects on humanoid minds, possibly similar to the effects of a spatial interphase. You might choose to have certain NPCs experience episodes of insensibility at the worst possible times.

KEY NON-PLAYER CHARACTERS

For the crew of *S.S. Latrobe*, use the statistics for the Starfleet NPCs on pages 314–316. Consider the *S.S. Latrobe* to have Scale 3 with a score of 7 in all systems except Sensors of 8. Departments are 1 except Science of 3.

CONCLUSION

The optimal resolution is the recovery of *S.S. Latrobe* to normal space by replacing the low-grade dilithium crystals and re-aligning the flow from the intermix chamber before the engines overheat and explode. An alternative would be removal of the crew via transporter.

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ADDING THIS MISSION TO YOUR CAMPAIGN

Up the stakes on this mission by having the *Latrobe's* captain be an ancestor of a player character with the Serving Starfleet is a Family Tradition value.

SPACEWRECKS

"TUG OF WAR"

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Flight Controller

SYNOPSIS

Orders from Starfleet Command direct the player characters to the very edge of Federation space, where they must recover a derelict Romulan bird-of-prey carrying holographic masking technology. The dangers of conducting a boarding operation in the shifting gravitational fields of a black hole add complexity to the mission.

OPENING LOG ENTRY

"**Stardate 4314.7.** The captain has received a priority message from Starfleet: 'Derelict 22nd century Romulan bird-of-prey discovered near black hole on edge of Federation space. May be carrying secrets of Romulan holographic masking technology. Recovery of ship paramount. Destroy vessel if recovery impossible.'"

MAJOR BEATS

THE BLACK HOLE

Navigating along the edge of a Class IV black hole's gravitational field is a feat that challenges any flight controller. Hazards to avoid include gravitational waves, radiation (gamma and x-rays), and pockets of time distortion. Since the black hole is just inside Federation space adjoining the Romulan Neutral Zone, approaching the black hole may draw the attention of Romulan sentry ships, requiring a delicate diplomatic explanation.

STEP LIGHTLY

Upon closing with the wreck, a decision must be made on how retrieve it. One option is to attempt to tractor it from the ledge. Establishing a tractor beam will pull the wreck from the gravity well, at which point the players characters may board. However, should this fail, the ship will plunge toward the black hole, leaving little time for other recovery options. Another avenue is to send a boarding party to the ship in hopes of restoring power to its engines. The dangers here are transiting to the wreck, and the potential of upsetting the ship's precarious balance. Once aboard, a damage control party can attempt to repair the ship's engines under the baleful gaze of long-dead Romulans.

WATCHFUL EYES

While the boarding party works on the derelict's engines and scours the ship for signs of the masking technology, Romulan Commander Thross arrives in a Romulan D7. Thross requests the Federation grant the ship war grave status, even though the ship was not lost during the Earth-Romulan War, and therefore not subject to the terms of that treaty. The player characters must make a decision. Their orders are plain, recover or destroy. The Romulan commander issues an ultimatum, "You have one minute," and locks weapons on the bird-of-prey.

MINOR BEATS

The bird-of-prey is precariously balanced on a "ledge" in a gravitational field. You might have the player characters' ship also get pulled onto the ledge, with Commander Thross being the only chance of rescue, adding a layer of urgency to their talks.

KEY NON-PLAYER CHARACTERS

Major Verohk on page 321 makes a suitable Commander Thross. Replace the focuses Infiltration and Interrogation with Resilience and Starship Tactics. Adjust Presence to 11 and Security to 2.

CONCLUSION

The success of this mission hinges on the recovery of the ship, or, barring that, recovery of data from the ship's computer banks. Despite Starfleet's orders, any outcome that helps relieve Federation-Romulan tensions will be looked upon favorably by the Federation Council. If the ships trade shots, the crew can expect reprimands.

ADDING THIS MISSION TO YOUR CAMPAIGN

Federation starships of the 2200s do not have a flight controller. This mission should be tailored to either helm or navigation or shared between the two. And don't forget, some crewmembers may have animosity toward the Romulans dating back to the Earth-Romulan War.

628

629

SW

3520

900

918

60

230

"THE MIGHTY *GORGON*"

- ▶ **Suggested Era of Play:** Original series era
- ▶ **Spotlight Role:** Commanding Officer

SYNOPSIS

One of the most decorated ships from the Earth-Romulan War, the *Daedalus*-class *U.S.S. Gorgon*, was lost defending Federation territory from a Klingon incursion in 2196. Presumed destroyed, the ship has recently been discovered adrift in a system near the Klingon border. Because of its proximity to nearby space lanes, the Federation Astrophysical Survey has determined the best course of action is for the vessel to be destroyed.

OPENING LOG ENTRY

"**Stardate 4516.9.** I have received orders from Admiral Fitzpatrick to proceed at once to the 14 Eridani system where we are to locate the wreckage of the *Starship Gorgon*. Once located, we are to destroy it immediately before it drifts into the system's space lanes. Freighter traffic is heavy in this sector, as both the Federation and the Klingon Empire are in a race to develop the region following the Organian Peace Treaty. And we need those space lanes clear."

MAJOR BEATS

THE GORGON ADRIFT

Sensors detect the vessel directly ahead. No signs of life. A request for additional information reveals a strange energy signature coming from the *Gorgon*, but the captain has their orders, and the ship brings its weapons to bear. However, before the helmsman can fire, line of sight is blocked when civilian vessel drops out of warp between the two starships.

SONS AND DAUGHTERS OF THE EARTH-ROMULAN WAR

The vessel is registered to the Sons and Daughters of the Earth-Romulan War (who go by the acronym SAD). The vessel's captain, retired Starfleet Commodore Reyes, demands they be allowed to take the *Gorgon* in tow so that it can be moved to a museum, a monument to those who died in the conflict long ago. Unless the player characters can find a way to stop them, the SAD vessel binds itself to the *Gorgon* with its tractor beams.

SECRET ORDERS AND THE MUTAGENIC TORPEDO

The captain's secret orders reveal the following: unknown to anyone but a handful of Section 31 operatives, at the time of its loss *U.S.S. Gorgon* was on a secret mission to deploy a mutagenic weapon against a Klingon military base in disputed territory. This mutagenic virus was tailored from a virus at Cold Station 12. The hoped-for outcome was the creation of a more docile Klingon. A destruction order was issued as soon as the derelict was identified as the *Gorgon*. Section 31 has no interest in recovering the weapon. They are, in fact, attempting a cover-up.

MINOR BEATS

Members of the player characters' crew may side with SAD and question Starfleet's orders. SAD will also flood the subspace communications channels with pleas for help.

KEY NON-PLAYER CHARACTERS

For Commodore Reyes, use the statistics for Rear-Admiral Thyran on page 316, except use the trait Human instead of Andorian. Other members of SAD use the statistics for the various Starfleet personnel on pages 314 and 315.

CONCLUSION

The players can follow orders and choose to destroy the *Gorgon*. The ship carrying the members of SAD is unarmed. When threatened, they will depart empty handed and bitter. Should the player characters risk defying orders from Starfleet Command, they can defend their actions by claiming the ship is a war grave and a valuable cultural heritage asset, but in so doing the captain will lose reputation and receive a reprimand. Anyone with knowledge of the mutagenic torpedo will undergo debriefing by Starfleet Intelligence and be sworn to secrecy.

ADDING THIS MISSION TO YOUR CAMPAIGN

The action takes place close to Klingon space during the Organian-imposed peace. For a pre-Organian setting, consider moving the location closer to Klingon Space with a D7 lurking somewhere nearby. For a later era during a Federation-Klingon alliance, concentrate on the duplicitous nature of Section 31.

"VENT QUI REND FOU"

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Chief Medical Officer

SYNOPSIS

The *U.S.S. Aeolus* (*Hermes* class) was serving as a technical test bed for a Medusan-derived navigation system. Just two weeks into the shipboard phase of the testing process, she disappeared with all hands. The last transmission was from Captain DuBois: "Vent Qui Rend Fou." The player character's ship was part of Starfleet's search for the vessel which turned up nothing. As the player characters' ship is about to resume its normal patrol, the *Aeolus* drifts into view from behind a nearby asteroid.

OPENING LOG ENTRY

"**Stardate 5790.6.** Initial tests of the Medusan-derived navigation system seemed promising. Reports from phase one indicated no ill effects on the navigator, a trained telepath. But the ship went missing. And now that we have found her, I can't help but wonder at the meaning of the captain's final message: 'The wind that drives one mad.'"

MAJOR BEATS

A DERELICT?

The ship appears to be undamaged. A successful sensor scans show all ship systems are nominal. Hails go unanswered, but there are life-forms on the ship: one in the deck four briefing room, two on deck six (one each in the galley and engineering), and three on deck ten. Either the remainder of the crew has abandoned ship, or they are dead. Sending a boarding party to investigate will uncover scenes of chaotic struggles and bloody murder among the crew.

MADNESS

Select a few non-telepathic members of the boarding party and have them display increased anxiousness and anger with the turn of each new corridor. Using the ship's computer will cause these characters to experience these heightened emotions at an even faster rate. A crescendo is reached when the party arrives at auxiliary control on deck seven, the location of the Medusan navigation test control console, where affected player characters will find it very difficult to maintain their composure. The chief medical officer may use a tricorder and their ship's computer to

attempt to interface with the console. If successful, they discover the navigation software has malfunctioned, injuring the Medusan navigator, causing it to project an image of itself telepathically into any unshielded mind, driving the afflicted into a rage.

SEVERING THE LINK

As madness overtook the *Aeolus* crew, the three telepathic crewmembers realized the Medusan navigation system was to blame and tried taking it offline but were unsuccessful. They sought refuge in the gardens. If found, their knowledge can help the player characters to disable the device, and thus prevent further deterioration of the minds of the player characters. However, this will draw the maddened *Aeolus* crew to auxiliary control where they will attempt to kill the player characters with improvised melee weapons.

MINOR BEATS

There is a chance that a few of *Aeolus*' crew were able to abandon ship, either in lifeboats or a shuttle. Like their shipmates, they are quite dangerous, and possibly armed.

KEY NON-PLAYER CHARACTERS

For the survivors, choose Starfleet NPCs from among those listed on pages 314 and 316. All except the telepaths are subject to the special Aggressive and Fearful rule from the Neanderthal on page 348.

For the *Aeolus*, the only statistics that might come into play are its Computer score of 7 and Science score of 4.

CONCLUSION

For a fully successful mission, the player characters must recover the *U.S.S. Aeolus*, rescue all survivors, and devise methods to cure or bypass the rage-inducing effects of the Medusan navigation system, possibly by treating the Medusan.

ADDING THIS MISSION TO YOUR CAMPAIGN

Get consent from players beforehand if you wish to include their player characters in the emotion-altering effects of the navigation system; alternately, you might have the effect only apply to certain NPCs.

SPACEWRECKS

“ORIGIN UNKNOWN”

- ▶ **Suggested Era of Play:** Original series era
- ▶ **Spotlight Role:** Chief Medical Officer

SYNOPSIS

On a mission to deliver a replacement subspace transceiver to the colony on Beta VI, the player characters detect a mysterious signal from a nearby star system. Adjusting course to investigate, they find a strange alien ship of unknown origin.

OPENING LOG ENTRY

“We’ve encountered an alien vessel adrift in space. As CMD, I’ve been assigned to the boarding party. Exploring alien vessels doesn’t worry me. Proper decontamination procedures ensure our safety. But what of the captain of the small Federation registered scout ship parked alongside? Is decontamination in their vocabulary?”

MAJOR BEATS

ONBOARD THE ALIEN VESSEL

Close inspection reveals the alien vessel to be undamaged. Searching the Federation registries reveals the small *J*-class cargo ship as the *TradeWins*, belonging to Scout Mahon. Player characters detect one Human onboard the alien vessel. There is a breathable atmosphere, so the captain can send a boarding party to investigate. Mahon is located forward, in the ship’s bridge. Beaming directly there will alert Mahon to their presence. Beaming in at other locations they see only dead crew, many still at their posts, their bodies recently pilfered. A scan from a medical tricorder reveals they died from the highly contagious Hibani Plague less than a year ago. Scans also register small lifeforms scattered throughout the alien ship. These small, hairless, rat-like creatures are called “bilge rats” by spacers.

CONTAGION

The crew sees signs of rats and dead crew scattered throughout the ship, but no computer terminals. Searching engineering, they find the engines have been shut down. They also discover a single terminal dedicated to engineering tasks. They uncover a trail of pilfered bodies, in a line leading from *TradeWins* to the bridge. They may also notice a few rats heading toward the open airlock door of Mahon’s ship. At the bridge, stealthy observation will reveal Mahon looting bodies. When questioned, Mahon’s alibi is “I was looking for

IDs.” The crew can access the ship’s log from the bridge. By successfully searching the databanks, the players will learn the aliens were unaware of the bilge rats, who were silently eating and contaminating the ship’s food supply. With no replicators, and without provisions in the star desert, the crew had no other choice but to eat the rats. The crew contracted the plague, dying quick deaths. Armed with this knowledge, the medical officer should be able to recognize the disease as Hikani Plague.

PURSUIT

The player characters are attacked by a swarm of rats at this point. The diversion allows the infected Mahon to escape back to the now rat-infested *TradeWins*, where Mahon warps away at top speed. The player characters pursue, and finally catch Mahon at Beta VI. Can Mahon be reasoned with? Threatened into surrender? Or will they be forced to destroy *TradeWins* as it descends to the planet’s surface?

MINOR BEATS

Hikani Plague is usually contracted by consuming an infected animal, or through touch, but it can also go airborne. For the player characters, transporter decontamination procedures normally weed out contagions, but this is a particularly sticky space bug, so it may spread to their ship.

KEY NON-PLAYER CHARACTERS

Scout Mahon is an independent trader. The type who deals in kevas, trillium, and occasional bits of contraband. For Mahon’s statistics, use the Ferengi Salesman on page 326. The bilge rats use statistics for the gunji jackdaw on page 343, with Stress reduced to 3.

CONCLUSION

Mahon cannot be allowed to land on Beta VI due to the infestation on *TradeWins* and the disease Mahon carries. Starfleet vessels may use deadly force if needed, but it’s possible for Mahon to be treated by the chief medical officer.

ADDING THIS MISSION TO YOUR CAMPAIGN

The origins of the alien ship are left for you to determine. As an unknown, it could be a ship from an as-yet unencountered species.

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