

STAR TREK™ ***—ADVENTURES—***

STAR TREK™ **THE UNDISCOVERED COUNTRY**

MISSION BRIEFS

STAR TREK™
60

STAR TREK ADVENTURES

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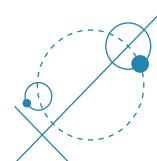


STAR TREK ADVENTURES

STAR TREK VI: THE UNDISCOVERED COUNTRY

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STAR TREK VI: THE UNDISCOVERED COUNTRY



"I OFFER A TOAST. THE UNDISCOVERED COUNTRY...THE FUTURE."

- CHANCELLOR GORKON



COMMODORE NELLA XEN

After the relatively underwhelming performance of Star Trek V: The Final Frontier, it was decided not to send the original crew of the Enterprise out on a low note. It was reasoned that they deserved better. Ultimately, Leonard Nimoy was approached to help find the crew a worthy exit. Nimoy conferred with The Wrath of Khan director Nicholas Meyer to get back to something Star Trek had proven itself quite capable of in the past: social commentary and political allegory.

AS THE 1980S BECAME THE 1990S, and Mikhail Gorbachev's policy of *glasnost* first enlightened, then ultimately doomed, the Soviet Union, the pair of Nimoy and Mayer contemplated the notion of what might happen if the cold war, which had simmered between the Federation and the Klingon Empire since the episode "Errand of Mercy" in 1967 was forced to come to a halt? What if the people assigned to escort the Klingons to the negotiating table weren't particularly fond of the idea?

What if leaders on both sides were determined to sabotage the process?

This kind of fear had existed in the real world as the Soviet Union collapsed upon itself but hadn't achieved quite the levels of disarray and hostility achieved in *Star Trek VI: The Undiscovered Country*. In the film, however, the writers and actors were allowed to let things play out. Kirk's desire to let the Klingons die echoed the real feelings of many who grew up under the threat of mutually assured destruction.

Perhaps not surprisingly, it was two of the Klingons who addressed Kirk's fears. General Chang saw in Kirk a fellow warrior, unwilling to let go of the past, while Chancellor Gorkon saw in Kirk a kindred spirit of another sort. Gorkon knew that peace between the two polities was going to be the hardest on their generation, the one which had grown up knowing only hostility between their respective societies.

The Undiscovered Country is often praised as a loving farewell to the original

crew of the *Enterprise*, and rightly so. All of the characters have opportunities to shine. Sulu finally gets his own long-overdue command, taking over as the captain of the *U.S.S. Excelsior*. He provides vital assistance to his mentor and friends, for instance, while Uhura and Chekov spearhead the investigation into the attack on *Qo'noS One*.

The guest cast also shines, most notably Chancellor Gorkon and his chief of staff, General Chang. Chang is an absolutely delightful antagonist, every bit Kirk's equal as both tactician and commander. Like Kirk, he is completely committed to his people and his beliefs, though, unlike his opponent, he is unwilling to change to match the changing times.

While not without its flaws, *The Undiscovered Country* was a more than fitting send-off for the original crew and for the *U.S.S. Enterprise* herself. Together, they saved the day one last time and gave the fans one last adventure before passing the torch to the next generation of heroes.

This packet provides four detailed mission briefs set in and around the events of *Star Trek VI: The Undiscovered Country*. Each brief can be modified for use as adventures in your **Star Trek Adventures** campaigns set in the movie era (2273–2300) or any other era of play with minor modifications. Each mission brief is designed to stand alone, though they could easily be strung together into a story arc or added to an existing campaign.

► ELEMENTS OF A MISSION BRIEF

A mission brief contains several elements that collectively create a high-level outline for a mission. Each element may be modified as needed to suit the needs of your particular game and group of players. The elements of a mission brief include:

- **TITLE:** An evocative title for the mission.
- **SUGGESTED ERA OF PLAY:** The time period in which the mission is recommended to be set (*Enterprise* era, original series era, *The Next Generation* era, etc. or a span of years).
- **SUGGESTED SPOTLIGHT ROLE:** The suggested focus player character role. This can be used to help you and your players plan milestones and character arcs.
- **SYNOPSIS:** A high-level summary, detailing key points such as location, antagonists, the overall plot, etc. The synopsis generally explains how the story might relate to the player characters and provides the essential details needed to start developing the story.
- **OPENING LOG ENTRY:** A captain's log or a personal log, usually written with the suggested spotlight role in mind.
- **MAJOR BEATS:** Key scenes or encounters to include, with room left for you to bridge them as needed with material unique to your cast of player characters and campaign events.
- **MINOR BEATS:** Secondary plot elements you could weave into the mission as a side scene or subplot.
- **KEY NON-PLAYER CHARACTERS:** Brief descriptions of key NPCs, including the main antagonist(s), and recommendations on whether they are Minor, Notable, or Major NPCs.
- **CONCLUSION:** The intended ending of the mission, with suggestions on how to adjust the conclusion if the players move the story in unanticipated directions.
- **ADDING THIS MISSION TO YOUR CAMPAIGN:** Advice on how you might fit the mission into your ongoing campaign.





MISSION BRIEF

"WHERE NO ONE WANTS TO GO"

SUGGESTED ERA OF PLAY: The movie era (2273–2300)
SUGGESTED SPOTLIGHT ROLE: Command

SYNOPSIS

A Starfleet intelligence team has been caught by a Klingon security force. They are about to be extradited to Rura Penthe, but they were clearly set up. Can your crew argue in their defense? Or will more desperate measures need to be taken to effect a rescue?

Word has it a small band of Klingon agents have captured a contingent of Starfleet intelligence officers. We have been ordered to intercept them before they cross over into Klingon territory. If we fail, we may need to make the treacherous trip to Rura Penthe. We need to avoid that at all costs.

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MAJOR BEATS

SPACE RACE WITH NEGOTIATIONS

The Klingon Defense Force has accused the intelligence officers of downloading the contents of a Klingon escort vessel docked at Outpost 7 that was on a diplomatic mission to the Gorn Hegemony. Starfleet has provided evidence that their officers were not the perpetrators as they were on Outpost 6 during the theft. The characters must track a cloaked bird-of-prey that holds the Starfleet officers while trying to negotiate with representatives of the KDF. If the bird-of-prey makes it over the border, all hope is lost.

OUTPOST 7

A detour to Outpost 7 will enable the characters to investigate the circumstances around the crime. Encounters include a run-in with Aamaarazan representatives who are fed up with Klingon harassment along their trade routes, a Gorn bounty hunter who hasn't been paid, and a defective Mudd android that is determined to defy the Khitomer Accords.

EVIDENCE

The gamemaster can decide which of the three parties referenced above actually stole the Klingon escort vessel's data. Maybe all three were colluding together. The data reveals a list of sympathizers of General Chang who have invested in augmenting a rebel force eager to take down Chancellor Azetbur. This is valuable intel. The Federation could give it to the Klingon High Council in good faith, bolstering Federation/Klingon relations.

MINOR BEATS

Maybe a member of the intelligence team is a former ally of one of the main characters or a family member.

KEY NON-PLAYER CHARACTERS

Use or adapt statistics from the core rulebook for various characters in this mission brief.

CONCLUSION

Can the crew provide evidence that the Starfleet Intelligence officers are not complicit in the theft of data? If not, are they willing to cross a border to rescue their fellow officers?

ADDING THIS MISSION TO YOUR CAMPAIGN

Elements of this campaign can be adapted to any era by altering the kind of data stolen from the Klingon escort vessel.





MISSION BRIEF

"ANTI-GRAV SABOTAGE"

SUGGESTED ERA OF PLAY: The movie era (2273–2300)
SUGGESTED SPOTLIGHT ROLE: Science

SYNOPSIS

While en route, the ship suddenly falls out of warp, and the artificial gravity goes offline. While repairing the ship, the crew must investigate the incident and uncover a saboteur aboard before their compatriots raid the ship and make an escape.

We are en route to our next destination. A calm has taken over the crew as this journey is two days at minimum warp, with no urgency or need to expend extra fuel to arrive sooner.

300

MAJOR BEATS

THE INCIDENT

The ship unexpectedly drops out of warp during Gamma Shift (the “night” shift), disrupting the inertial dampeners and waking the crew. As they are investigating the cause, the majority of life support systems begin to go offline. It starts with primary lighting and is followed a few minutes later by the artificial gravity systems.

THE INVESTIGATION

With artificial gravity systems disabled, the crew must find a way to uncover the source and begin repairs. This will require accessing the emergency gravity boots and distributing them to key personnel. Movement is hindered throughout this process. While the engineering team tries to repair the life support system, the science station detects a surge of neutron radiation outside the ship’s hull.

PIRATES!

The comms station may detect a short-wave communication signal being sent from the ship. While trying to isolate the source, a ship decloaks directly off the bow of the ship! The saboteur is actually a lower-ranking crew member in disguise, picked up from a previous mission. The crew must attempt to apprehend them before they are able to beam to the ship while fending off attacks from the pirate crew attempting to disable ship systems.

MINOR BEATS

Investigation and apprehension of the saboteur may incur additional combat encounters. In addition, the chief engineer and/or science officer getting to engineering and equipping gravity boots and then subsequently making repairs in zero gravity could instigate additional challenges.

KEY NON-PLAYER CHARACTERS

The Pirate crew member is a Notable NPC with a technical background and ability to deceive. They are motivated by greed and acquiring valuable technologies. Their ship is a jury-rigged amalgamation of technologies from smaller science vessels. Their cloaking technology could be Klingon or Romulan in origin, but that does not need to dictate the species of the pirates. It is up to the gamemaster if the hidden crew member is a totally new character on the ship or playing a long game from a prior encounter.

CONCLUSION

The pirates may either be chased off after transporting their saboteur back to the ship, or the saboteur is apprehended, and the pirates are destroyed. The crew may also be unsuccessful in their attempts, and a key component of the ship may be taken, leading to a new adventure.

ADDING THIS MISSION TO YOUR CAMPAIGN

With an open-ended introduction and ending, there is a lot of versatility in how to incorporate this mission into your campaign. It can be modified for any era, taking into account different cloaking capabilities of the time. The saboteur crew member could be a known NPC or a completely new character. Depending on the outcome, it could dovetail into another mission where the crew needs to make repairs, find new equipment, or chase down the pirates over a longer arc.





MISSION BRIEF

"NO LOOSE ENDS"

SUGGESTED ERA OF PLAY: The movie era (2273–2300)
SUGGESTED SPOTLIGHT ROLE: Command

SYNOPSIS

The surviving conspirators in the attempted assassination of the President of the Federation and the Klingon High Chancellor have been sequestered away so they can be returned to Earth for trial. Extremists in Starfleet, the Klingon Empire, and even the Romulan Star Empire hope to eliminate them in order to keep their true role in the conspiracy a secret. The player characters must escort the conspirators away from Khitomer and uncover the three assassins who have managed to board their vessel before they can eliminate Admiral Cartwright, Romulan Ambassador Nanclus, and Lieutenant Valeris.

The good that has come out of Khitomer has been marred by the actions of several members of Starfleet as well as their counterparts among the Klingons and the Romulans. I still cannot believe it: Fleet Admiral Cartwright, masterminding a dangerous conspiracy alongside General Chang and others? We must get Cartwright, Valeris, and the Romulan Ambassador to Earth as soon as we can.

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MAJOR BEATS

THE ATTEMPT ON CARTWRIGHT

Cartwright is allowed to remain in his cabin on the way home. He spends his days reading from a collection of books on Ancient Rome while refusing to eat much more than a bowl of soup each day. A Klingon commando by the name of Gurn has undergone a procedure to make him appear Human, and he will attempt to assassinate the admiral by posing as the crewman who brings him his daily meal. Stopping this Klingon will lead to a chase within the bowels of the ship as the Klingon attempts his secondary mission of destroying the ship.

THE ATTEMPT ON VALERIS

The result of the mind meld with Captain Spock has left Valeris shaken. Realizing that her entire career has come to an end, she has engaged in deep meditation in the brig as the ship makes its way to Earth. The assassin attempting to kill her is not a political agent but rather an angry ex-lover of Burke, one of the assassins onboard Gorkon's

vessel who was, in turn, killed by Valeris. Valeris will not attempt to stop the assassin or defend herself in any way.

THE ATTEMPT ON NANCLUS

Despite traveling at maximum warp, the ship is boarded by an agent of the Tal Shiar, who uses experimental technology to beam aboard the vessel at high warp. The technology exposes them to extreme amounts of radiation, but it is of no matter: the Tal Shiar believe the Romulan ambassador's usefulness has come to an end. The crew is alerted to the high dosage of gamma particles emanating from one of the storage bays and must stop the assassin before he kills the ambassador.

MINOR BEATS

The crew are sworn to secrecy regarding who they are carrying back to Earth for trial, but that does not mean that rumors do not abound about what is going on. Others may try to liberate Valeris and Cartwright or may also decide to try and kill them.

KEY NON-PLAYER CHARACTERS

Lt. Valeris, Fleet Admiral Cartwright, and Romulan Ambassador Nanclus are all Notable NPCs.

CONCLUSION

If any of the conspirators are killed, it will embarrass Starfleet and make it look like the Federation is trying to cover up key evidence about the conspiracy. The Romulans will be angry over the death of their ambassador, and it will heighten tensions along the Neutral Zone.

▶ ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be adapted for use in other eras. Perhaps an attempted assassination plot tries to disrupt the founding of the Federation, or maybe the Romulan peace accords following the events of *Star Trek: Nemesis* provide opportunities for the crew to try to transport dangerous and high-ranking officials back to Earth.





MISSION BRIEF

"NEUTRAL NO MORE"

SUGGESTED ERA OF PLAY: Late movie era (2293)
SUGGESTED SPOTLIGHT ROLE: Command

SYNOPSIS

The Organian Treaty formed the Neutral Zone between the Federation and Klingon Empires, and before this, the region between the two polities was a highly-desired region as both attempted to found colonies and exploit resources inside of it. The Treaty of 2267 effectively stopped the gold rush in its tracks and left many inhabited worlds suddenly isolated. Both polities may now be less aggressive in their colonization and resource harvesting techniques, but decades have passed, and worlds may not be the same as they were, including Houghton's Highlands. Colonized by both the Klingon Empire and Federation just prior to the Organian Peace Treaty, Houghton's Highlands had barely enough material to support either colony when both polities no longer could access it. What's happened to the people of this world?

We got word today that the Organian Treaty of 2267 has been superseded by the new Khitomer Accords. What that means to us is our patrol route along the Neutral Zone is now light-years from the actual border. Starfleet has ordered us to alter course to the new border and to check in on some worlds we haven't been able to check in on for decades. I've never heard of Houghton's Highlands and the ship's computer is vague.

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MAJOR BEATS

SURVIVORS

Houghton's Highlands once had a population of over 800 Humans and Andorians, and a nearby colony of 500 Klingons. When they were cut off from their home polities, the two factions fought each other, and the Organians imposed their technological limitations on the world, seeing it as not the fault of the larger polities. Over the past two decades, this has resulted in hundreds of deaths on both sides, and both factions living at the technological level of Bronze Age civilizations. Finding the inhabitants is fairly easy once in orbit, getting them to trust a Starfleet that they think abandoned them or the Klingons to trust any Federation citizens will be harder.

NO PEACE

With the Organian Treaty now defunct, technology that has been dead for decades now springs to life, and the inhabitants have yet to forgive the others for the deaths and suffering they've endured. There will be no peace as elements of each camp decide now is the time to strike.

BREAKING THE IMPASSE

Peace with the Klingons may be new to the Starfleet officers trying to stop the violence, and trying to do so with stopping Humans and Andorians may raise problems among the crew. In the end, it becomes clear that regardless of who started it, the Humans have become the aggressors, and the player characters need to stop them.

MINOR BEATS

Technology either comes back into existence as the Organians pull back from the Neutral Zone, or springs into activation. What happens when a plow suddenly becomes a phaser rifle, or atmospheric processors restart after so much time disabled?

KEY NON-PLAYER CHARACTERS

For Karla Georges, the lead Human of the Federation survivors, use Starfleet Security Officer (Minor NPC). For Kahjal, the leading Klingon, use the Klingon Warrior (Minor NPC).

CONCLUSION

How the players stop the Humans from pursuing the Klingons is open, but Karla is bloodthirsty and wants revenge.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be added any time when the gamemaster wants a forgotten colony involving two polities and they want to showcase the dangers of hate being left to grow over decades.



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